

Cool Math Games

The game "Wonderful Cup."

Purpose: to learn to determine the place of a given subject in a number series.

Game material and visual aids: 10 yogurt cups, a small toy that fits in a cup.

Description: stick a number on each glass, choose a driver, he should turn away. During this time, hide a toy under one of the glasses. The driver turns and guesses under what glass the toy is hidden. He asks: "Under the first glass? Under the sixth? "And so on, until he guesses. You can respond with prompts: "No, more", "No, less."

The game "Holiday at the Zoo."

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Purpose: to learn to compare the number and number of subjects.

Game material and visual aids: soft toys, counting sticks (buttons).

Description: put animal toys in front of the child. Offer them to "feed". The teacher calls the number, and the child puts in front of each toy the desired number of sticks (buttons).

The game "Long".

Purpose: to consolidate the concepts of "length", "width", "height".

Game material and visual aids: strips of paper.

Description: the teacher makes up an object (for example, a closet) and makes a narrow paper strip equal to its width. To find the answer, the child will need to compare the width of various objects in the room with the length of the strip. Then you can guess another object, measuring its height, and the next, measuring its length.

The game "Go through the gate."

Objectives: to consolidate the ability to count, knowledge of the composition of numbers; develop attention, quick wit.

Game material and visual aids: cards, "gates" with the image of numbers.

Description: cards with a different number of circles are distributed to children. To get to the "gate", everyone needs to find a pair, that is, a child whose number of circles in the sum with the circles on his own card will give the number shown on the "gate".

The game "Talking numbers."

Purpose: to fix the direct and reverse count.

Game material and visual aids: cards with numbers.

Description: “number” children receive cards and become one after another in order. “Number 4” says “Number 5”: “I am one less than you.” What did “number 5” answer to “number 4”? And what did “number 6” say?

The game "Do not yawn!".

Objectives: to consolidate the knowledge of the account from 1 to 10, the ability to read and write numbers.

Game material and visual aids: numerical cards, forfeits.

Description: children are given cards with numbers from 0 to 10. The teacher tells a tale in which different numbers are found. When mentioning a number that matches the number on the card, the child must pick it up. Whoever did not have time to quickly complete this action loses (he must give the phantom). At the end of the game, a ransom is carried out (to solve a problem, a joke problem, guess a riddle, etc.).

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