

Beach Ball Party

Grades K-5



Math Facts on the Fly

Pick a challenge from below and begin tossing the ball from one player to the next. The player who catches the ball performs the challenge with the two numbers closest to their thumbs.

- ★ Name the numbers
- ★ Count from the lesser number to the greater one
- ★ Identify the number that's greater or less than the other
- ★ Add both numbers and call out the sum
- ★ Subtract both numbers and call out the difference
- ★ Multiply both numbers and call out the product
- ★ Make a 2-digit number and double it

Hot Potato

This game is most fun when you have an up-tempo song to play. Otherwise, say "Start" and "Stop" to direct gameplay. Kids begin tossing the ball around when the music starts. Pause the music every few seconds, varying the length of the pauses so kids don't know what timing to expect! When the music stops, whoever is holding the ball...

Grades K-2: adds the 2 numbers touching their thumbs. If the sum is less than 10, they stay in – but if it's 10 or more, they're out and sit down. The last person standing wins!

Grades 3-5: multiplies the 2 numbers touching their thumbs. If the product is less than 17, they stay in – but if it's 18 or more, they're out and sit down. The last person standing wins!

Dirty Dozen

Ask 5-6 kids to stand in a circle. The first player says a number from 1-3 then tosses the ball to any other player. Player 2 (and all subsequent players) says a number from 1-5, adds that number to the previous player's number then calls out the sum before tossing to any other player. Keep tossing the ball around until the player who brings the total to 12 is knocked out. The winner is the last player standing!

Adjustments for Younger Kids: Super 8s! and Terrific Tens

Instead of counting to 12, let kids count to 8 or 10.

Extra Challenge for Older Kids: Sporty Forty

The first player says any number between 1-4 and tosses the ball to any other player. Player 2 (and all subsequent players) says a number from 1-10, adds that number to the previous player's number and says the sum before tossing to any other player. Keep tossing the ball until the player who brings the total to 40 is knocked out. The winner is the last player standing!

Curriculum Standards

- K.CC.C.7 Compare two numbers between 1 and 10 presented as written numerals.
- K.OA.A.5 Fluently add and subtract within 5.
- 1.OA.C.6 Add and subtract within 20, demonstrating fluency for addition and subtraction within 10. Use strategies such as counting on; making ten; decomposing a number leading to a ten; using the relationship between addition and subtraction; and creating equivalent but easier or known sums by creating the known equivalent
- 2.OA.B.2 Fluently add, subtract within 20 using mental strategies. By end of Grade 2, know from memory all sums of two one-digit numbers.
- 3.OA.C.7 Fluently multiply and divide within 100, using strategies such as the relationship between multiplication and division or properties of operations. By the end of Grade 3, know from memory all products of two one-digit numbers.
- MP.8 Look for and express regularity in repeated reasoning.