

Math Grant – Melanie Brethour  
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The purpose of this grant was for one teacher, from each cycle, to help create math games for the entire school to use. I picked one teacher from each cycle. We first met on Wednesday November 29<sup>th</sup> 2017. We spent the first part morning looking at the QEP, progression of learning in math, continuums, and the workbooks that the teachers use. Any documents I received from my resource meetings as well we looked at so we would be able to focus on what are the biggest concepts that students need to know in each cycle and what they have difficulty with. The goal was to create math games for each cycle that would complement the concept being taught in class or s a reinforcement activity. Some teacher do math centres in our school so this would be very valuable. We looked at a math wheel that one of the math consultants had given to one of the teachers. We looked at the math textbooks/workbooks each grade /cycle uses and looked at the big concepts. We also discussed how we would store these games and what would we need for our next meeting and the goal for that meeting as well. Our goal was to look at:

- Numeracy
- Measurement
- Geometry
- Arithmetic
- Probability
- Statistic

We then spent time looking online for games to print, laminate, cut and assemble. We put the games in plastic sheets, but looking for a better storage system that is labeled easily for teachers to access.

We created for cycle 1:

1. number recognition bingo
2. number sense scoot
3. ordering numbers (little cards)
4. Addition scoot (students have a card on each of their desk and a paper and they are to answer the question as quickly as they can and then scoot to the next desk.
5. time matching
6. greater than smaller than (alligator eating)

We created for cycle 2:

1. Fraction puzzle match
2. 2 different even and odd games
3. Place value scoot game
4. Fraction scoot
5. Multiplication scoot
6. Area scoot

We created for cycle 3

1. Decimal place value game using a deck of cards

We created a total of 13 games that day.

Second meeting was on April 24<sup>th</sup>, 2018:

The goal of today was to look at what cycles were missing any major concepts. We didn't have many games for cycle 3. We also went around the school to do an inventory of the math materials we have in the school. We know that this grant is to release the teachers to make the materials, but our principal has agreed to give us money to buy math materials that we cannot make. We have also cleaned out our staff room and will be placing all the math games in this area for all to share and borrow. We also have had a few teacher already borrow some of the games. An email was sent out to the staff also listing the games and concepts that they can use with their class. Today we made a total of 19 math games.

Cycle 1:

1. Ordering numbers
2. Addition building blocks

3. Greater than less than work mat
4. One to one correspondence monsters
5. Make 10 math game
6. One to one correspondence truck game.

#### Cycle 2:

1. Greater and less than game
2. Angle connect 4 board game
3. Comparing decimals game
4. Place value
5. Ordering numbers

#### Cycle 3

1. Types of Triangles
2. Angles (using a protractor)
3. Ordering decimals
4. Conversion match up
5. Rounding
6. Volume
7. Decimal war
8. Fractions making a whole

#### Other scoot games:

1. Two digit addition
2. Three digit addition
3. Rounding to the nearest ten
4. Rounding to the nearest hundreds
5. Rounding to the nearest dollar
6. Rounding to the nearest thousand
7. 3 digit multiplication
8. 2 digit subtraction scoot
9. Place value
10. Area
11. Multiplication 2 digit
12. Basic addition
13. Fraction
14. Place value 5 digits

I will attach pictures of some of the games we made. In total, we made 32 hands on games. There are also additional 14-scoot games (cards you put on each student's desk). Each student has a

blank sheet of paper with numbers and they go around to each desk and answer the questions.

We have for all grade levels /cycles. The whole purpose of this grant came from that I see so many student who do not like math. It is always either worksheets or in their math workbooks.

We need to have some games to make it more hands on and reinforce these concepts. Not every students gets it right away so I often use these types of games in resource. The next step (unfortunaly I do not have any more of the release time) to organize the games in our staff room for the staff to use.

The teachers that I worked with really enjoyed working on this project. They said that they would have never been able to create this many games on their own and as teachers we have very little time to do any extras since we are working hard with lesson plan, organizing, communicating... Thank you for this wonderful opportunity!