



# Math game

## – Connect the Sums –



### Educational Goals

- ❖ Highlight the playful potential of mathematics
- ❖ Develop the memorization of the addition from 1 to 6

### Key Features of the Targeted Competency

- ❖ To mobilize mathematical concepts and processes appropriate to the given situation (C2)
- ❖ To apply mathematical processes appropriate to the given situation (C2)
- ❖ To justify actions or statements by referring to mathematical concepts and processes (C2)

### Concepts Used

- ❖ Arithmetic (additions)
- ❖ Counting

### Materials

- ❖ 2 regular dice
- ❖ Appendix 1 (can be laminated to play more than once)
- ❖ 2 crayons of different colours

### Targeted Academic Level



### Targeted Competency



### Mathematical Field Concerned



### Suggested Teaching Formula



### Time Required

Approximately 15 minutes



## Suggested Process



### Step 1: Introduction

Place the students in teams of 2. Give 2 dice per team, a copy of Appendix 1 and two crayons of different colours. Each player chooses the colour he will use for the game.

### Step 2: The game (15 minutes)

The goal of the game is to succeed in colouring 4 circles in a row (horizontal, vertical or diagonal). The first player to succeed wins the game.

The first person to play throws the two dice and adds the dice's result aloud. She finds the result on the playing sheet and draws one of the circles where her result is. The same number appears more than once on the sheet. However, the child must choose only one.

The second player throws the dice and draws the circle of his choice on which appears the sum of his dice.

The children take turns to play. The first person to succeed in drawing 4 circles in a row wins the game. So, the children have to try to do that, but they also have to try to stop the chances of their opponent. Thus, the choice of the circles to colour must be done strategically.

### Variants

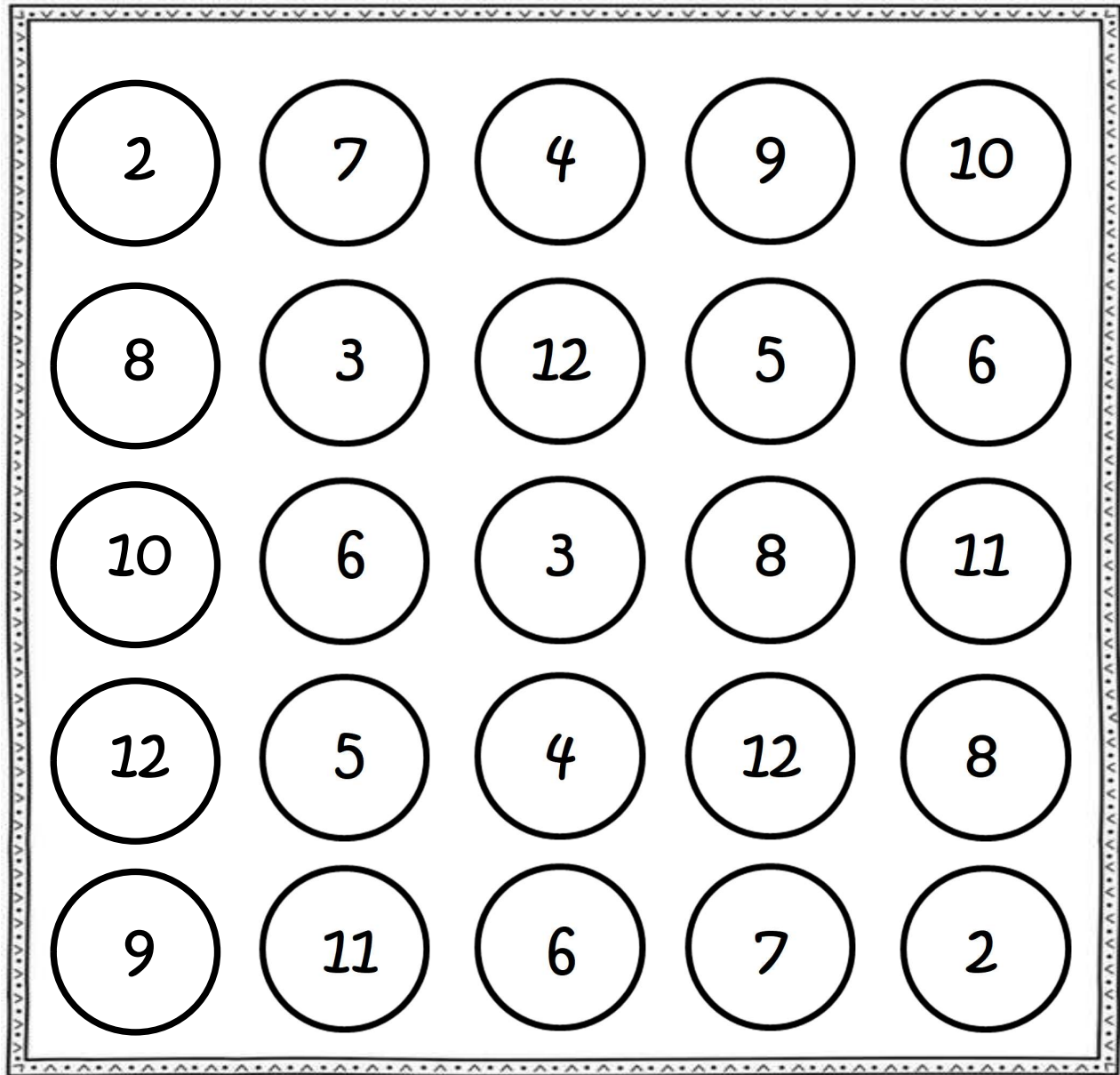
- Having to colour 5 or 6 circles in a row.
- Using dice that have more than 6 sides.

### For preschool and cycle 3

For preschool students, use only one die. The students do not have to do additions. They have to find the number on the sheet and colour 4 circles in a row.

For cycle 3, replace the dice by playing cards. Rather than adding the values of the two cards taken, they have to multiply or divide them. The goal of the game remains the same.

## Appendix 1



### How to play

1. Throw the dice
2. Add the numbers
3. Colour a circle that contains the sum
4. The first one to have 4 circles in a row (horizontal, vertical or diagonal) wins