

Purpose & SOL

- Students will practice addition facts by completing a series of addition problems with a partner.
- Math 1.6, 2.5

Materials

- Low profile cones or different colors of paper. Make sure there is an even number and more than the number of students in the class.
- Index cards with problems written on them (or attached math fact cards).
- Make sure to also place a dot to tell students which color they will go to next.
 - For example after solving a problem at an orange cone there may be a green dot telling kids to pick a green cone next.
- Addition Cone Maze problem recording sheet.

Length
25-30 min.

Introduction

The teacher will familiarize students with addition problems and complete a fact jack. Have students stand and complete a simple addition fact (ex. $4+2=6$) students hop 4 times in place and say 4; they make a + with their hands and say “plus”; hop 2 times and say 2; make arms parallel to for =; hop 6 times and say 6.

Implementation

Scout (Modified)

- 1) Show students the cones with the addition facts on the bottom and pass out the Addition Maze worksheet.
- 2) Explain that they will complete 6 addition problems, each at a different colored cone. The teacher will also demonstrate that the dot indicates the next cone that they will travel to for their next problem.
- 3) Have students stand behind their desk when they have a name on their paper. As they stand quietly, allow them to choose their first cone, it can be any color.
- 4) The teacher will count down from 3, with the class, in a slow motion squat. On “flip” the teacher will allow students to flip their cone over and solve their first addition problem.
- 5) When they are finished, they will flip their cone over and put their hands in the air to demonstrate they are ready to move on.
- 6) When students are finished, the teacher will lead the class in an exercise, before they can move on.
- 7) This will continue until all students have traveled to all 6 cone colors and solved a problem at each.

Cool Down

The teacher will have students at different colored cones complete different stretches and call them color by color to return to their seats.

Modifications

Play this game and have students add, subtract, multiply or divide.

This game can also be played where students partner up and walk around the cones and on the FREEZE signal flip over their cards and solve their problems.



Name: _____



Addition Cone Maze

Green

$$\underline{\quad\quad} + \underline{\quad\quad} = \underline{\quad\quad}$$

Yellow

$$\underline{\quad\quad} + \underline{\quad\quad} = \underline{\quad\quad}$$

Red

$$\underline{\quad\quad} + \underline{\quad\quad} = \underline{\quad\quad}$$

Blue

$$\underline{\quad\quad} + \underline{\quad\quad} = \underline{\quad\quad}$$

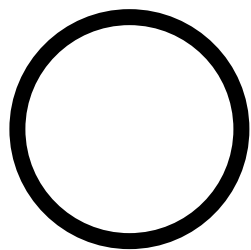
Purple

$$\underline{\quad\quad} + \underline{\quad\quad} = \underline{\quad\quad}$$

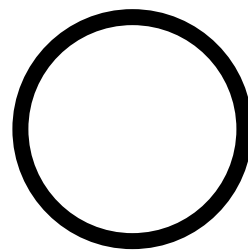
Orange

$$\underline{\quad\quad} + \underline{\quad\quad} = \underline{\quad\quad}$$

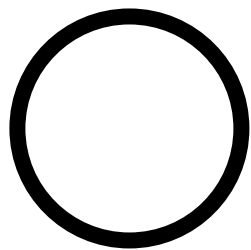
$7 + 1 = \underline{\quad}$



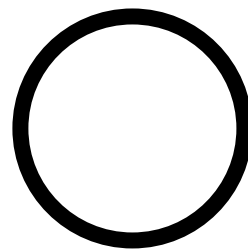
$1 + 4 = \underline{\quad}$



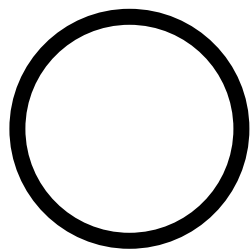
$6 + 2 = \underline{\quad}$



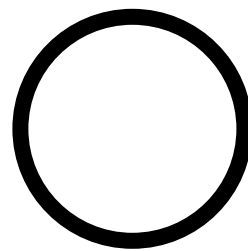
$3 + 3 = \underline{\quad}$



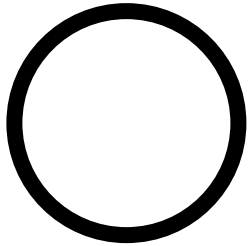
$5 + 2 = \underline{\quad}$



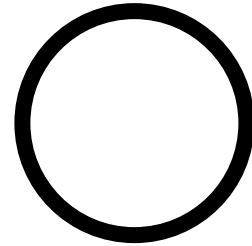
$0 + 4 = \underline{\quad}$



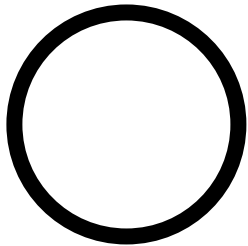
$2 + 2 = \underline{\quad}$



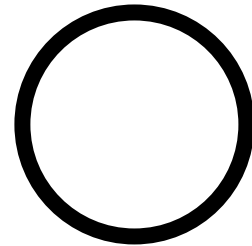
$4 + 4 = \underline{\quad}$



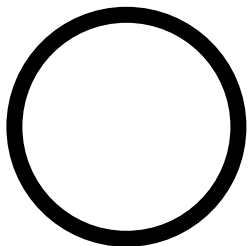
$1 + 1 = \underline{\quad}$



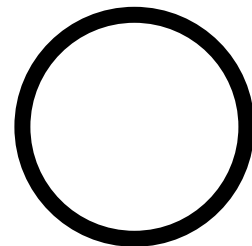
$7 + 2 = \underline{\quad}$



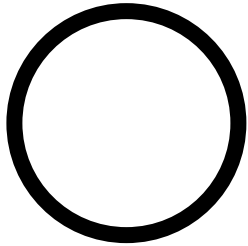
$6 + 1 = \underline{\quad}$



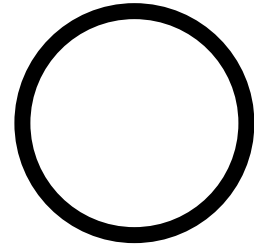
$2 + 1 = \underline{\quad}$



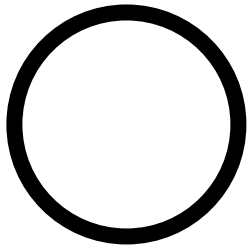
$3 + 3 = \underline{\quad}$



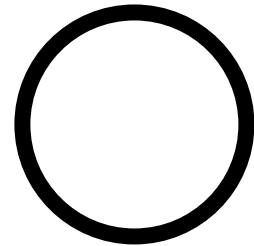
$4 + 3 = \underline{\quad}$



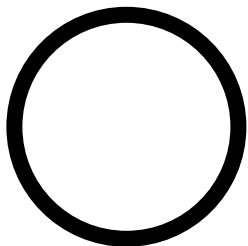
$5 + 0 = \underline{\quad}$



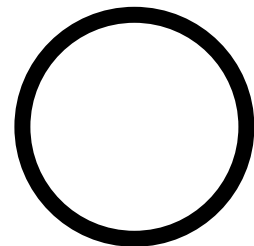
$4 + 5 = \underline{\quad}$



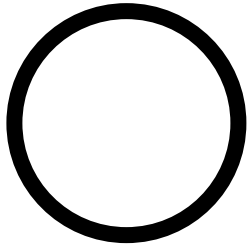
$2 + 3 = \underline{\quad}$



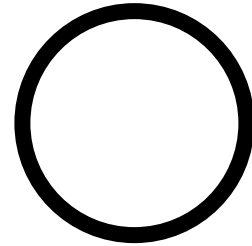
$3 + 7 = \underline{\quad}$



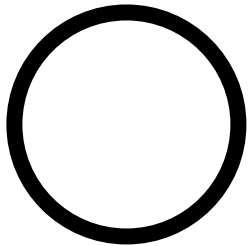
$7 + 3 = \underline{\quad}$



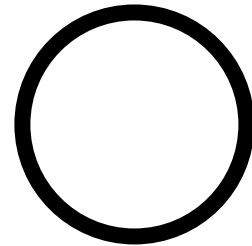
$1 + 8 = \underline{\quad}$



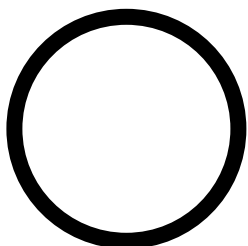
$5 + 5 = \underline{\quad}$



$4 + 2 = \underline{\quad}$



$6 + 2 = \underline{\quad}$



$2 + 5 = \underline{\quad}$

