



Ready4K

10 WAYS to play with MATH



*These quick and simple games
make building math skills fun!*



Start With...

All kids can try



More Math Fun...

1st grade and up & younger kids looking to be challenged



For a Challenge...

2nd grade and up & younger kids looking to be challenged

1. Keep Counting!

Ask, “Do you think I can

put on my shoe before you count to 10?

Ready, set, go!”

You can count with your child to give extra support.

Catch and count.

As you throw or roll a ball back and forth, keep count. How high can you get before someone misses? Try counting by 10s (10, 20, 30, 40...). Can you get to 100?

At the park, play a jumping game.

Say, “Each time you jump, it’s worth 5 points. Can you get to 100 points?” Count by 5s (5, 10, 15, 20...) to keep track. Try counting by other numbers like 3s or 7s too.

2. Do Some Shape Spotting

Point out shapes on the go.

Start with simple shapes like circles, squares, and triangles. Move on to shapes with more sides like pentagons (5 sides) and octagons (8 sides).

Play “I Spy” with shapes.

Try, “I spy a square.” (window).

Other ideas: rectangle (door), triangle (roof), circle (wheel), and octagon (stop sign).

Drawing with shapes:

Can your child draw a spaceship that includes at least 1 triangle, 1 square, 1 circle, and 1 rectangle?



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3. Measure It

Ask your child if they can find something bigger than their hand. Try smaller than their toe. How about something the same size as them?

Then ask, “How did you know?”

Measure things with items from around the house.

Use paper clips or crayons lined up end-to-end to measure a piece of paper or their shoe. Invite your child to pick a few things to measure. They can report back to you!

Have an outside adventure.

Bring a ruler on a walk. When your child spots something interesting ask, “How many inches do you think that is?” After they guess, measure to find out. How close was their estimate?

No ruler? Try a house key, it’s about 2 inches.

4. Have Fun with Fractions

Outside fun:

Challenge your child to break a stick in half. Show your child how each half comes together to make a whole. Try thirds and fourths, too.

Water play!

In the tub or sink, let your child experiment with measuring cups. Get them thinking with questions like, “How many $\frac{1}{2}$ cups make 1 cup?”

Combine art and math!

Work together to fold a piece of paper into fourths by folding it in half and half again. Count the equal parts. Invite your child to draw one picture in each fourth.





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5. Pattern Play

Move in a pattern!

As you walk with your child, try different ways of moving: "step, jump, step, jump..."
Ask, "What comes next?"

Drum a pattern!

Use a plastic container and a spoon. Try "loud, loud, soft, loud" or "slow, slow, fast, fast." Take turns drumming and repeating the patterns back to each other.

Dance a pattern!

Can your child make up a dance with 3-5 moves? Put on some music and repeat the moves. It's a pattern dance! Need an idea? Try, "hop, slide, wiggle, freeze."

6. Make Math Riddles

Say, "I am the number that comes after 3.

What am I?" (4)
Try, "I am the number that comes before 6, what am I?" (5)
You can count with your child to figure it out.
Keep playing with new and higher numbers.

Play "less than / greater than."

Pick a number between 1 and 100. As your child guesses, tell them if their guess is greater or less than the number until they figure it out.

Addition riddles:

Say, "I am a number that is 2 more than 4. What am I? ($2+4=6$)"

Play it three more times with new numbers.



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7. Card Games are Great

Order cards.

Set out 12 number cards. Can your child put them in order from lowest to highest? How about highest to lowest? Give help if needed.

Play “I Spy” with cards.

Set out 12 number cards. As you “spy” numbers, give clues. Try, “I spy a number that is bigger than 2,” or, “I spy an even number.” Remove 1 card for every clue. Play until all the cards have been removed.

Play “Race to 100.”

Divide the deck in half. Each player flips a card and adds its value to their running total. You’ll need pencil and paper. First person to reach 100 wins! If you play with face cards, use these values: Jack-11, Queen-12, King-13, Ace-0

8. Put Math Words to Work

Have some direction fun!

Bring a container of water outside (or try it in the tub). Direct your child to pour the water using position words: “Pour some BEHIND the bowl, NEXT TO your foot...” Now let them direct you!

Play “Hide & Seek” with position words.

Take turns hiding an item and giving clues using position words. Something like, “I hid the ball ABOVE the ground, BEHIND a rock, NEXT TO the tree.” Can your child find it?

Invite your child to navigate the way home.

On your way home from a familiar place, invite them to tell you which way to turn (LEFT or RIGHT). If they make a mistake, gently correct them.



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9. Toss the Dice

Try rolling for the highest number.

Using 2 dice, each player takes turns rolling both dice at once. Add the numbers together. Whoever has the higher number gets 1 point. Play until someone gets 5 points. You can help by counting the dice dots with your child.

Roll for the lowest number.

Using 2 dice, each player takes turns rolling both dice at once. Subtract the higher number from the lower number. Whoever has the lower number gets 1 point. Play until someone gets 5 points.

Roll and multiply.

Using 2 dice, each player takes turns rolling both dice at once. Multiply the 2 numbers together. Whoever has the higher number gets their answer in points. Keep adding the points together until someone reaches 100 and wins! For kids new to multiplication, work on it together.

10. Keep an Eye Out... for Numbers

Go on a number hunt.

Pick a number and make it the "Number of the Day." Look for it everywhere you go.

Staying home? Challenge your child to find all the numbers 0 - 9 at home.

Go on an even/odd number hunt.

As you go about your day, notice numbers. Say the number out loud and ask your child, "Is it an even or odd number?" Find out how they figured it out!

Play the Highest Number!

As you go about your day, point out numbers to your child. Ask, "What's the highest number you could make using all these numbers?" For example, if you found the number 329, the highest number would be 932.