

# LINE MATH

# READY

### **EQUIPMENT:**

**CONES OR TAPE** 

### SET-UP:

PLAYERS FORM A LINE

**NUMBER OF PLAYERS: 10+** 

TIME: 10 MINUTES +

# 25 FEET

## EXPLAIN

- Players line up standing 6 feet away from each other.
  The leader will split players up into teams of three.
- 2 The leader will set up five cones at different distances along one side of the gymnasium or playground.
- 3 When the leader calls out a math problem (2+1=?), the first player in each line will run the distance to the answer. In this case, three cones.
- 4 Once the first players run back, the next player in each line will run when the leader calls out another math problem (8-6=?). In this case, two cones.
- 5 Continue the relay until each player gets a chance to run, then start the next round.

### √ For Understanding:

- What is 10-5?
- What is 2x2?

### **GAME TIP:**

• Demonstrate a round before beginning the game.

### **CONFLICT RESOLUTION TIP:**

Have players cheer each other on.

# PLAY → REPIT OUT!

EASY: Hop, kkip, or gallop.

MEDIUM: Use multiplication.

HARD: Use division.

# **CATEGORY:** BEGINNER

### **ENVIRONMENT:**

GYMNASIUM, PLAYGROUND

### **GRADES:**

K-8

### **FITNESS FOCUS:**



### **BACK-UP GAMES:**

ANIMAL FARM HIDING NEMO HIGH WIRE