

Ping Pong Math Activities

Ping Pong Math makes math learning fun and engaging for students of all ages while providing some moderate physical activity.

This set includes the numbers 0–20 along with operators +, −, =, and ? (Wild Card Ball).

Ping Pong Math can be used for a variety of familiar activities, including those devised by teachers and students. The following sample activities will get you started!

Grade K – Take and Toss

(Compare two numbers between 1 and 10, presented as written numerals; understand cardinality)

1. Place balls numbered 1–10 in a paper bag and shake it up.
2. Ask two students to reach in and each take a ball.
Ask: “Which ball has the greater number?”
3. Then, tell them to carefully toss their ball in the air and catch it the same number of times as the number showing on the ball.
4. Students should count out loud each time they catch their ball.

Grade K – Out of the Box

(Understand addition as putting together and adding to)

1. Find a large box (cardboard, plastic, etc.) and mark it with a “10” on the side. Place the box on a table or on the floor.
2. Hand out Ping Pong Math balls 1–10 to a few students. Ask them to stand back 4–6 feet from the box and toss the balls into the box.
3. When the balls have all made it in, ask one student to take a ball from the box.
Ask: “What number must be added to the number on the ball to make 10?”
4. If the student gives the correct answer, he or she gets to keep the ball.
5. Game continues with the rest of the students until all the balls have been claimed.

Grade 1 – Number Catch

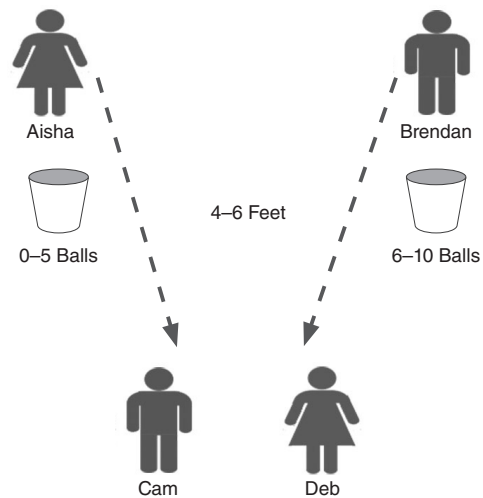
Add Within 10

(Add and subtract within 10; use properties of operations)

This game is for 4 players.

1. Place the “+” and “−” balls into a medium-sized paper bag.
2. Ask students to close their eyes and draw one of the 2 balls to determine whether the game is addition or subtraction.
3. You will need 1 set of 0–5 balls and another set of 6–10 balls, each set placed in a bucket or medium-sized container. Aisha chooses balls from the first bucket, Brendan chooses balls from the second bucket.

Game Set-Up, Addition



4. Tell Aisha that she will always toss the ball to Cam. Brendan will always toss the ball to Deb.
5. Start the game by asking Aisha and Brendan to choose a ball and toss it as instructed.
6. After catching the balls, Cam and Deb then add the numbers together and say the answer.

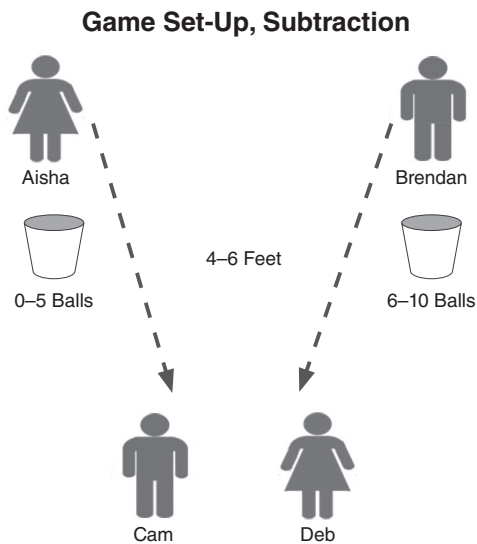
(Game continues on next page.)

7. **For a competitive game**, the first to say the correct number keeps the ball. Alternatively, Cam and Deb swap their balls, add the numbers, and say the answer again.
8. Repeat this until all balls are used. The player who has won the most balls wins the game.

Subtract Within 10

You will need 1 set of 0–5 balls and another set of 6–10 balls, each set placed in a bucket or medium-sized container. Aisha chooses balls from the first bucket, Brendan chooses balls from the second bucket.

1. Start the game by asking Aisha and Brendan to choose a ball and toss it as instructed.
2. After catching the balls, Cam and Deb subtract the number on Cam's ball from the number on Deb's ball.



3. **For a competitive game**, the first player to say the correct answer keeps the ball. Otherwise, both students work together to find the answer and say it out loud.
4. Repeat this until all balls are used. The player who has won the most balls wins the game.

Tip! If a student has trouble catching the balls, provide large boxes or containers to throw the balls into.

Add and Subtract Within 20

(Add and subtract within 20; use properties of operations)

Follow steps 1–8 for addition and 1–4 for subtraction, except Aisha puts balls 0–10 in her bucket and Brenda puts balls 11–20 in his.

Note: The **addition** part of this game requires the purchase of a second set of Ping Pong Math balls. (Go to: didax.com)

Uses for the “?” or Wild Card Ball

The “?” ball can be used to add some variety to the activities. For example, in Grade K — Take and Toss: include the “?” ball in step 2. If a child chooses the “?” ball, he or she must say what number it represents and whether it is greater than or less than the other student's number.

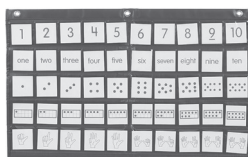
Use the “?” ball whenever you need two of the same number — you can assign it any number you want. The “?” ball can also be used to represent other math symbols or operators such as: $>$, $<$, \times , and \div .

Number Path Pocket Chart with Cards

Grades: K–2

Create number paths showing 1–10: numbers, words, dots, ten-frames, and hands. Ideal for developing number sense, subitizing, and making tens. Set includes 50 cards and one 18" x 30" pocket chart.

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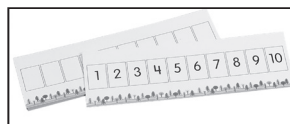
Also Available at didax.com

1–10 Number Paths

Grades: PreK–K

This set includes 10 double-sided, 4" x 13", write-on/wipe-off cards. Front features number path with numerals, the reverse is a blank number path.

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Working with Ten Frames

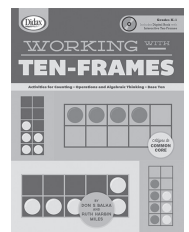
By Don S. Balka and Ruth Harbin Miles

Grades: K–1

Includes 50 complete lessons using a variety of ten-frame materials and techniques.

Lessons include step-by-step instructions, and an assessment of student responses.

Aligned to the Math Standards.



Item #211496



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