

COMMERCIAL GAMES THAT USE MATHEMATICS

Students develop their skills in an almost effortless way when they play games with each other and adults. The ages shown are suggested by the manufacturer, however, let the interest and motivation of your child be your guide when selecting and playing games.

Counting, Adding, and Subtracting

- Chutes and Ladders® (3+)
- Hi Ho! Cherry-O® (3+)
- Sorry!® (6+)
- Trouble® (5+)
- Uno® (6+)

Attributes, Patterns, and Geometry

- Crazy Eights – traditional card game (4+)
- Guess Who?® (6+)
- Guess Where?® (6+)
- Jigsaw puzzles
- Rummikub® (8+)
- Tangrams (5+)

Strategy and Spatial Perception

- The a-MAZE-ing Labyrinth® (8+)
- Battleship® (7+)
- Checkers (3+)
- Clue® Jr. (5+) and Clue® (8+)
- Connect Four® (7+)
- Jenga® (6+)
- Mancala (6+)
- Memory (many names exist for this game of matching face-down pictures) (3+)
- Othello® (8+)

More excellent games can be found on the Internet by searching under “educational math games.”

From the School District of Clayton Mathematics Committee (2011); [Adapted from Home Connections Handbook; Everyday Mathematics - Wright Group 2007]