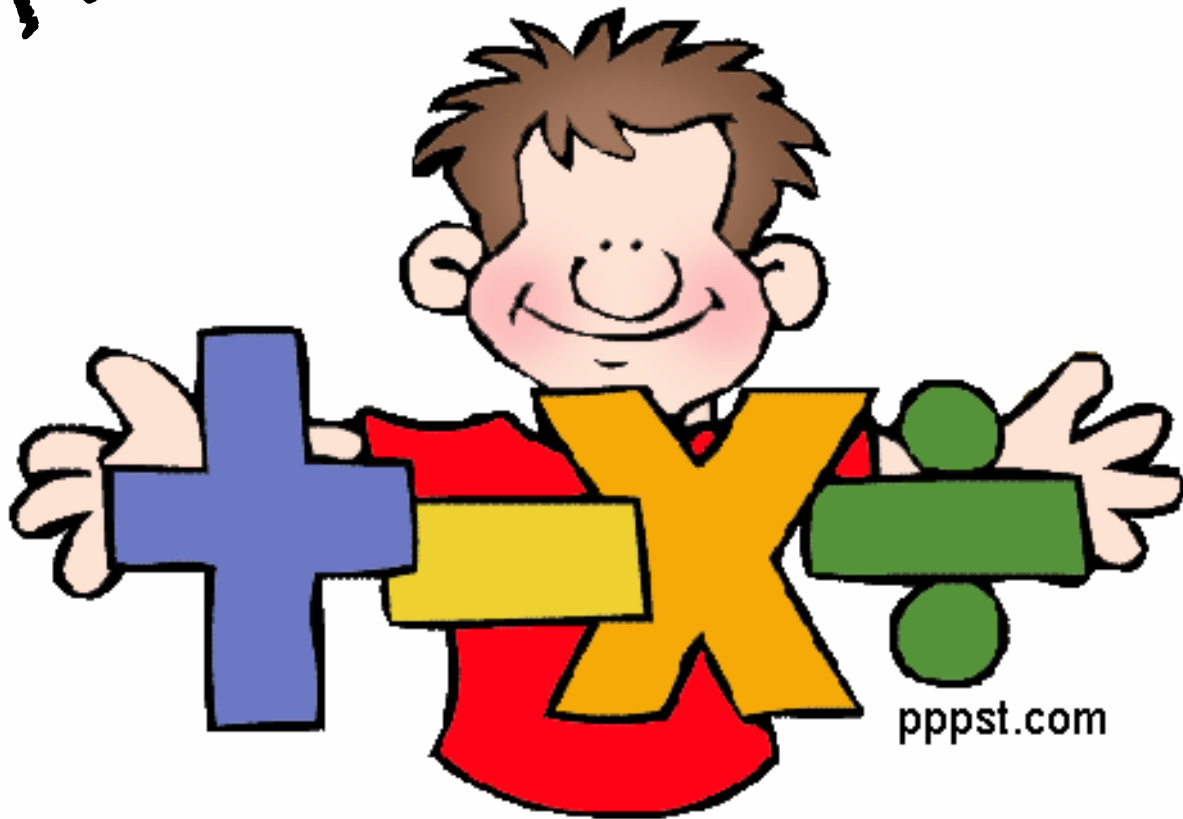
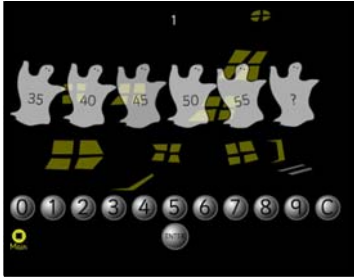


Math on the Web



Presented By:
Karen Wiltraut & Santina Brown
Assistive Technology Services
Fairfax County Public Schools
2008

Sequencing & Patterns on the Web



SPOOKY SEQUENCING

In this activity, a sequence of ghosts with numbers appear with one ghost missing a number. The student uses the number buttons to fill in the ghost's missing number.

<http://www.oswego.org/ocsd-web/games/spookyseq/spookyf5.html>



COOKIE MONSTER PATTERNS

In this game the student helps cookie monster complete the food patterns on the conveyer belt.

<http://www.sesameworkshop.org/sesamestreet/games/flash.php?contentId=110880&>



COPY CAT JACK

This activity has the student match the pictures in the correct order after they hear the animal sounds.

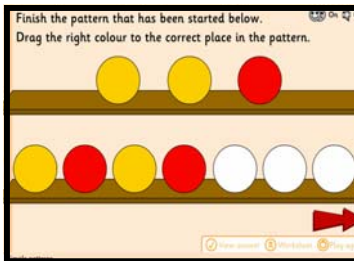
<http://www.kidsplaypark.com/games/jack/>



CRACK THE CODE

Here, the student drags the numbers onto the safe to crack the code and open the safe. Comes with a quiz option, too!

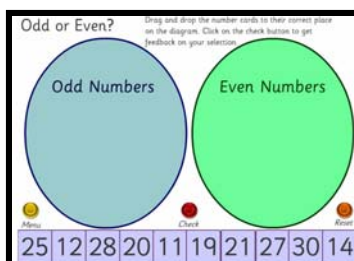
<http://www.bbc.co.uk/schools/ks2bitesize/maths/activities/numberpatterns.shtml>



PATTERNS

This website works on recognizing and completing patterns. Activities range from very easy to more complicated. Great feedback is given for correct and incorrect answers.

http://www.ngfl-cymru.org.uk/vtc/simple_patterns/eng/Introduction/default.htm



ODD OR EVEN

This activity allows students to sort numbers into odd or even categories. There are three levels: Numbers to 10, Numbers to 30 and Numbers to 100. Feedback is given for incorrect answers. This would be a great activity to do on a SmartBoard!

<http://www.crickweb.co.uk/assets/resources/flash.php?&file=npmenu>

Counting on the Web



COUNT US IN

Resembles Deal or No Deal. Practice basic number recognition. Guess which box has a star in it. Type the number of a box to open it. You only get 6 guesses.

<http://www.abc.net.au/countusin/games/game12.htm>



THE SKIP COUNTING GAME

Start the game by choosing which number you want to count by. The higher the number the more points you can earn. When the game starts fill in the next number on the flashing number line at the bottom.

<http://members.learningplanet.com/act/count/free.asp>



COUNT THE SEAHORSES

Free the Seahorses! Count the number of seahorses mermaid calls out. Click the correct number to set them free.

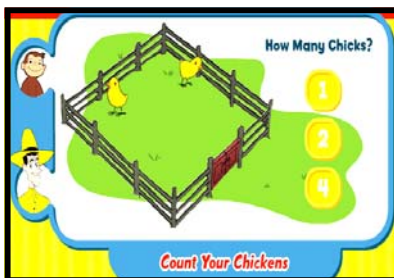
<http://www.playkidsgames.com/games/seahorse/seahorse.htm>



COUNTING KOI

Help Sagwa the cat put the Koi fish in the bowl. Sagwa counts in English and the dragon fly counts in Chinese.

http://pbskids.org/sagwa/games/countingkoi/index_countingkoi.html



CURIOUS GEORGE COUNT YOUR CHICKENS

Help Curious George count the chickens in the pen.

http://pbskids.org/curiousgeorge/games/count_your_chickens/count_your_chickens.html



Germ Counting

Help Lola count the germs in her mouth before her temperature gets too high. Complete all 5 levels and watch her brother Charlie sing a song!

http://www.bbc.co.uk/cbeebies/charlieandlola/funandgames/germ_counting/

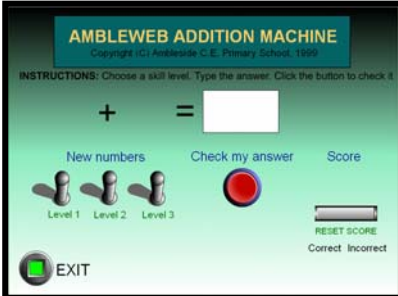
Addition on the Web



DA NUMBA

find combinations that add up to Da' Numba

<http://www.primarygames.com/math/danumba/start.htm>



ADDITION MACHINE

This is a simple addition game where student can choose one of three levels of addition problems to solve. The game gives feedback for both correct and incorrect answers and keeps score for the student.

<http://www.amblesideprimary.com/ambleweb/mentalmaths/additiontest.html>



BATMAN ADDITION

Click on the correct number to complete the addition problems.

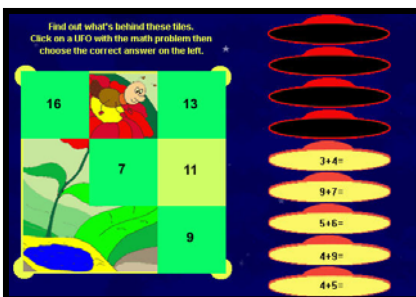
<http://www.mymathgames.com/addition/batman/>



JET SKI ADDITION

several players can race against each other in a race to the finish line.

<http://www.arcademicskillbuilders.com/games/jetski/jetski.html>



UFO ADDITION

Practice facts up to 20. Click on a UFO problem and find the answer on the square to uncover a picture.

<http://www.dositey.com/addsub/Mystery3.htm>

Addition on the Web



PAINT BY NUMBER ADDITION

Solve each addition problem on the picture by selecting the correct answer from the paint palette.

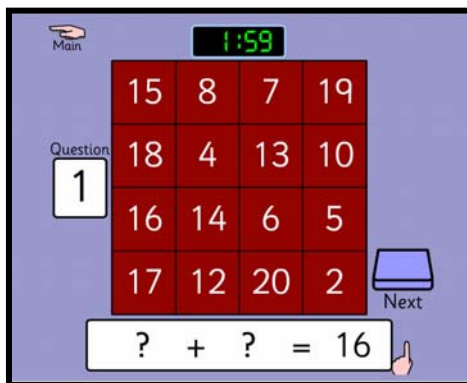
http://funschool.kaboose.com/formulafusion/games/game_paint_brush_math.html



MAD MATH

Practice addition with carrying. Add the two numbers together then type the answer in the box. Hit the "total" button to see if you entered the correct answer.

<http://www.prongo.com/madmath/>



SPEED CHALLENGE

Select the number of questions and the time it takes to answer the questions. Try to beat the clock!

<http://www.oswego.org/ocsd-web/games/SpeedGrid/Addition/urikares.html>

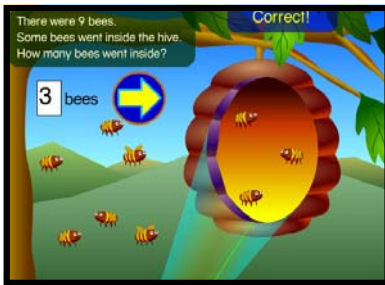


SCOOBY DOO ADDITION

Help Scooby race his motorcycle. Click on the correct answer on one of the red dots. Reinforcements provided for each correct and incorrect answer as well as a timer.

<http://www.scweb4free.com/scooby-doo1.htm>

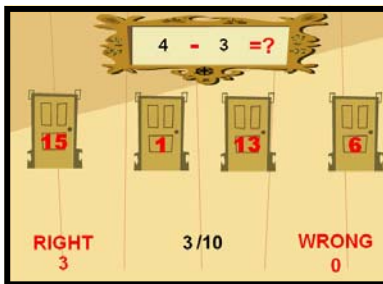
Subtraction on the Web



Bee Hive Subtraction

Complete the subtraction word problem by estimating the answer. Type the answer in the box and click on the "check" button. Your answer is correct when you can see into the hive.

http://www.hbschool.com/activity/busy_bees/index.html



SCOOBY DOO SUBTRACTION

Click on the door with the correct answer and see Shaggy & Scooby appear.

<http://www.mymathgames.com/subtractionscoobydoo.htm>



HIDDEN PICTURE

Resembles the book, "Math Curse" Complete the subtraction problems to uncover the hidden picture.

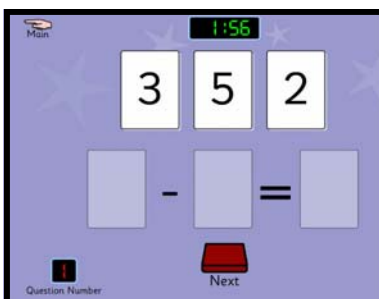
http://pbskids.org/readingrainbow/games/hidden_picture.html



POWDER PUFF SUBTRACTION

Solve the problem by popping the correct balloon. Scoreboard at the bottom shows how many problems you solved correctly. 10 problems in each game.

<http://www.mymathgames.com/subtractionpowerpuff.htm>

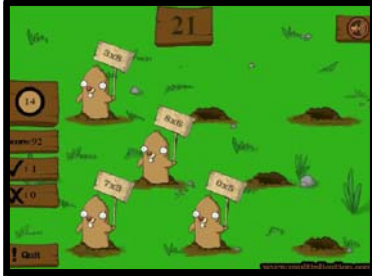


SUM SENSE

Drag & drop picture cards to create the correct subtraction problem.

<http://www.oswego.org/ocsd-web/games/SumSense/sumsub.html>

Multiplication on the Web



BONK THE MOLES

It's you against the moles! Get the problems right to rid the moles! The moles will laugh at you if you answer incorrectly!

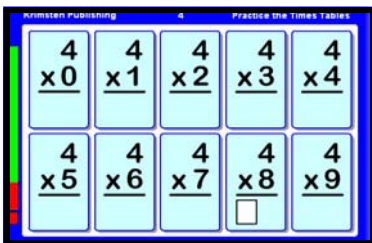
<http://www.multiplication.com/flashgames/Moles.htm>



CONE CRAZY

It is your first day at the Cone Crazy Ice Cream Shop. Help the Penguin serve customers by scooping the right answer.

<http://www.multiplication.com/flashgames/ConeCrazyLevels.htm>



QUICK FLASH

A fun way to practice times tables.. Quick Flash cycles through each level 5 times.

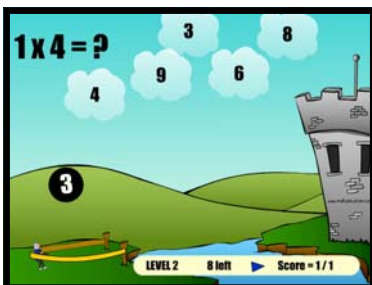
<http://www.multiplication.com/interactive/quickflash/flash/index.html>



CASTLE QUEST

The king is in search of a new knight. Three tests will be given to show the knights are swift, quick & agile.

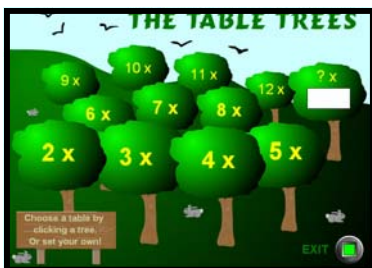
<http://www.multiplication.com/flashgames/CastleQuests.htm>



KNIGHT FLIGHT

Sling shot the knight into the castle by getting the problems correct.

<http://www.multiplication.com/flashgames/KnightFlight.htm>



MULTIPLICATION TABLE TREES

This is a multiplication site where you are able to pick the family of facts that you would like a student to work on. Feedback is given for all both correct and incorrect answers.

<http://www.amblesideprimary.com/ambleweb/mentalmaths/tabletrees.html>

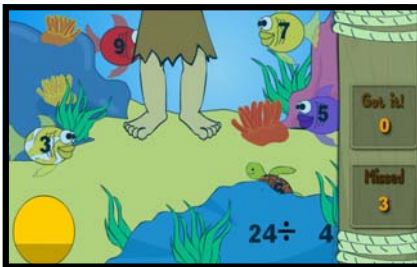
Division on the Web



DRAG RACE DIVISION

Click on "Drag Race Division". Click the correct answer to power your car. How quickly you answer determines how fast the car will go. Up to 4 players can play at once.

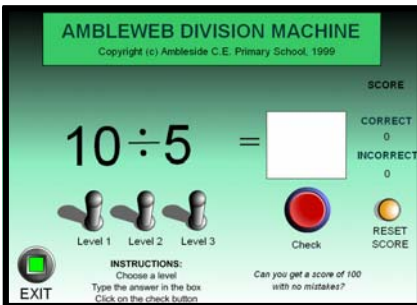
<http://www.arcademicskillbuilders.com/>



JUNGLE JIM UNDER THE SEA DIVISION

In this activity you click on the fish with the correct answer to the problem as they swim across the screen.

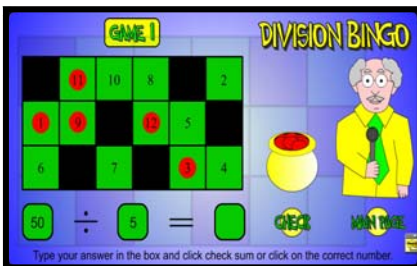
<http://www.games.exuberanteye.com/division/JJDivisionFish.html>



DIVISION MACHINE

This activity has three levels of division for students to practice. It provides both correct and incorrect feedback and keeps score for the student. The goal is to get to 100.

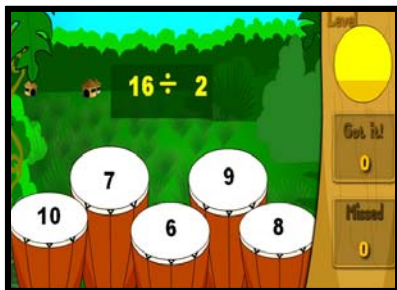
<http://www.amblesideprimary.com/ambleweb/mentalmaths/dividermachine.html>



DIVISION BINGO

This activity gives division problems to the student. If answered correctly, that number square is covered with a bingo chip. Feedback is given for incorrect answers.

http://www.bgfl.org/bgfl/custom/resources_ftp/client_ftp/ks2/maths/bingo/bingo1-2.html



JUNGLE JIM BONGOS

This is cute, simple game where the student first picks which number they want to practice dividing with. Then, facts appear with that number and they choose the answer by clicking on the correct drum.

<http://www.games.exuberanteye.com/division/JJDivisionDrums.html>

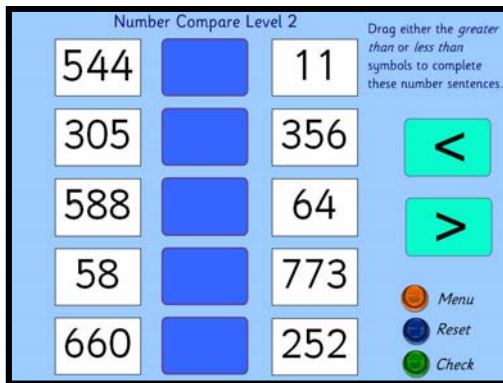
Greater Than/Less Than on the Web



GENIUS BOXING

In this activity, the student chooses to be one of several genius characters who then get to "box" Einstein.

<http://www.mrnussbaum.com/geniusboxing1.htm>



NUMBER COMPARE

This site allows students to compare the value of two different numbers. There are three levels: Numbers to 100, Numbers to 1,000 and Numbers to 10,000. Feedback is given for incorrect answers. This would work wonderfully on a SmartBoard!

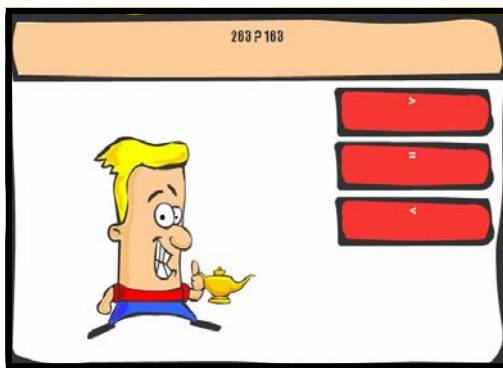
<http://www.crickweb.co.uk/assets/resources/flash.php?&file=ncmenu>



CARNIVAL CARS

In this activity, bumper cars with different numbers come out of the building and need to be sorted by the student into one of two rings. If the student chooses the incorrect ring the bumper car is pulled back to the starting position. Feedback is given for correct sorting.

http://www.harcourtschool.com/activity/mmath/mmath_cars.html



MAGIC LAMP COMPARING NUMBERS

This game uses comparison operators such as "greater than", "less than", and "equal to" to compare number values.

<http://www.toonuniversity.com/flash.asp?err=509&engine=9>

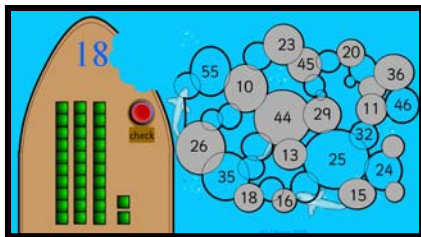
Place Value on the Web



DINOSAUR PLACE VALUE

In this activity, students click on the dinosaur eggs to match the number on the mountain. Only correct choices work and feed back is given for correct answers.

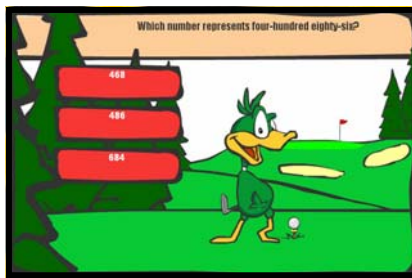
<http://www.ictgames.com/dinoplacevalue.html>



SHARK POOL

In this game the student counts the place value blocks on the left and then chooses the corresponding number in the bubbles on the right. If the answer is correct the student gets a point and if the student is incorrect the shark takes a bite out of the surfboard!

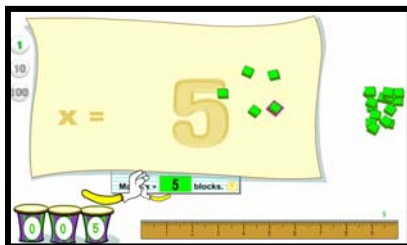
<http://www.ictgames.com/sharknumbers.html>



PLACE VALUE GOLF

This activity works on place value to thousands. Help Duck Von Fly swing his golf club by clicking your mouse on the right answer. Don't feel bad if you make him hit his cousin Charlie as he flies by-Charlie always wears a helmet. In this game of golf the high score wins!

<http://www.toonuniversity.com/flash.asp?err=496&engine=5>



MANNY'S RUMBA

This activity uses base 10 Blocks: Choose ones, tens, or hundreds. Drag blocks onto the main area, adding or taking away enough to equal the amount shown. Notice tally marks below and number line (ruler) and Manny's drums illustrate X.

<http://www.learningbox.com/Base10/BaseTen.html>

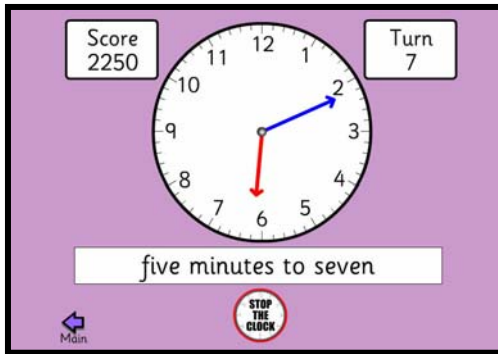


NUMBER TRACK

In this activity students need to place the number tiles in the correct order. If they place a tile incorrectly, it will not "stick". If they place it correctly it will stay in place.

<http://www.crickweb.co.uk/assets/resources/flash.php?&file=ntrack>

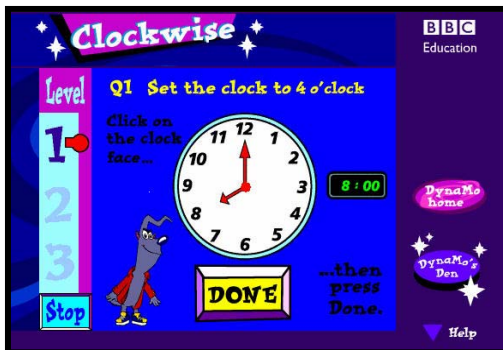
Telling Time on the Web



BANG ON TIME

Read the time in words and then stop the clock when the hands are in the matching position on the clock face. Make sure to adjust the clock's hand speed or it can get tricky!

<http://www.oswego.org/ocsd-web/games/BangOnTime/clockwordres.html>



CLOCK WISE

Move the clock hands to the correct time. There are 3 levels and feedback is given for each correct and incorrect answer.

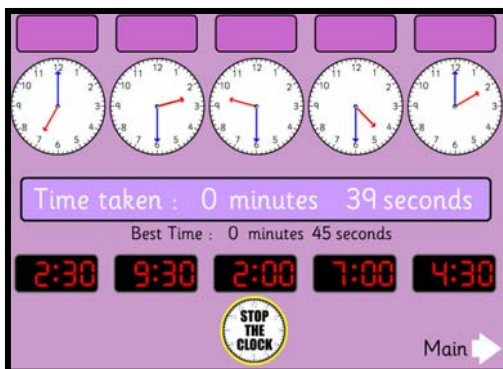
<http://www.bbc.co.uk/education/dynamo/den/clock/index.htm>



TELLING TIME MOVIE

This is a free movie explaining digital and analog time.

<http://www.kidsknowit.com/interactive-educational-movies/free-online-movies.php?movie=Telling%20Time>

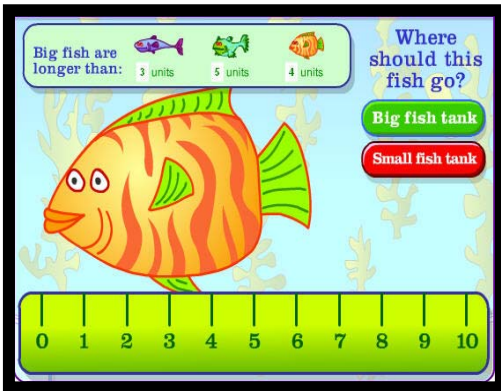


STOP THE CLOCK

This is a series of time activities that allow students to move the digital clock to the analog clock it matches. There are several different skill levels listed to take you to that activity.

<http://www.teachingtime.co.uk/draggames/sthec1.html>

Measurement on the Web

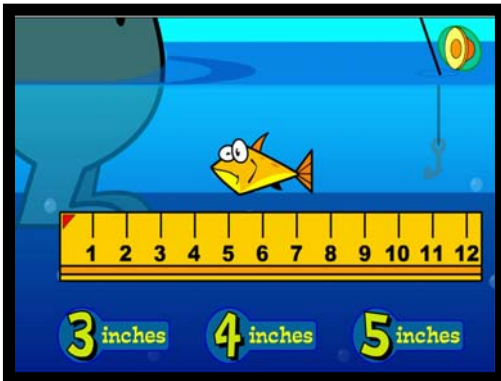


Fish Measurement

Catch a fish in the water. Measure the fish with the ruler. Move the small fish to the small fish tank and the large fish to the large fish tank.

A PBS activity.

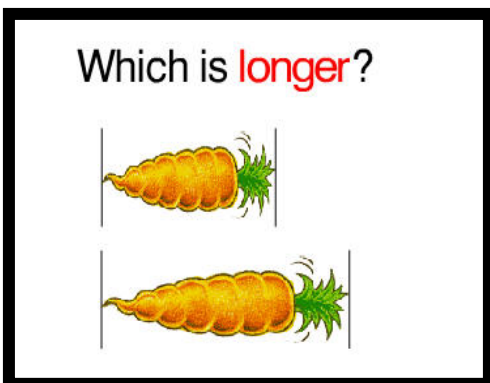
http://www.pbs.org/parents/earlymath/grades_games_timetomove_fla.html



Fish Tales

Help Mango catch and measure the fish. Drag the fish to the ruler and measure how long it is. Select your answer from three choices.

http://www.compasslearningodyssey.com/sample_act/math1_2/01MADB03a-fish_tails_v2.swf

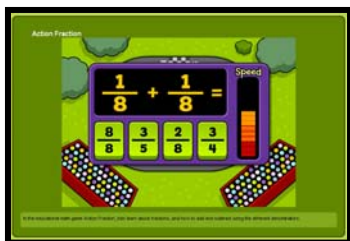


Longer/Shorter

Compare lengths to figure out which object is longer or shorter. Click on the correct picture and hear a pleasant sound. Click on the wrong picture and hear an unpleasant sound. Brought to you by Harcourt Publishers.

http://www.harcourtschool.com/activity/longer_shorter/

Fractions on the Web



ACTION FRACTION

Learn about fractions and how to add and subtract using different denominators. The quicker you answer the faster your car will go around the track.

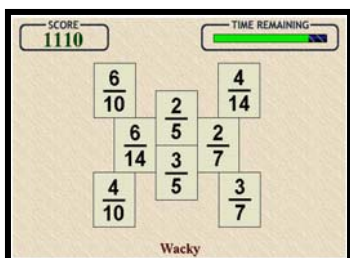
http://funschool.kaboose.com/fun-blaster/back-to-school/games/game_action_fraction.html



FRACTION FLAGS

Select the proportions of your flag. Click on the colors to change your paint. Click on the squares in the grid to add your color. Click finished when done to see how well you did!

<http://www.oswego.org/ocsd-web/games/fractionflags/fractionflags.html>



FRACTION FRENZY

A group of fractions will be displayed on the screen. You must match the equivalent fractions. Click on one fraction and then it's equivalent fraction. Continue until all fractions have been matched. The game is over if you allow time to run out.

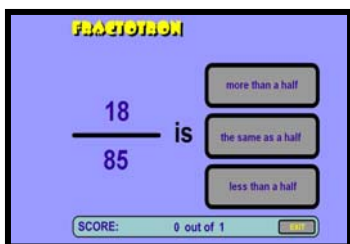
<http://www.learningplanet.com/sam/ff/index.asp>



FRACTION MONKEYS

Use the lowest common denominator and place the monkeys in the correct order on the number line.

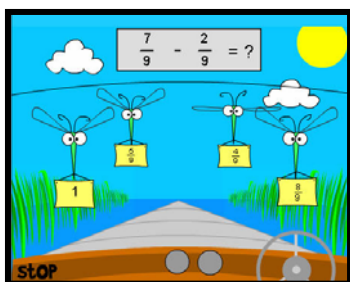
<http://www.sums.co.uk/playground/n6a/playground.htm>



FRACTOTRON

This website is great practice for understanding fractions. Students are presented with a fraction and they have to decide if it is less than half, more than half, or equal to half. Feedback is presented for every answer.

<http://www.amblesideprimary.com/ambleweb/mentalmaths/fractotron.html>

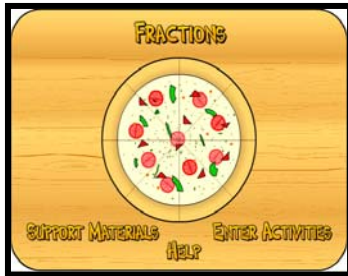


MATH SPLAT

Save the bugs before they go splat! You'll be presented with 4 possible answers to the equation. Just click the right one to avoid a messy windshield!

<http://fen.com/studentactivities/MathSplat/mathsplat.htm>

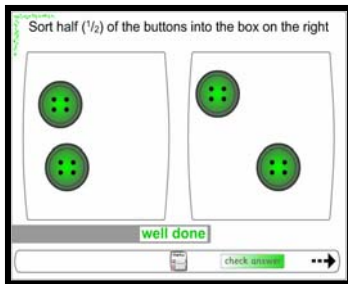
Fractions on the Web



PIZZA FRACTIONS

This fraction website has 5 different levels of activities. All the activities use pizza to illustrate the fraction problems and feedback is given for both correct and Incorrect answers.

http://www.bgfl.org/bgfl/custom/resources_fpf/client_fpf/ks2/maths/fractions/index.htm



SIMPLE FRACTIONS

Sort the combinations of objects to match the fraction. There are 3 levels.

<http://www.ngfl-cymru.org.uk/vtc/ngfl/ngfl-flash/fractions/fractions.html>