

Websites you may wish to visit and practice Math activities at.

## Links to Numerous Activities

<http://www.abcya.com>

<http://www.coolmath-games.com>

<http://www.aaaknow.com>

<http://www.sheppardsoftware.com>

## Statistics and Probability

**Create a Graph** - Use the table and label options to create various graphs.

<http://nces.ed.gov/nceskids/createAgraph/default.aspx>

**Mean, Mode, and Range** - Practice the mean, range, and mode of given numbers by entering the correct values.

<http://media.emgames.com/emgames/demosite/playdemo.html?activity=M5A006&activitytype=dcr&level=3>

**Theme Park Favorites** - Answer the questions by interpreting data shown on a series of graphs.

[http://www.harcourtschool.com/activity/theme\\_park\\_favorites/](http://www.harcourtschool.com/activity/theme_park_favorites/)

**Data to Graphics** - Find the data and adjust graphic or graph displays to show the correct amounts.

[http://www.fedstats.gov/kids/mapstats/TableMap/Table\\_Map8\\_dlh.html](http://www.fedstats.gov/kids/mapstats/TableMap/Table_Map8_dlh.html)

**Experimental Probability** - Select a spinner or dice and the computer automatically tallies the frequency of the numbers/colors from computer generated spins of 5 or 10 times.

<http://www.shodor.org/interactivate/activities/ExpProbability/>

**Dice Rolls** - Set the number of rolls for two dice and this site will automatically graph the results by the frequency of each number total.

<http://nces.ed.gov/nceskids/chances/>

## Money

**Making Change** - Select the bills and coins to receive as change for purchases.

[http://www.mathplayground.com/Making\\_Change.html](http://www.mathplayground.com/Making_Change.html)

**Cash Out** - Click on the correct change for multiple customers. Levels can be set to make this increasingly difficult.

<http://www.mrnussbaum.com/cashout/index.html>

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# Algebraic Relationships

**Interactive Coordinate Grid** - Mark points on the grid with the aid of coordinate markers on or off. Also convert from single quadrant to four quadrant grid.

<http://smartboards.typepad.com/smartboard/files/coordinates1.swf>

**Function Machine** - One or two “tubes” perform chosen operations on a set of numbers. Students must figure out the operations done to arrive at the final output. This can be quite challenging according to your settings.

<http://www.teacherled.com/resources/functionmachine/functionmachineload.html>

**Feed Billy Bug** - Move the bug to the coordinates on the grid to feed.

<http://www.primarygames.co.uk/pg2/bug2/bug2.html>

# Measurement

**The Ruler Game** - Select the position on the ruler that shows given measurements. This can be set from whole inches to sixteenths in measurements. It can be timed or without timing.

<http://www.rsinnovative.com/rulergame/>

**Measure Inches/Superbrain** - Multiple choice answers are given for a line’s measurement to sixteenths of an inch. There are also more basic measurement options.

<http://www.funbrain.com/cgi-bin/meas.cgi?A1=s&A2=0&A3=3>

**Measure Dartboard** - Adjust the options for weight, length, and capacity to add together amounts to make the targeted amount correct. Can be timed. (slow to load)

[http://www.wmnet.org.uk/wmnet/custom/files\\_uploaded/uploaded\\_resources/852/measuresv2.swf](http://www.wmnet.org.uk/wmnet/custom/files_uploaded/uploaded_resources/852/measuresv2.swf)

**Sal’s Sub Shop** - Cut the sub to the appropriate measure up to  $\frac{1}{8}$ ” and add ingredients to earn money.

<http://www.mrnussbaum.com/sal/index.html>

**Area and Perimeter** - This site has step-by-step directions for area and perimeter calculations. An online ruler is used to measure sides of rectangles.

[http://www.mathplayground.com/area\\_perimeter.html](http://www.mathplayground.com/area_perimeter.html)

**Area and Perimeter Grid** - Areas and perimeters are calculated and compared using grid line objects.

[http://www.shodor.org/interactivate/activities/ShapeExplorer/?version=1.5.0\\_19&browser=safari&vendor=Apple\\_Computer,\\_Inc.&flash=10.0.32](http://www.shodor.org/interactivate/activities/ShapeExplorer/?version=1.5.0_19&browser=safari&vendor=Apple_Computer,_Inc.&flash=10.0.32)

**Area and Perimeter Challenges** - Irregular polygons are introduced and illustrated in this site’s initial tutorial. Challenge activities calculating complex areas and perimeters are also provided.

[http://www.bgfl.org/bgfl/custom/resources\\_ftp/client\\_ftp/ks2/maths/perimeter\\_and\\_area/index.html](http://www.bgfl.org/bgfl/custom/resources_ftp/client_ftp/ks2/maths/perimeter_and_area/index.html)

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**Surface Area and Volume** - Find the volume of the block with your variable settings of height, width, and depth.

<http://www.shodor.org/interactivate/activities/SurfaceAreaAndVolume/>

**Area of Triangles** - Find the area of random triangles measured on a background grid.

<http://www.shodor.org/interactivate/activities/TriangleExplorer/>

**Balancing Animals with Weights (kg)** - Use a series of weights on a balance scale to measure weights in metric units.

<http://wmnet.gfl.iboard.co.uk/activity/maths/ku4BP7tZ8nj6eS9NvPimG>

**Elapsed Time Practice** - Advance the hour and minute hand on clocks or digital displays to show the specified time. Easy to challenging levels are included.

[http://www.shodor.org/interactivate/activities/ElapsedTime/?jv=Mac&jb=Mozilla/5.0%20\(Macintosh;%20U;%20PPC%20Mac%20OS%20X;%20en-us\)%20AppleWebKit/312.8%20\(KHTML,%20like%20Gecko\)%20Safari/312.6](http://www.shodor.org/interactivate/activities/ElapsedTime/?jv=Mac&jb=Mozilla/5.0%20(Macintosh;%20U;%20PPC%20Mac%20OS%20X;%20en-us)%20AppleWebKit/312.8%20(KHTML,%20like%20Gecko)%20Safari/312.6)

**Elapsed Time Quiz** - Select the correct answer to challenging elapsed time problems.

<http://marg.mhost.com/MathGr5/elapsedtime.htm>

**Stop the Clock!** - Match digital with analog clock faces in as short a time as possible. Levels provide more challenging practice to the nearest minute.

<http://www.teachingtime.co.uk/>

**Clockworks!** - Set the hour and minute hands of the clock to the given digital time. Levels of difficulty can be set.

<http://www.mrnussbaum.com/clockworks/index.html>

# Geometry

**Transformations** - Illustrates the symmetry slides, flips and reflections

<http://www.mathsisfun.com/geometry/transformations.html>

**Symmetry Artist** - Try drawing and polygons using rotational or reflective symmetry using this online drawing/art program.

<http://www.mathsisfun.com/geometry/symmetry-artist.html>

**Lines of Symmetry** - Identify how many lines of symmetry each shape has.

[http://www.innovationslearning.co.uk/subjects/maths/activities/year3/symmetry/shape\\_game.asp](http://www.innovationslearning.co.uk/subjects/maths/activities/year3/symmetry/shape_game.asp)

**Banana Explorer** - Set the angle to hunt for bananas. The closer to the correct setting, the better the reward.

<http://www.primarygames.co.uk/pg2/bhunt/bhunt.html>

**Guess the Random Angle** - Set the angle with the controls or randomly. A protractor can be toggled on or off for estimating angle measure.

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

## Websites you may wish to visit and practice Math activities at.

**Aim The Angle for Squirt Hose** - Enter the correct angle to hose down a variety of objects  
[http://www.bbc.co.uk/schools/ks2bitesize/maths/shape\\_space/angles/play.shtml](http://www.bbc.co.uk/schools/ks2bitesize/maths/shape_space/angles/play.shtml)

**What's My Angle** - Teacher set controls allow a variety of angle measurements setting limits on degree of difficulty.  
<http://www.amblesideprimary.com/ambleweb/mentalmaths/protractor.html>

**Angle Measures** - Use the protractor to measure angles.  
<http://www.teacherled.com/resources/anglemeasure/anglemeasureload.html>

**Alien Angles** - Use a slider to set an angle to fire a missile at an alien. If close enough to the actual angle, points are scored.  
<http://www.mathplayground.com/alienangles.html>

**Shape Sorter** - Use Venn Diagrams to drag shapes into the correct category according to selected rules  
<http://illuminations.nctm.org/ActivityDetail.aspx?ID=34>

## Fractions, Decimals, and Percents

**Fraction Tiles** - A fraction tile "wall" can be used to show equivalent forms by comparing fraction tile sizes. [http://www.abcya.com/fraction\\_tiles.htm](http://www.abcya.com/fraction_tiles.htm)

**Fraction Bars** - These bars compare the fractional, ratio, percentage, and decimal equivalents of created fractions. Were developed as part of UK numeracy strategy project.  
[http://www.echalk.co.uk/Maths/dfes\\_numeracy/Assets/fractions\\_flash.swf](http://www.echalk.co.uk/Maths/dfes_numeracy/Assets/fractions_flash.swf)

**Name the Fraction** - Shown a shape split into fractional parts, enter the numerical fractional value. A check button shows if you are correct.  
[http://nlvm.usu.edu/en/nav/frames\\_asid\\_104\\_g\\_2\\_t\\_1.html?from=grade\\_g\\_2.html](http://nlvm.usu.edu/en/nav/frames_asid_104_g_2_t_1.html?from=grade_g_2.html)

**Single Fraction Pointer** - Construct a square or circle model of a fraction by adding sections and coloring the fractional part.  
<http://shodor.org/interactivate/activities/SingleFractionPoint/>

**Comparing Two Fractions** - Enter two fractions for comparison, and the site will show the two and which is larger. <http://www.webmath.com/k8cf.html>

**Greater or Less Than Fraction Comparison** - Compare two presented fractions by selecting the greater, less, or equal sign. The fractions are displayed on a number after correct selection.  
<http://www.visualfractions.com/CompareL/comparel.html>

**Fractional Parts of a Group** - This set of worksheets involve identifying the number of a group that represent a fractional part i.e.  $\frac{1}{6}$  of 24 equals 4  
<http://www.bbc.co.uk/skillswise/numbers/fractiondecimalpercentage/fractions/fractionsofquantities/worksheet.shtml>

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**Equivalent Fractions** - Build equivalent fractions using a square or circle model and setting the divisions to the correct position. Fill in the sections for the equivalent value by rotating or clicking and filling the sections. A table records all correct responses, showing equivalent forms.

<http://illuminations.nctm.org/activitydetail.aspx?id=80>

**Fraction Jeopardy** - Teams can figure out the addition, subtraction, multiplication, or division problems.

<http://www.math-play.com/Fractions-Jeopardy/fractions-jeopardy.html>

**Lowest Terms** - Shown a circle fractional diagram, the fraction must be entered in lowest terms on the page.

<http://www.visualfractions.com/RenameLowestC/renamelowestC.html>

**Equivalent Fractions** - Select equivalent fractions from the six pairs shown on the screen.

[http://www.sheppardsoftware.com/mathgames/fractions/memory\\_equivalent1.htm](http://www.sheppardsoftware.com/mathgames/fractions/memory_equivalent1.htm)

**Adding Mixed Numbers** - Presented problems with like denominators have to have answers entered. The series of problems is timed and recorded at the end of the session.

<http://www.aaaknow.com/fra66dx2.htm>

**Subtracting Mixed Numbers** - Complete the answer to example problems by entering the mixed number amount. The timer keeps track of length of time needed to answer.

<http://www.aaastudy.com/fra66ex2.htm>

**Subtracting Mixed Numbers with Borrowing** - A nicely presented tutorial that demonstrates borrowing for mixed number subtraction. Has several examples to try after demo.

<http://www.wisc-online.com/objects/ViewObject.aspx?ID=abm701>

**Change Improper Fractions to Mixed Numbers** - Enter the mixed number from the improper fraction amount shown.

<http://www.visualfractions.com/MixedLines/mixedlines.html>

**Change Mixed Numbers to Improper Fractions** - Given a whole or mixed number, identify the improper fraction that can be made.

<http://www.visualfractions.com/MixedtoFracC/mixedtofrCircles.html>

**Ordering Decimals** - Order the decimals from smallest to largest by dragging the decimals to the appropriate positions.

<http://www.bbc.co.uk/schools/ks2bitesize/maths/number/decimals/play.shtml>

**Ordering Decimals with Whole Numbers** - A more challenging ordering that includes decimals and whole numbers with decimals.

[http://www.citycol.com/basic\\_skills/Quizzes/Maths/decord1.htm](http://www.citycol.com/basic_skills/Quizzes/Maths/decord1.htm)

**Ordering Decimals** - Place the decimals in the correct order by dragging the numbers to the correct position. Can be timed.

<http://www.mathsisfun.com/numbers/ordering-game.php>

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# Number Operations

**Math Facts** - You set the operation, level, and length of timing for randomly presented addition, subtraction, multiplication, or division problems. A summary shows answers correct and seconds per problem average.

<http://www.playkidsgames.com/games/mathfact/default.htm>

**Estimation and Rounding** - Activities and games to practice estimation and rounding. Basic to advanced activities.

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

**Rounding Decimals** - Round complex numbers to a variety of decimal amounts.

<http://www.aaamath.com/g5-dec-round.htm>

**Connect Sums** - Select two to four cards, dice, or coins to make correct sums. The accumulated value of score is timed or totaled.

<http://www.carstensstudios.com/mathdoodles/connectsums.html>

**Power Line Totals** - Place the numbers in the correct sequence on a five number grid to make a similar total in all directions.

<http://www.primarygames.co.uk/pg2/powerlines/powerlines1.html>

**Sum Sense** - Choose from a five or six digit group the numbers that make an equation.

<http://resources.oswego.org/games/SumSense/sumadd.html>

**Speed Grid Challenge** - Select the numbers from the grid of 12 to make a given sum.

<http://resources.oswego.org/games/SpeedGrid/Addition/urikares.html>

**Venn Diagrams** - Order the multiples according to which groups they belong. After dragging the numbers in position a check is performed.

<http://www.crickweb.co.uk/ks2numeracy-properties-and-ordering.html>

**100 Number Chart** - Toggle options allow highlighting and changing number square colors and starting point.

<http://www.crickweb.co.uk/ks2numeracy-tools.html>

**Multiplication Table** - Highlight the rows and columns and this chart displays the problem and answer.

<http://www.mathsisfun.com/tables.html>

**Math Trainer** - Shows problems in categories according to difficulty with choice of operations. Complete answer and the fact is checked off.

<http://www.mathsisfun.com/numbers/math-trainer-multiply.html>

**Practice Math Exercises** - Practice activities on a wide assortment of math skills.

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