
FLY SWATTER-DOTS AND ADDITION

Preschool, Kindergarten, 1st grade

HOW TO PLAY

FLY SWATTER -DOTS (PRESCHOOL)

Setup

- Load the digital number spinner and keep the default number settings, which is 1-10.
- Lay all the fly cards on the table, facing up and spreading out so the cards don't overlay.
- Each play gets a fly swatter. (It will be great if you can use real fly swatters. If you don't have any, you can make swatters by taping the fly swatter cut outs to spoons or craft sticks)

Gameplay

- Players take turns to spin a random number.
- Once the number is shown on the screen, players use their fly swatter to swat the fly card that matches the number shown.
- The players who swats the correct fly first wins that fly card and keep the card in front of him/herself.
- The game ends when all the fly cards are

MATH SKILLS

- Number recognition
- Subitizing
- Enumeration (count 1-10 dots)

2+ players



MATERIALS

- Digital number spinner (<http://mingmath.com/random>) Cookie (paper cut-out below)
- Fly cards
- Fly swatter

FLY SWATTER-DOTS AND ADDITION

Preschool, Kindergarten, 1st grade

HOW TO PLAY

FLY SWATTER – ADDITION (K AND 1ST GRADE)

Setup

- Load the digital number spinner and set the settings as min as 1, and max as 20 minus the specific addend for that round. For example, when practicing adding 3, since the fly card (sum) only goes up to 20. The range should be 1-17.
- Lay all the fly cards on the table, facing up and spreading out so the cards don't overlay.
- Each play gets a fly swatter. (It will be great if you can use real fly swatters. If you don't have any, you can make swatters by taping the fly swatter cut outs to spoons or craft sticks)

Gameplay

- Players take turns to spin a random number.
- Once the number is shown on the screen, players use their fly swatter to swat the fly card that is the answer to the addition.
- The players who swats the correct fly first wins that fly card and keep the card in front of him/herself.
- The game ends when all the fly cards are

MATH SKILLS

- Number recognition
- Addition within 20

2+ players

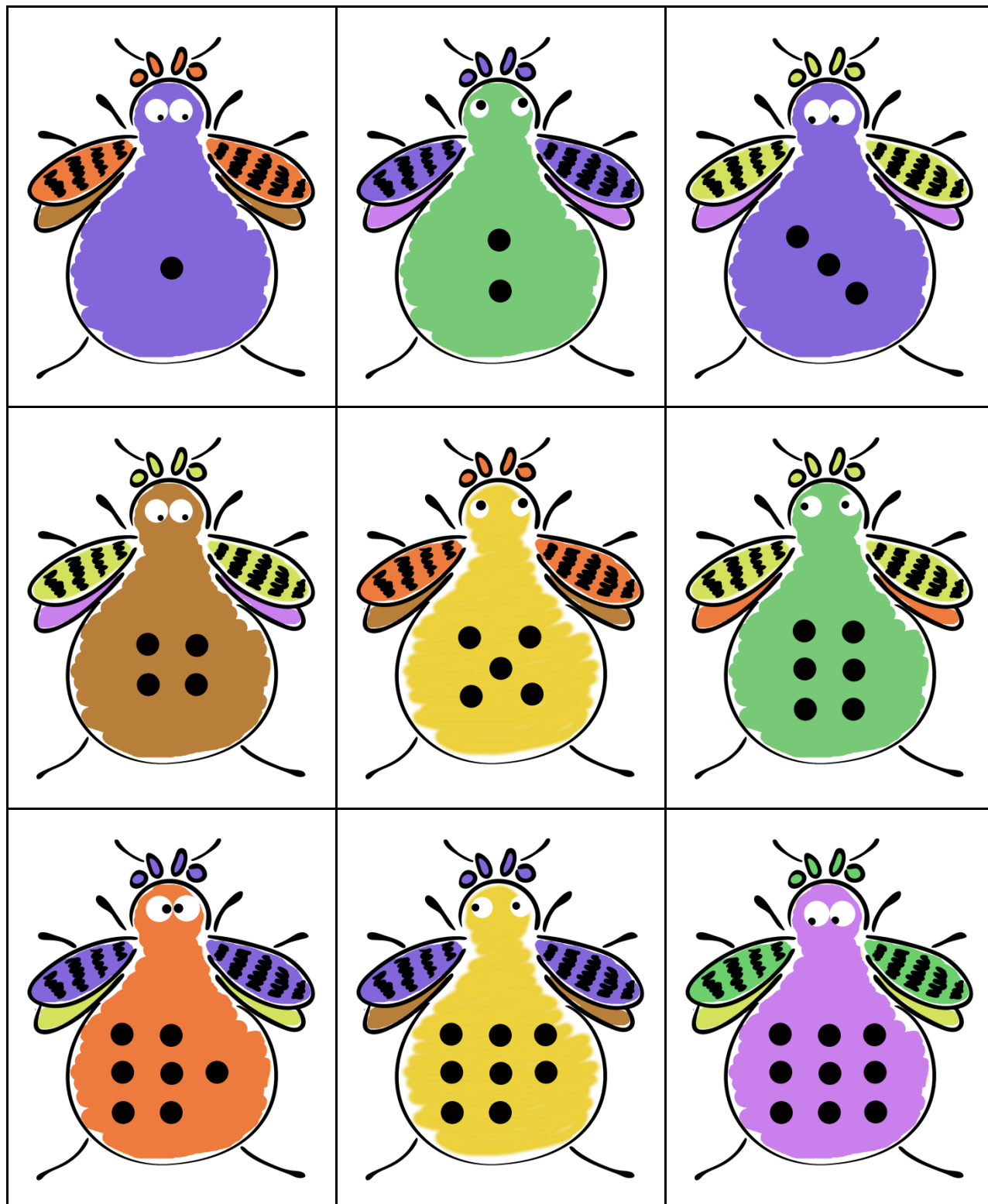


MATERIALS

- Digital number spinner (<http://mingmath.com/random>) Cookie (paper cut-out below)
- Fly cards
- Fly swatter

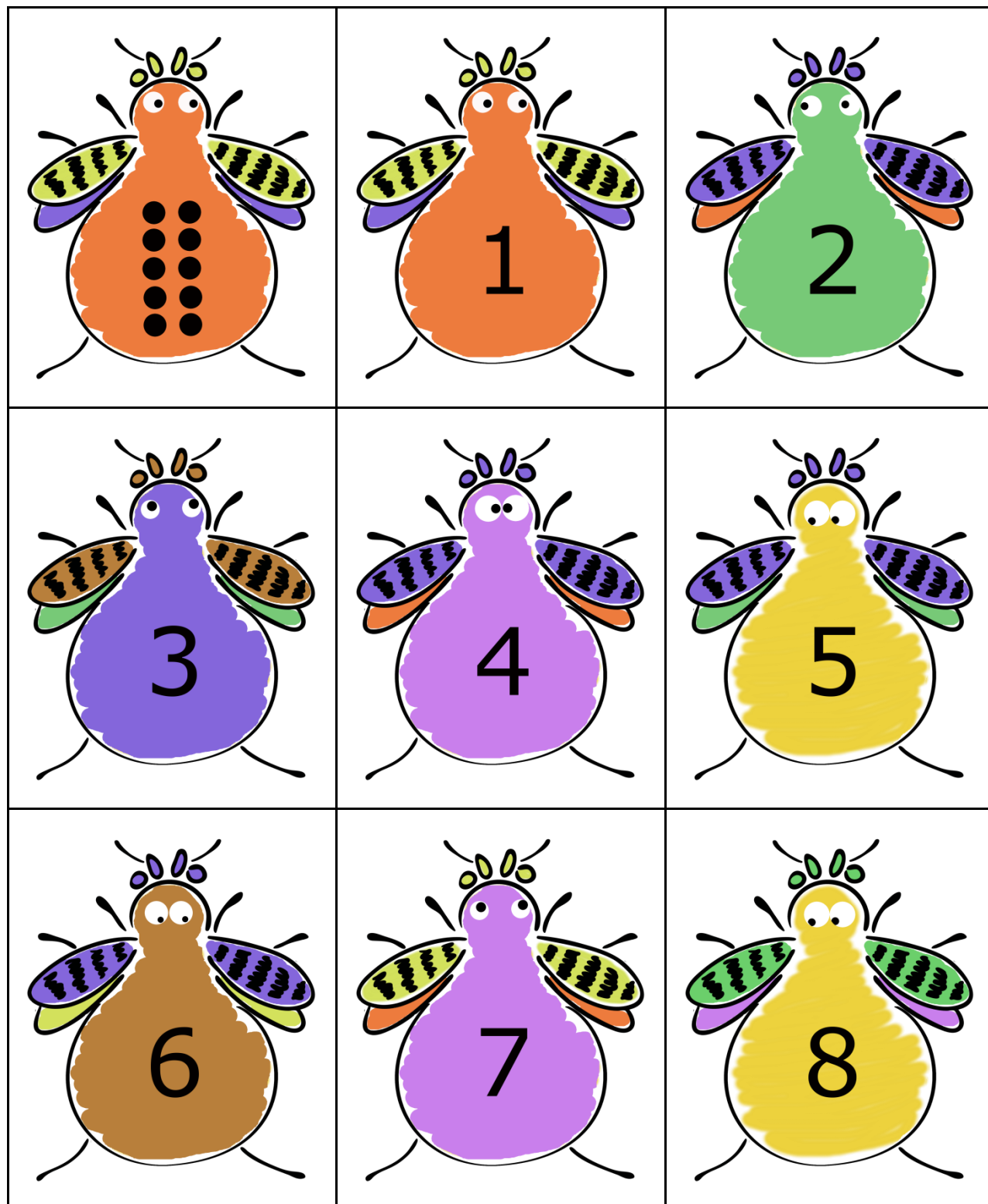
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Fly Cards



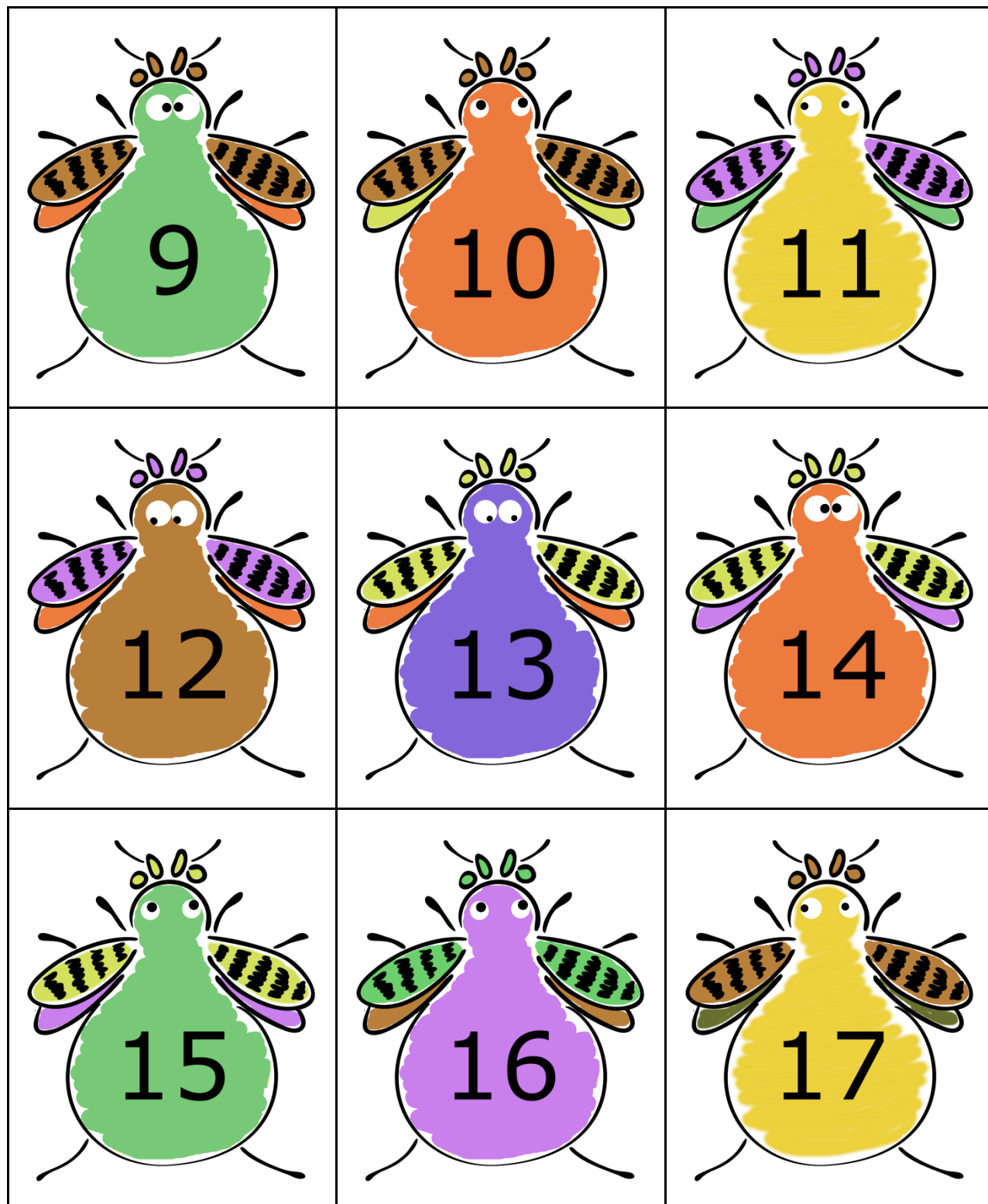
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Fly Cards



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Fly Cards

