

SEIT Math Activities

The following math activities were recommended by experienced SEIT teachers.

In addition to helping students with pre-math/ early childhood math skills, these activities help students with fine and gross motor skills, eye-hand coordination, tracking, receptive and expressive language skills, reading skills, socialization skills, attention and focus, following directions, spatial concepts, categorizing, number concepts (before/after, what # is missing, ordinal position).

Everyone learns and has fun doing so!

Books can be used to help with counting, number recognition, thematic activities. Manipulatives can be incorporated with books (such as blocks, magnetic numbers, number cards, pencils, crayons, toys, cars, cut-outs related to the book) to further help the student visualize and practice math concepts.

Suggested books:

Let's Count

10 Little Rubber Ducks by Eric Carle (make little ducks with numbers on the back to use with the story)

Pinkalicious books (math worksheets are available to use with the books, that include color-by-number, sorting by size, matching, making a pattern)

5 Little Monkeys (make a felt bed with monkey pictures to follow the story; use plastic monkeys from Barrel of Monkeys game)

One Pup's Up

10 Apples on Top by Dr. Seuss (use apple cut-outs)

I Can Do That by Dr. Seuss

1 Fish, 2 Fish, Red Fish, Blue Fish by Dr. Seuss (use fish cut-outs)

ChickaChicka 1,2,3

Teacher-made games/activities:

1. The Car game: use toy cars, draw diagonal 'parking lot' lines on a piece of paper or oak tag. Print a number in each parking space. The student is asked to drive the car into the parking space correlating with the given number. Numbers can be given visually (number card) and/or verbally. The same cars can be used to graph: place cars in columns with the same color (with visual color cues on the graph), count the cars with the same color, identify more/less.
2. The Pumpkin Game: use cut-out pumpkins that have a number written on the back. Count out pumpkin seeds to equal the given number. Apples can also be used, with black beans (as apple seeds) to count and place on apple to equal the given number.

3. The Bag Game: use a brown paper bag, with number cards placed inside and pennies. The teacher or student picks out a card, identifies the number, counts out pennies to equal the number chosen. Pennies (or other manipulatives) can also be placed in the bag; the student removes some of the objects and finds the number card that illustrates the total number of objects removed.
4. Fishing Game: use fish that are cut from construction paper, laminated/contact paper protected, with a magnetic strip. Draw a shape on each fish. The student will use a magnetic fishing rod to fish for a given shape (visual/verbal cues). The student can then compare shapes to identify same/different shapes, and count the total fish with the same shapes, identify more/less. Students can also crawl or use a bouncing ball to 'bounce' to the 'fish pond' in order to go fishing.
5. The Shape and Size Game: cut out circles in small, medium and large sizes. Place the circles in front of the student, then ask the student to 'Give me the biggest circle'. The circles requested will be glued on the largest circle to form a frog's face! Other shapes can also be used to form other familiar objects (dog/cat face, robot, bus).
6. The Frog Game: color a white, heavy-duty paper plate (such as Chinex), dividing the plate into the brown land and blue pond areas. Use plastic frogs (or cut-out frogs) and number cards. The student will count the number of frogs verbally/visually named, and place the frogs on the plate (ie. Put 3 frogs in the blue water; put 1 frog on the land and 4 in the water then ask How many frogs are on the brown land, how many are in the blue water?). This activity can be done with 1-4 students. Students can also identify more/less than/equal to using the frogs on their plate. Older students can use this for addition/subtraction.
The plates can also be colored like a farm or jungle (green for grass, brown for dirt), using plastic farm animals or dinosaurs to count/match with numbers.
7. Feed the Penguin: recycle a plastic bottle, use felt or construction paper to decorate the bottle so it looks like a penguin. Use number cards and manipulatives (cut out fish) to 'feed' the penguin. This game helps with counting and number recognition skills. The bottle can also be made to look like a dog with bones to count and feed.
8. Counting Dinosaur: cut out a large dinosaur (construction paper/oak tag, protected with contact paper/laminate). Use wooden clothespins that have a number printed on it. Mix up the clothespins; the student will clip the numbered clothespin along the outer edge (the top) of the dinosaur in the correct order. Number cards can be used to find the same numbered clothespin. Clothespins can be removed and the student is asked to identify the missing number, or the number before/after the removed number. Colored clothespins can also be used (without numbers) for simple addition/subtraction, more/less, color recognition.

9. The Pie Game: draw a pie on paper or cut out a drawn pie. Print a number on each pie plate or on the paper. The student can be asked to: match a number card with the pie having the same number and to sequence the pies by number. Using cotton balls as whipped cream dollops, a cool whip container and ice cream scoop, ask the student to count out and place a scoop(s) of whipped cream on the pie that equals the number shown on the plate or on a given number card. Students can use their fingers to count out the dollops of 'cream' if the scoop isn't used.
10. The Fruit Game: use construction paper to make a watermelon wedge (a half circle shape) that has watermelon seeds. The student can count the seeds and find the number card that matches the seeds counted. The student can also count manipulatives to equal the number of seeds shown. Cut-out apples/pumpkins can also be used, with seeds to count/match. Fruit shapes can also be used that are in varying sizes (small, medium, large) and the student can be asked to place the shapes according to size.
11. The Cupcake Game: use cut-out cupcakes with cherries drawn on them. Ask the student to count the cherries, match number cards to the cherries on the cupcake, count other objects to equal the number of cherries on the cupcake.
12. Happy Halloween Game: use a plastic pumpkin candy container, place a variety of small plastic Halloween objects in the container. The student can remove objects, count and find the number card that illustrates the removed items. Use oak tag that has pictures of these Halloween objects, making a graph: place each item as it is removed next to its picture and count the total, find the number card that matches the number of items removed, identify more/less.
13. The Sticker Game: draw a graph on paper and place a different Halloween sticker in each row or column. The student can peel off a sticker, or place a given sticker, in the row showing the same sticker. The student can count the total number of stickers for each sticker, count all the stickers on the sheet, identify more/less. Various types of stickers can also be used for this activity (color stars, packing circles, animals).
14. The Dinosaur Game: use plastic dinosaurs with circles colored to match the dinosaur colors. The student can place the dinosaurs on the same-color circle, count how many are on each circle, identify more/less. The dinosaurs can also be used to make a pattern by color (ie. red, red, blue, red, red, blue) using visual/verbal cues.

15. Legos and Blocks: can be used for counting, sorting by size/color, making patterns, measuring familiar objects (ie. Length/height of a table, size of a book/pencil; the student counts how many Legos were placed along the edge of the book/length of pencil to measure).

Games-

Board games that are recommended by SEITs with purchase information for some are:

1. Zingo Game: each Zingo card has pictured objects and number words (one, two). The student can count, match numbers, identify numbers shown on cards. This also helps children learn to win/lose when playing a game. Toys-r-us.
2. Feed the Bunny Game: this game includes dice (to count the dots), small plastic carrots, a box that has a rabbit face. The student can use their fingers or tongs to pick a carrot and place it in the bunny's 'mouth' to equal the number of dots on the dice or the number on a card/plastic/magnetic number. A timer can be used and the student can count how many carrots they fed the bunny within the allotted time. The student can 'hop like a bunny' before picking a carrot or feeding the bunny.
3. Counting Cans: this game provides plastic cans that are numbered. The student can place objects in the can equal to the number shown, sequence the cans, add/subtract, identify more/less. Learning Resources.
4. Math Learning Box: this game provides pigs and a number puzzle. The student can count the pigs, identify numbers by using the puzzle, identify before/after, more/less. Phonics (can you tell me other words that begin like 'pig'?) and Science (information about pigs) can also be incorporated with this activity. Lakeshore.
5. Cash Register: this register 'talks'! Number recognition and counting money tokens are math skills addressed, along with following directions and checking out the foods provided using a 'debit card' (object recognition, fine/gross motor skills). The Learning Journey International, found at TJ Maxx.
6. We All Scream for Ice Cream: this board game asks the student to count the varieties of ice cream. This game can be used for addition/subtraction, following directions, writing numbers, learning to take turns. Amazon.com and Toys-r-Us.
7. Hi-Ho-Cherry Game: Students can count the number of plastic cherries placed in a container, spin the dial and place that many cherries on the cherry tree board, count other objects to equal the number of cherries picked. Students can use fine motor skills to pick up the cherries (by the stem or by the larger, bottom area). Toys-r-Us.

Puzzles: Puzzles that have interlocking pieces can be used for counting (objects on one side of puzzle) and number recognition. Number cards and manipulatives can be used to match the number and/or count items to equal those shown on the puzzle piece. An Ocean Floor puzzle can be used for number identification, counting, color recognition.

Number Books: Students can use notebooks, or make a book with lined paper/construction paper cover, to trace numbers, print numbers, apply stickers/felt dots that equal the number traced, trace/print the number word, color shapes that equal the number shown. Seasonal pictures and stamped pictures can also be used to illustrate the given number on the page and to count.

Web sites for math activities:

igamemom.com

preschoolprintables.com

filefolder.com

www.makinglearningfun.com

dltk-kids.com

YouTube (Sesame Street)

I-Pad: eurotalk math games

Disney games

Book: [40 Easy to Make Math Manipulatives](#)