

POP

Grade

Kindergarten-Fifth

Purpose

To play a fun game that also incorporates math and patience.

Objectives

1. To increase number sense.
2. To increase students' patience.
3. To remind students how important it is to be observant of those around them.
4. To foster a beginning sense of mental math and ability to think about numbers in your head.
5. To strengthen the ability to rote count and remember number sequence.

Materials/Resources/Technology

1. Cards attached to popsicle sticks for students to hold up when they are "popped."
2. Device (8 or 32 tech talk) with numbers overlay or personal AAC device.

Preparation

Make colored cards (4x6 are fine) that say "POP" on them and tape or glue them to popsicle sticks. Record device.

Activity

Have students come to the rug and sit in a circle. Tell them we will be playing a fun math game today. "Does anyone have a number 1-5 that they would like to start with?" If a student says the number 3 for example, explain that 3 is now the "POP" number. We will go around in a circle and

count in order. If you are number 3 while counting, hold up your popsicle stick that says "POP" on it because you are popped! Begin counting from 1 again. (Every third person will be "popped") The last person to not be popped, or not be holding up their card is the "winner"!

Follow-Up

This game can be played with higher numbers. This game can also be played with a pop number being the chosen number and all factors of that number when playing with older students. For example, if 7 is the POP number, then all students who are numbers 7, 14, 21, 28, etc.... are popped!