

PICK A CARD CHALLENGE

GRADES: 4-6

FORMATION: Standing in their own personal space

EQUIPMENT: Math cards, Music

LEARNING OUTCOMES: MATH: Mental Math

SAFETY CONSIDERATIONS: Remind participants to be cautious when moving and to be aware of the personal space of others. Check that the participants have enough space to perform the activities safely.

RULES/DIRECTIONS:

When the music starts, the students begin to jog on the spot for 30 – 40 seconds. When the music stops, a designated student will go to the center of the play area and pick a card, shows the card to the class and waits for the proper response to the multiplication fact. The music starts again while the students perform the answer from the multiplication card. For example, if the student chooses the 5x5 card, the students will answer 25 and thus perform 25 jumping jacks. Repeat as often as necessary to achieve optimum success!