

holiday math games

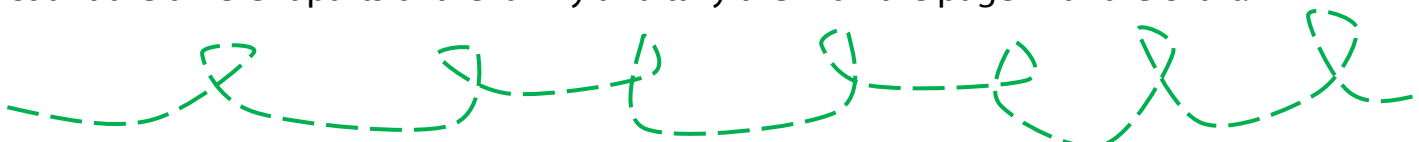


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my snowman cookie family pages 4-5

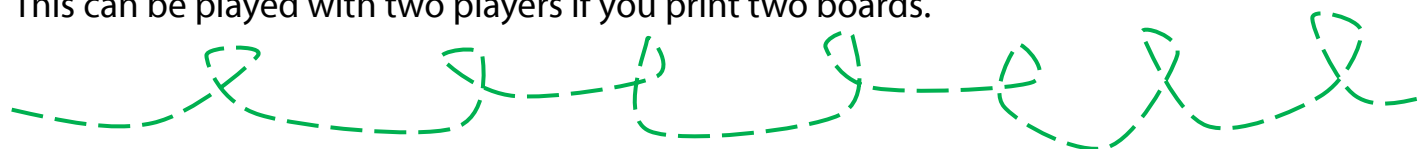
Let your student decorate the snowman family as desired. When she is finished, have her count the different parts of the family and tally them on the page with the chart.



clear the board page 6

Give your student 10 Christmas themed markers (small erasers, jingle bells, Hershey kisses, red/green buttons, etc.). Let him place the markers anywhere he wants on the board. Give your student a pair of dice. As he rolls the numbers that are marked, he removes the markers from the board. When all the markers have been removed, he wins the game.

This can be played with two players if you print two boards.



penguin knock-out pages 7-8

Cut on black lines and tape the pieces together to form one long strip (12, 11, 10, 9, 8, 7... etc.) Let your student roll two dice. He should add the sum of the two numbers and place a marker (we use buttons) on the penguin that got knocked-out. The goal is to knock-out all the numbers. This can be played with two players if you print two boards.



find the cookies pages 9-10

Print and laminate the boards. Cut out cookies at the bottom of page 9. This is a simplistic version of Battleship. You might need to teach your student how to read the grid before starting. Player 1 hides cookies on his board. Player 2 is going to hunt for the cookies by calling out A-1, B-5, etc. As Player 2 calls a space, he marks an X on the spot on his board with a dry erase marker, so he will remember what he has called. Player 1's only job is to check the space to see if a cookie is there. If so, he has to hand the cookie over to Player 2. When all five cookies have been found, the game ends. The players should swap roles for the next game.

race to twenty! page 11

Use two markers (anything you have!) and one die. Players race around the board to see who can be the first one to twenty!



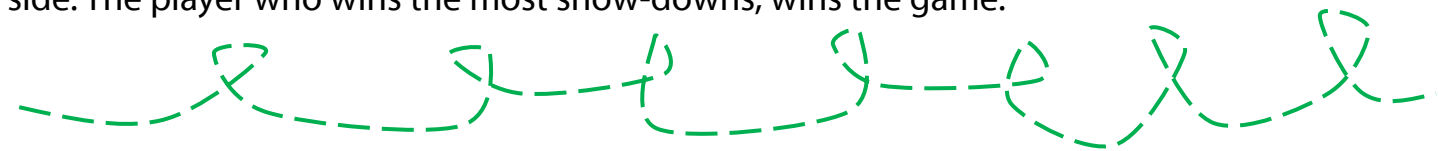
christmas cookie graph pages 12-13

You can play this cooperative game with 1-4 players. Each player takes a turn rolling a die. Fill in one square of the cookie that was rolled (using the chart to show you the numbers with their corresponding cookies). Keep taking turns until one of the cookies reaches ten.



penguin sums pages 14-18

This game is similar to war. Print all the cards on cardstock. Laminate, if desired. Cut cards out. Divide the deck in half. Each player plays two cards at once. There will be seven show-downs! :) The player with the highest sum, takes the cards and sets them in a group to the side. The player who wins the most show-downs, wins the game.



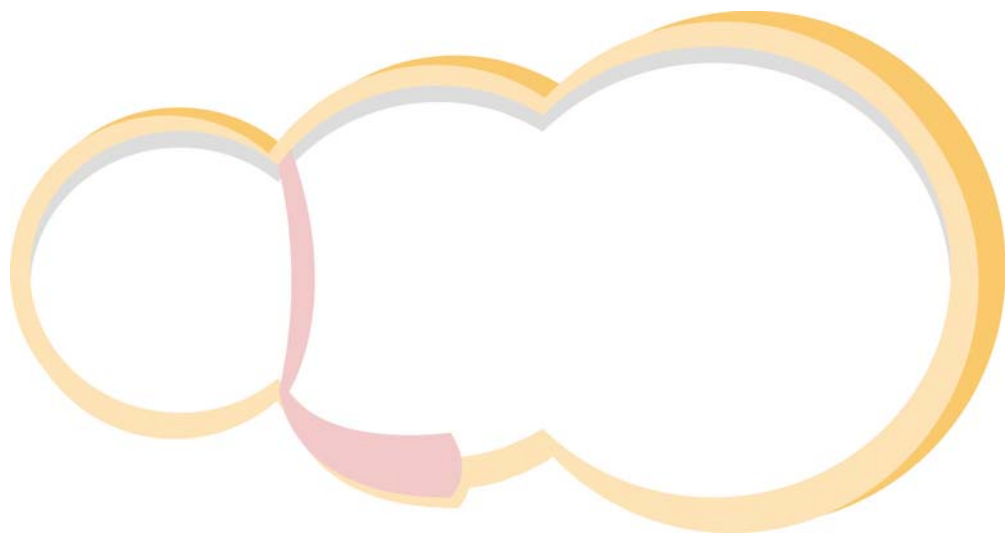
penguin math page 19

This isn't really a game, but I made it for Simon, so I thought I'd share it. This helps students break down, take apart, and understand numbers. Laminate the page. Write a number on the penguin's belly. Let your student determine what two numbers would be equal to the number on the penguin's belly. He can write those numbers in the bottom two circles. You could also use small manipulatives in the bottom two circles.

There are many ways to play math with this. You can put two numbers in the bottom circles and have your student determine what number to write on the penguin's belly. You can do other things, too! Just let your student explore numbers and quantities and have fun!



snouman cookie family





eyes



noses



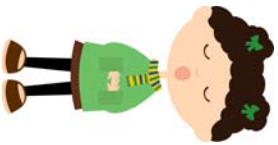
hats



buttons

smiles

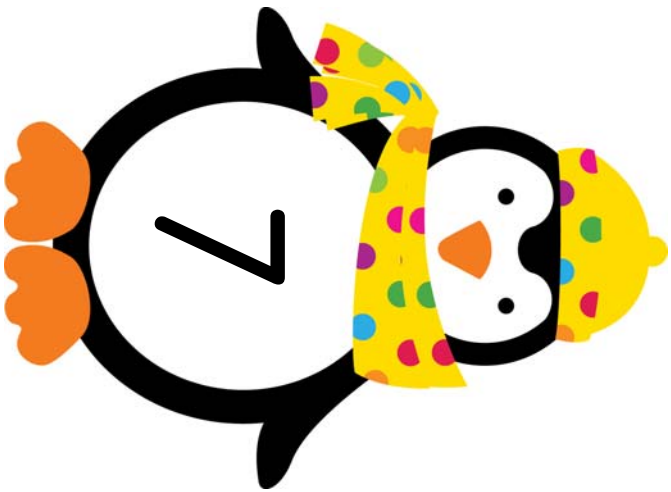
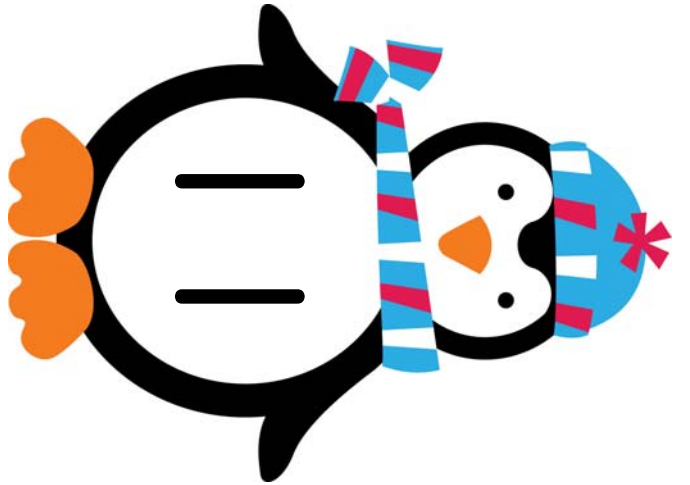
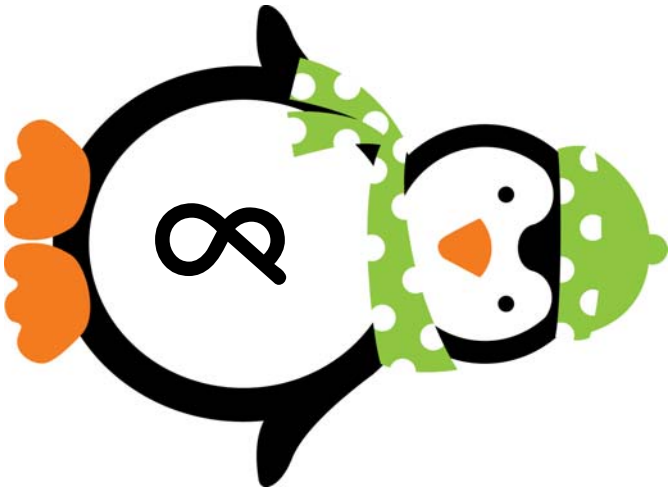
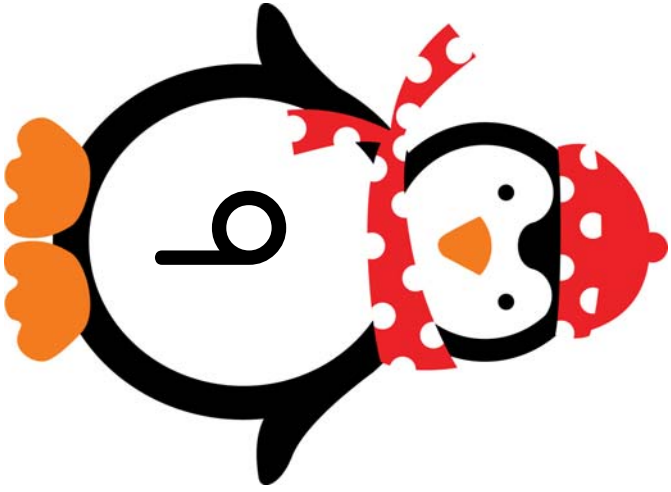
arms

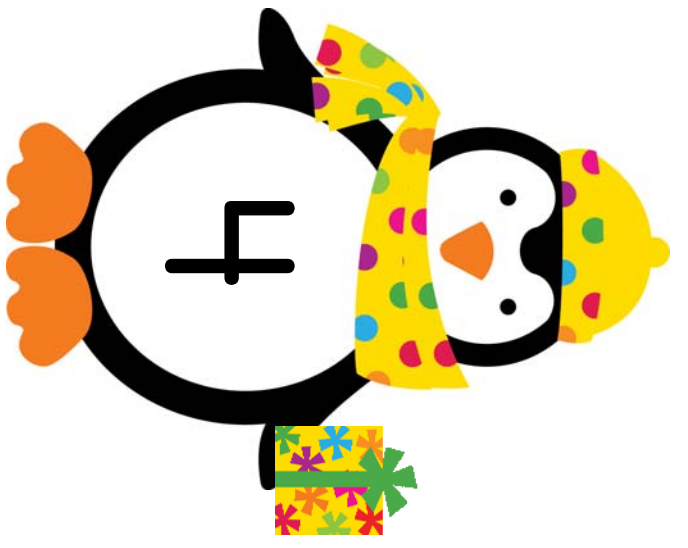
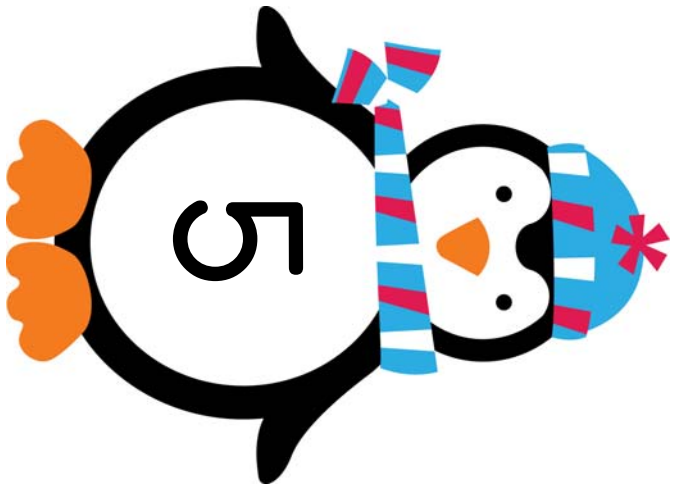


clear the board



2	3	4	5	6	7	8	9	10	11	12		





penguin

knock-ouhi

A	B	C	D	E
1	2	3	4	5



	1	2	3	4	5
A					
B					
C					
D					
E					



20 19 18 17

1

16

2

15

3

14

4

13

5

12

6

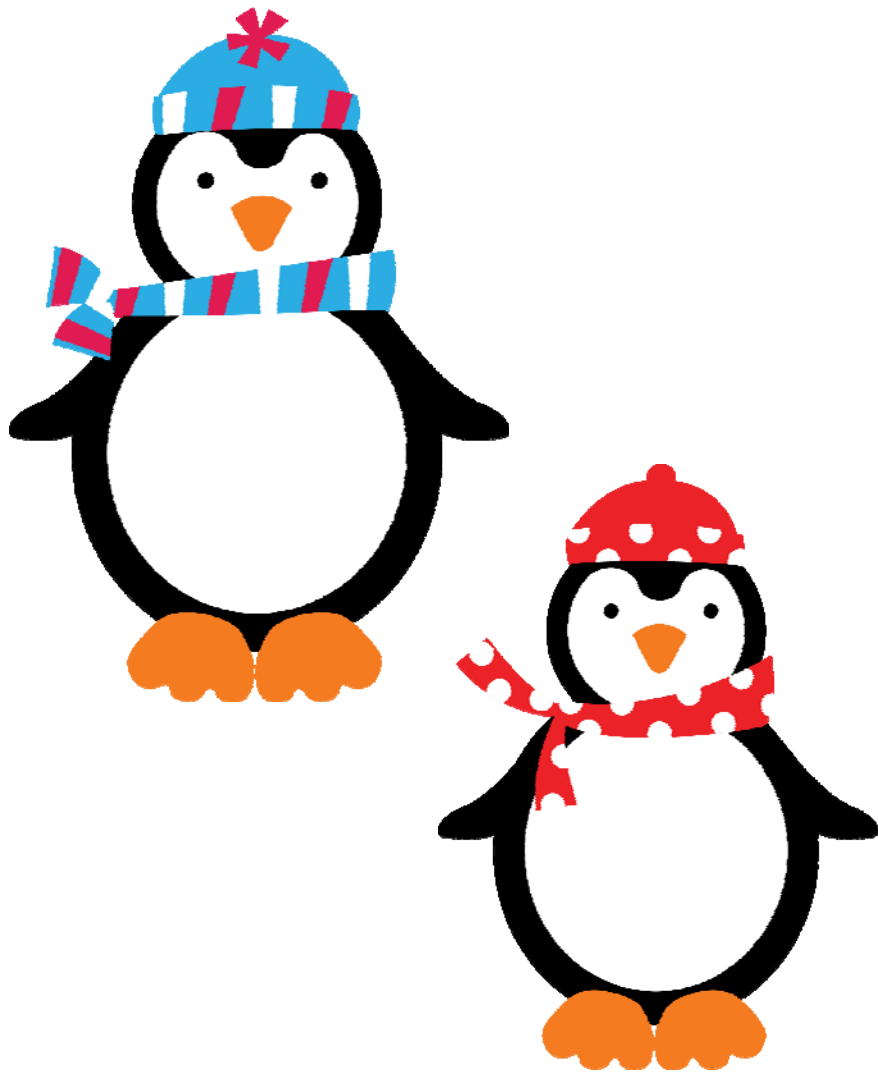
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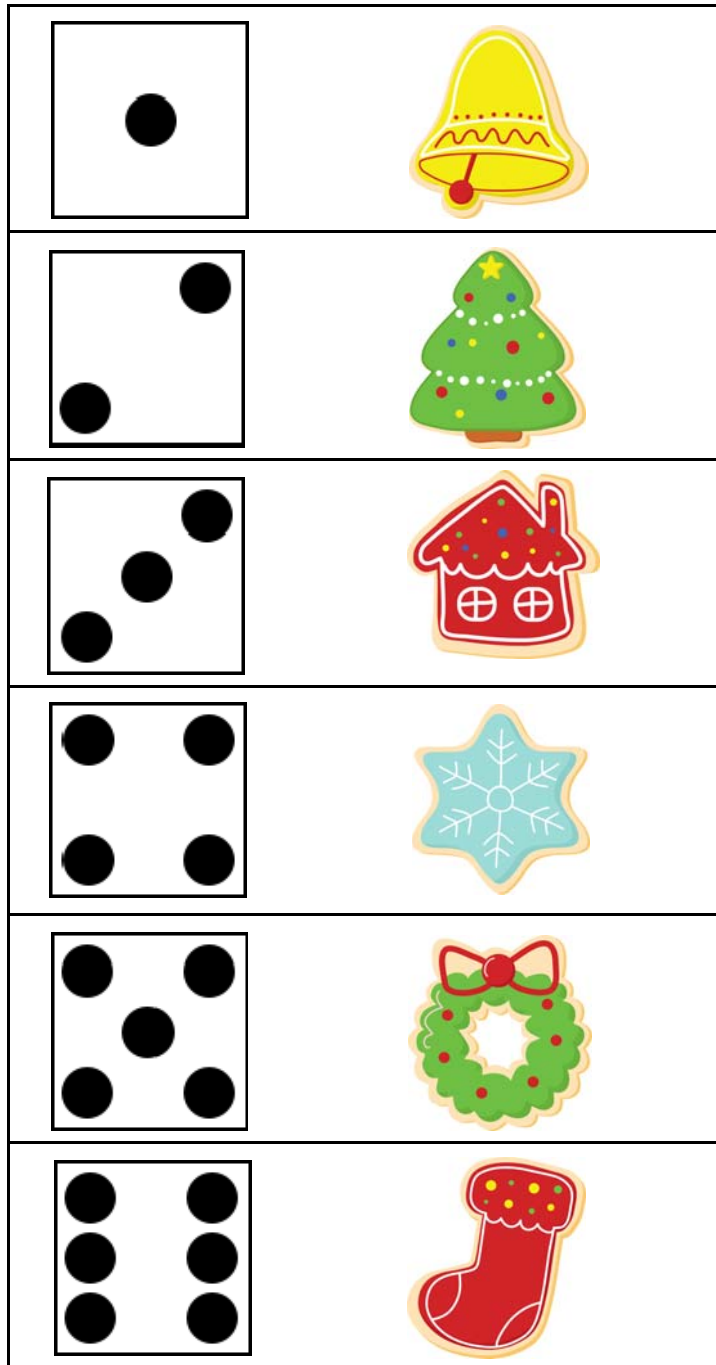
9

10

11



cookie graph



10	10	10	10	10	10
9	9	9	9	9	9
8	8	8	8	8	8
7	7	7	7	7	7
6	6	6	6	6	6
5	5	5	5	5	5
4	4	4	4	4	4
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1
