

Active Maths Games

Active maths encourages the body to be considered as an object to think with and help children make sense of otherwise abstract concepts.

These numeracy activities use addition, subtraction, multiplication and division to consolidate best use of the mental strategies and written skills.

You could challenge the pupils to devise their own active maths games to scaffold their understanding of any area of mathematics from properties of circles to Pythagoras' theorem!

Equipment:

- A big space
- A ball suitable for the catching abilities of the group
- Tape measure
- String
- Chalk

Activity

1. Ball Function Game: Throw a ball between the group, where the ball represents what happens to the number being said by the thrower. e.g. if the ball represents 'doubling', a thrower says '4' so the catcher answers '8'
2. Jumping Equations: if you jump 3 times and then hop 4 times, how many times have your feet touched the ground? Express this as an equation, e.g. $(3 \times 2) + 4 = 10$. What if 5 students holding hands do the same? $5(3 \times 2 + 4) = 50$
3. Stables Times Tables: With the group in a circle, start counting from 1 around the group. Every time a number is in the 3 times table the child saying that number must moo instead. When a number in the 4 times table is encountered then the child must baa. If the number is in both then the child must neigh like a horse!
4. Circles: Jump as far as you can from a chalk-marked point. Use this length as the radius of a circle and draw the whole circle. Measure the circumference with string and a tape measure. Compare with others how long their diameters are and whether this affects circumference length.