**Basic Addition**

[Two Minute Warning](http://www.primarygames.com/flashcards/twomin.htm" \t "_blank)   The player has 2 minutes to answer as many addition problems as he or she can. At the end of the game, the computer will show how many correct and incorrect answers the players got.

[Pyramid Solitaire](http://www.primarygames.com/puzzles/card/pyramidsolitaire/start.htm" \t "_blank)   The player removes cards by finding pairs of numbers that add to 13. You might need to remind your child that J = 11, Q = 12, K = 13, and A = 1. You might also want to talk about strategic ways to make choices when more than one move is possible. Your child might prefer to play with a deck of cards after learning the game on the computer.

[Math Lines](http://www.primarygames.com/math/mathlines/start.htm" \t "_blank)   The player races to pair numbers that add up to 10. Before your child plays, review the pairs of numbers that add up to 10.

[Numbers](http://schooltimegames.com/Mathematics/MP_Numbers.html" \t "_blank)   The player selects combinations of numbers that add up to a target number. The goal is to remove as many numbers from the board as possible before running out of numbers that can be added to get the next target number. After your child has played a few times, talk about strategies that might help him or her remove more numbers from the board.

**Basic Subtraction**

[Two Minute Warning](http://www.primarygames.com/flashcards/twomin.htm" \t "_blank)   The player has 2 minutes to answer as many subtraction problems as he or she can. At the end of the game, the computer will show how many correct and incorrect answers the players got.

[Subtraction Blast](http://www.coolmath-games.com/0-subtraction-blast/index.html" \t "_blank)   The player can subtract either 2 or 3 from a number as many times as he or she wants to. The goal is to get each number to 0 as quickly as possible. Talk with your child about how he or she can get numbers to 0 quickly. (For example, you can get 10 to 0 by subtracting 2 five times, or you can subtract 2 twice and 3 twice.)

**Larger Addition**

[Falling Problems](http://www.fi.uu.nl/rekenweb/en" \t "_blank)  A beat-the-clock game in which the player has to decide whether an addition or subtraction combination will be less than or greater than 10. In a more challenging version, the player decides whether an addition or subtraction combination will be less than or greater than 100. This game is great for developing number sense and estimation skills.

[Timed Flashcards](http://www.mathplayground.com/flashcards_timed.html" \t "_blank)   The player solves as many two-digit addition problems as he or she can in one minute.

**Larger Subtraction**

[Falling Problems](http://www.fi.uu.nl/rekenweb/en" \t "_blank)  A beat-the-clock game in which the player has to decide whether an addition or subtraction combination will be less than or greater than 10. In a more challenging version, the player decides whether an addition or subtraction combination will be less than or greater than 100. This game is great for developing number sense and estimation skills.

[Timed Flashcards](http://www.mathplayground.com/flashcards_timed.html" \t "_blank)   The player solves as many two-digit subtraction problems as he or she can in one minute.

**Basic Multiplication**

[Times Square](http://calculationnation.nctm.org/" \t "_blank)  This game provides great practice with multiplication facts as players race to be the first to get 4 products in a row on the game board.

[Factor Dazzle](http://calculationnation.nctm.org/" \t "_blank)  Players score points for finding all the factors of target numbers set by their opponents.

[Two Minute Warning](http://www.primarygames.com/flashcards/twomin.htm" \t "_blank)   The player has 2 minutes to answer as many multiplication problems as he or she can. At the end of the game, the computer will show how many correct and incorrect answers the players got.

[Pumpkin Multiples](http://www.mathplayground.com/multiples.html" \t "_blank)   The player races to collect multiples of a number. Before your child starts playing, talk about how you can tell if a number is a multiple of the number he or she selected. At the end of the game, the computer will show the multiples: talk with your child about any patterns he or she sees in those numbers. What do the multiples have in common?

**All Basic Facts**

[Quick Math](http://www.primarygames.com/math/quickmath/start.htm" \t "_blank)   The player must select the operational symbol (addition, subtraction, multiplication, or division) that will make the equation true. All equations are based on basic facts. After your child has played a few times, talk about some quick ways to tell which operation will complete the equation. Your child might be using strategies that don’t involve doing all the calculations, and that is fine: the strategies probably rely on a strong sense of number and operations.

**Money: Subtraction with Decimal Numbers**

[Making Change](http://www.mathplayground.com/making_change.html" \t "_blank)   The player finds the difference between a price and the amount of money paid. Then the player shows that change using the fewest coins and bills possible. Talk to your child about some ways to calculate the amount of change mentally. For example, can he or she add up from the price to the amount paid to figure the difference?

**Telling Time**

[Time Clock](http://www.primarygames.com/math/timeclock/start.htm" \t "_blank)   The player moves the hands of a clock to show different times.

[What Time Is It?](http://www.primarygames.com/time/start.htm" \t "_blank)   The player chooses the digital clock that shows the time shown on an analog clock (a clock with an hour and minute hand).

**Fractions**

[Pizza Party](http://www.primarygames.com/fractions/start.htm" \t "_blank)   The player selects the fraction that shows how much of a pizza is left on the pan.

**Geometry**

[neXtu](http://calculationnation.nctm.org/Games/" \t "_blank)   Players place shapes on a tessellating game board, collecting points and capturing opponent's pieces. Math concepts include: Greater Than, Less Than, Tessellations, and Symmetry.

[Symmetry Game](http://www.innovationslearning.co.uk/subjects/maths/activities/year3/symmetry/shape_game.asp" \t "_blank)  Identify the number of lines of symmetry in a given shape. (Unit 3, Sessions 5-6)

[Symmetry Patterns](http://www.haelmedia.com/OnlineActivities_txh/mc_txh4_001.html" \t "_blank)  Complete a given symmetry pattern or create your own. (Unit 3, Sessions 5-6)

[Cyberchase](http://pbskids.org/cyberchase/games/symmetry/" \t "_blank)  Use the "Symmetrizer" to explore symmetry. (Unit 3, Sessions 5-6)

[Symmetry Shape Games](http://www.woodlands-junior.kent.sch.uk/maths/shapes/coordinates.html" \l "Symmetry" \t "_blank)  Choose from a variety of games. (Unit 3, Sessions 5-6)

[Symmetry Picture](http://boowakwala.uptoten.com/kids/boowakwala-adventures-fingerpaint-symmetrypaint.html" \t "_blank)  Complete the drawing. (Unit 3, Sessions 5-6)

**Hundreds Grid**

[Give the Dog a Bone](http://www.oswego.org/ocsd-web/games/DogBone/gamebone.html" \t "_blank)  Find 10 "bones" by identifying numbers on a blank 100s grid.

**More Games**  
The two sites below contain some of the best games for elementary math students. Look through the sites to find other games for your child to play.  
[Primary Games](http://www.primarygames.com/curriculum/math.htm" \t "_blank)  
[Math Games on Fun School](http://funschool.kaboose.com/arcade/math/index.html" \t "_blank)  
[National Library of Virtual Manipulatives](http://nlvm.usu.edu/" \t "_blank)   
[Calculation Nation](http://calculationnation.nctm.org" \t "_blank)