Musical Math





Get your students up, moving, talking, and dancing in this mathematical take on musical chairs. All you need to do is add math problems, and you're good to go for a game the entire class can play at once!

Focus Skills: Math, Observation, Concentration, Communication

Grades: K-5

STEP 1. Give your students index cards and have them write out math problems from a recent unit they're learning on one side. Then have them write a fact about themselves that their classmates might not know on the other side. (Forexample: I have a pet named Spencer. Or: Knitting is my hobby.) Once you have all the index cards, number them

STEP 2. Place students' chairs in a giant circle or square in the classroom, and place cards down on each chair with the number of each one facing up.

STEP 3. Put on music, and have students start walking (or dancing) around the circle.

STEP 4. Once the music stops, have students pick up the index card at the chair closest to them and sit down to solve the equation. Encourage them to show their work and write the answer in their notebook. Then they should try to guess who each fact belongs to. Be sure to number each one.

STEP 5. Continue musical math for as many rounds as you want.

STEP 6. At the end of the game, read the answers to the problems so students can crosscheck their answers. Also read each student fact aloud so everyone can see if they guessed right! With each student fact, have that student tell more about their fact. This is an excellent way for students to get to know one another at a different level while also practicing math!

DID YOU KNOW? Studies show music can help promote social and emotional learning. Adding an element of play at the same time increases this even more!

TOY TIME TIP! Music always has a place in the classroom! Look for musical toys that you can introduce in your classroom to help teach concepts and encourage creative thinking. For example, a toy that plays a song can be used for a classroom transition or to time students on a specific activity.