

## UNIT 4: *World of Color* Using Games to Teach Math

Using games is one of the most effective ways to teach math to young children. Games are especially helpful in highlighting specific counting skills. When playing games alongside children or observing them during play, one might pinpoint counting competencies and errors. Games can be adjusted for difficulty in order to meet children at their current levels of understandings and scaffold the next steps. Games are also ways to connect with families, and suggesting games or sending home simple games with families encourages parents to see the math skills that their children are learning through play. Games can be used as tools for documentation when paired with a checklist, such as the Rote and Rational Counting Checklists from Units 1 and 2.

In October 2017, *Teaching Young Children* journal ran a series of articles about math and games with numerous ideas about how to create and use math games in the classroom, and how to communicate with families through math games. These articles are open-access on the NAEYC site: <https://www.naeyc.org/resources/pubs/tyc/oct2017>

The January 2019 *Teaching Young Children* has a free article, *Message in a Backpack* for families about extending math learning at home: <https://www.naeyc.org/resources/pubs/tyc/dec2018/backpack/play-math-home>

Read these articles for inspiration on using math games at school, and to deepen your understandings of the important math concepts embedded in many common childhood games.

Additional articles on math are available to those with NAEYC memberships. Check with your school or colleagues for access.

### Unit 4 Math Games

Math Game	Math Concepts
Lotto- type Games such as Bingo	Matching, sorting, Attribute recognition, counting numbers up to 10, comparisons
Roll and Count Games	1:1 correspondence, subitizing, cardinality
Short Path Games	1:1 correspondence, Number Conservation; subitizing, cardinality, number order
Long Path Games	1:1 correspondence, Number Conservation; subitizing, cardinality, number order, counting on and counting back

Grid Games- 10 and 20 grid versions	1:1 correspondence, Number conversation; subitizing, cardinality, counting on, comparisons, beginning operations
Large Motor Games, Class Walks	Directionality and Orientation, visual discrimination, matching, Part/Whole