



School Age Math\Reasoning Tip Sheet

Math and reasoning games or activities should be accessible by the children daily.

Teachers should encourage the use of math and number in practical life experiences. Examples may include using timers to take turns, keeping score of a game, older children measuring craft materials.

Math games and activities should be coded based on the level of difficulty and introduced as children are ready for more challenging games.

More experienced children should be encouraged to help children who are younger or less experienced play games.

Classroom should have a variety of materials accessible to the children. Variety means at least 5 different types of game/activities that are math focused.

Materials should be available and appropriate for all age groups served.

Examples include:

- Kindergarten: puzzles, number games, board games (ie. Chutes and Ladders, Uno)
- Grades 1st – 5th: checkers, dominoes, backgammon, board games (i.e. Sorry, playing cards, battleship).