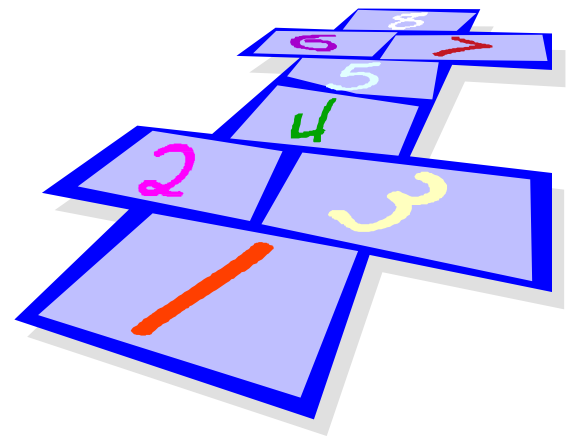


Cool Math Games Grades 4-6

“two-by-two”
“face-off”
“impostor”



whole numbers
decimals & fractions
coordinate geometry

*fun and
motivational*

Contents

A TEACHING NOTES

- A-1 The advantages of math games
- A-1 Using the game cards
- A-2 How to play *two-by-two*
- A-3 How to play *face-off*
- A-4 How to play *impostor*
- A-5 Math race

1 WHOLE NUMBERS

TWO-BY-TWO

- 1-1 Sum = 25
- 1-3 Sum = 100
- 1-5 Difference = 5
- 1-7 Difference = 12
- 1-9 Same sum
- 1-11 Same difference
- 1-13 Same product
- 1-15 Same quotient
- 1-17 Quotient = 2
- 1-19 Quotient = 3

FACE-OFF

- 1-21 Greatest sum, or
Greatest difference
- 1-27 Greatest product, or
Greatest quotient

IMPOSTOR

- 1-33 Whole number impostors

2 DECIMALS AND FRACTIONS

TWO-BY-TWO

- 2-1 Fraction diagrams
- 2-3 Common denominator
- 2-5 Proper/improper
- 2-7 Lowest terms
- 2-9 Fractions? decimals
- 2-11 Fractions? decimals? percent
- 2-13 Fraction sum = 1
- 2-15 Decimal sum = 1
- 2-17 Product = 2
- 2-19 Same decimal sum
- 2-21 Reciprocals

FACE-OFF

- 2-23 Greatest value

IMPOSTOR

- 2-31 Decimal impostors

3 COORDINATE GEOMETRY

TWO-BY-TWO

- 3-1 Plotting ordered pairs
- 3-3 Ordered pair patterns
- 3-5 Same y-coordinate

FACE-OFF

- 3-7 Closest to x-axis,
Closest to y-axis, or
Closest to the origin

IMPOSTOR

- 3-13 Ordered pair impostors