

# 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.

## Tip

Do not allow the students to hold out zero fingers.

**1** Assign each student a partner. The partners face each other; each makes a fist with one hand.

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



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.