**Basic Addition**

[Speedy Pictures 2](http://www.fi.uu.nl/rekenweb/en%22%20%5Ct%20%22_blank)  Players race to beat a timer as they add the number of dots shown on 2 dice, the number of fingers shown on two hands, or the number of beads shown in two rows. This one is a winner!

[Falling Problems](http://www.fi.uu.nl/rekenweb/en%22%20%5Ct%20%22_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.

[Two Minute Warning](http://www.primarygames.com/flashcards/twomin.htm%22%20%5Ct%20%22_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 player got.

[Pyramid Solitaire](http://www.primarygames.com/puzzles/card/pyramidsolitaire/start.htm%22%20%5Ct%20%22_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%22%20%5Ct%20%22_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%22%20%5Ct%20%22_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**

[Falling Problems](http://www.fi.uu.nl/rekenweb/en%22%20%5Ct%20%22_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.

[Two Minute Warning](http://www.primarygames.com/flashcards/twomin.htm%22%20%5Ct%20%22_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 player got.

[Subtraction Blast](http://www.coolmath-games.com/0-subtraction-blast/index.html%22%20%5Ct%20%22_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 different 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.)

**Telling Time**

[Time Clock](http://www.primarygames.com/math/timeclock/start.htm%22%20%5Ct%20%22_blank)   The player moves the hands of a clock to show different times.

[What Time Is It?](http://www.primarygames.com/time/start.htm%22%20%5Ct%20%22_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%22%20%5Ct%20%22_blank)   The player selects the fraction that shows how much of a pizza is left on the pan.

**Geometry**

[Symmetry Game](http://www.innovationslearning.co.uk/subjects/maths/activities/year3/symmetry/shape_game.asp%22%20%5Ct%20%22_blank)  Identify the number of lines of symmetry in a given shape. (Unit 4, Session 12)

[Symmetry Patterns](http://www.haelmedia.com/OnlineActivities_txh/mc_txh4_001.html%22%20%5Ct%20%22_blank)  Complete a given symmetry pattern or create your own. (Unit 4, Session 12)

[Cyberchase](http://pbskids.org/cyberchase/games/symmetry/%22%20%5Ct%20%22_blank)  Use the "Symmetrizer" to explore symmetry. (Unit 4, Session 12)

[Symmetry Shape Games](http://www.woodlands-junior.kent.sch.uk/maths/shapes/coordinates.html%22%20%5Cl%20%22Symmetry%22%20%5Ct%20%22_blank)  Choose from a variety of games. (Unit 4, Session 12)

[Symmetry Picture](http://boowakwala.uptoten.com/kids/boowakwala-adventures-fingerpaint-symmetrypaint.html%22%20%5Ct%20%22_blank)  Complete the drawing. (Unit 4, Session 12)

**Hundreds Grid**

[Give the Dog a Bone](http://www.oswego.org/ocsd-web/games/DogBone/gamebone.html%22%20%5Ct%20%22_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%22%20%5Ct%20%22_blank)
[Math Games on Fun School](http://funschool.kaboose.com/arcade/math/index.html%22%20%5Ct%20%22_blank)
[National Library of Virtual Manipulatives](http://nlvm.usu.edu/%22%20%5Ct%20%22_blank)

A Math Dictionary:

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