

COLORFUL MATH FACTS GARDEN

Level	0 (Age group 4 – 5)
Resources Required	Chalk Cards labeled with numbers from 1-10 for each player
Alternate Options for the Resources	Paper and pencil (if chalk is not available) Adults are to make flashcards from 1-10 <ol style="list-style-type: none"> 1. Cut up 10 pieces of card the size of your palm and label them from 1-10 (Each player must have their own set of cards). 2. Make 1 set of this for each player.
Strand Covered	Numbers and Operations
Targeted Skills	Counting, Addition, Subtraction, Number Bond
Inspired by	Tinker About
Time Required	Set up time 10 minutes Game time 15 minutes
Previous Learning Required	Counting in 2s, 3s, 10s Counting 1-100 Addition and Subtraction
Support Required	Medium support

Rules of the Game:

Goal	Finish the pile of cards the fastest whilst filling in all the petals correctly.
Rules	Flashcards must be shuffled and placed face down. Once a petal is filled out, the player is not allowed to make corrections or alter the number written
Steps	<p>Step 1: The cards are shuffled and placed face down.</p> <p>Step 2: Using chalk, draw a big flower with 10 petals on the sidewalk. Or, using a pencil, a flower with 10 petals is drawn on paper.</p> <p>Step 3: Each petal is labeled from 1-10 (outside the petal, as shown in the image) and the number “2” is written in the middle of the flower.</p> <p>Step 4: Each player draws a card from their pile randomly. If the number drawn is 4, for example, the player does the operation $2+4$ and fills out “6” inside the petal labeled 4.</p> <p>Step 5: This is repeated until the first player completes all their cards and has a correct flower filled out with all the petals filled.</p>

	<p>Point System: Each player gets one point for every correct petal. The player that finishes all the petals first earns another point. The player with the maximum number of points wins the game.</p>
<p>Images or Illustrations</p>	<p>Example of what the math fact garden will look like: (The image below uses multiplication.)</p> 
<p>Variations of the Game</p>	<ol style="list-style-type: none"> 1. Write a number in the middle greater than or equal to 11. 2. At each petal, fill in the number that is required to be added to the petal number in order to reach the number in the middle <ol style="list-style-type: none"> a. For example, if 20 is in the middle, and we draw card number 4, in petal number 4 the number "16" is written.
<p>Enrichment</p>	<p>This game can be repeated by changing the number in the middle ranging from 1-20. The same operations of addition and subtraction will be done using the new number in the middle.</p> <p>The player can use the '<', '>' or '=' symbols in the petals to practise comparison of numbers in the same way.</p>
<p>Simplification</p>	<p>Using fewer petals would simplify this game. Or having more than one student on a team so that they can help each other during the game.</p>