## Partner Quick Math

Grades K-5

# **BENEFIT**Math skills

#### LOCATION

Grass, blacktop, multipurpose room, classroom

EQUIPMENT

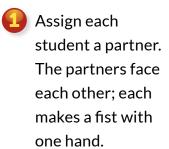
None

## Tip

Reassign partners every few minutes to refresh the game.

### qiT

Do not allow the students to hold out zero fingers.



The partners count to three and simultaneously extend a random number of fingers from their fist. The student who successfully adds up the number of fingers and says the answer out loud wins the challenge. For example, if one student holds out four fingers and her partner holds out two fingers, the first person





On the count of three, paired students show a random number of fingers. Each student tries to be first to add up the number of fingers and say the sum.

to say "Six" wins the contest. The other student must do a short exercise—for example, five jumping jacks.

