

JUMP YOUR MATH FACTS

Level	0 (Age group 4 – 5)
Resources Required	Flashcards, papers, markers, masking tape, 40 counters (20 for each player) (small stones, marbles, buttons, etc)
Alternate Options for the Resources	Adults are to make the flashcards by following the steps below: <ol style="list-style-type: none"> 1. Take a few papers and cut 16 rectangular cards from them (use your palm to measure the approximate size of each card) 2. Use markers to write addition and subtraction math problems on all 16 cards (Make sure the answer for each problem is equal to or less than the number 20) <p>Note: See the images/illustrations section for a reference flash card</p>
Strand Covered	Numbers and Operations
Targeted Skills	Math Operations: Addition
Inspired by	We are the teachers - Jill Staake
Time Required	Set up time 20 minutes (to make the flash cards and the grid). Game time 15 minutes
Previous Learning Required	Knowledge of numbers from 1-20 Add up to 20
Support Required	Medium supervision

Rules of the Game:

Goal	The first player to jump to the correct square on the grid with both feet inside the lines.
Rules	Once players jump to a square, they are not allowed to move to another square Players get one point for every correct jump
Steps	Step 1: Use the masking tape to lay out a giant 4x4 grid like the one shown in the images/illustration section. Mark the numbers in each box. The grid should have the answers to the questions on the 16 flashcards. Step 2: Once the grid is ready, ask the two players to stand on each side of it. Step 3: Once the players have taken their positions, either read the math problem from the flashcard aloud or just show them the flashcard.

	<p>Step 4: The players find answers using counters the answer of the math problem and jump to the square with that answer. Each player should aim to be the first one to jump to the correct square.</p> <p>Note: Player will run to the next square for each subsequent problem from the square that he/she is previously standing in. When the faster player reaches the correct square, the other player will have to stand back in his/her old square.</p> <p>Step 5: The player that answers most problems with the highest points at the end, wins the game.</p>																																
<p>Images or Illustrations</p>	<p>Example of addition flashcards:</p> <table border="1" data-bbox="461 699 1230 961"> <tr> <td>4 + 3</td> <td>4 + 7</td> <td>5 + 0</td> <td>5 + 4</td> </tr> <tr> <td>4 + 4</td> <td>4 + 8</td> <td>5 + 1</td> <td>5 + 5</td> </tr> <tr> <td>4 + 5</td> <td>4 + 9</td> <td>5 + 2</td> <td>5 + 6</td> </tr> <tr> <td>4 + 6</td> <td>4 + 10</td> <td>5 + 3</td> <td>5 + 7</td> </tr> </table> <p>4x4 Grid:</p> <table border="1" data-bbox="467 1031 756 1318"> <tr> <td>2</td> <td>7</td> <td>12</td> <td>13</td> </tr> <tr> <td>16</td> <td>9</td> <td>6</td> <td>3</td> </tr> <tr> <td>5</td> <td>4</td> <td>15</td> <td>10</td> </tr> <tr> <td>11</td> <td>14</td> <td>1</td> <td>8</td> </tr> </table>	4 + 3	4 + 7	5 + 0	5 + 4	4 + 4	4 + 8	5 + 1	5 + 5	4 + 5	4 + 9	5 + 2	5 + 6	4 + 6	4 + 10	5 + 3	5 + 7	2	7	12	13	16	9	6	3	5	4	15	10	11	14	1	8
4 + 3	4 + 7	5 + 0	5 + 4																														
4 + 4	4 + 8	5 + 1	5 + 5																														
4 + 5	4 + 9	5 + 2	5 + 6																														
4 + 6	4 + 10	5 + 3	5 + 7																														
2	7	12	13																														
16	9	6	3																														
5	4	15	10																														
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<p>Variations of the Game</p>	<p>The game can be played with different operations such subtraction. The game can be played with a bigger grid, for example a 5x5 grid</p>																																
<p>Enrichment</p>	<p>This game can be played without counters..learners have to add or subtract using their fingers.</p>																																
<p>Simplification</p>	<p>Identify the correct number – the flashcards could contain:</p> <ul style="list-style-type: none"> • images of a number of things and learners how to check ‘how many’ – then they jump to that number • number names • place value representation using cubes 																																