

小學數學科一站式套裝教學材料 攤位簡介

1. Practise mental arithmetic(心算) through throwing dice (EMG01)

Primary Mathematics

Practise mental arithmetic (心算) through throwing dice

Rule of the game

★ **Lower Primary** ★
It's a game for two persons and each takes turn to throw 2 dice. The person, who is faster in calculating the **sum** of the numbers showing on the dice, wins the game. Try the game for 2 rounds.

★ **Middle Primary** ★
It's a game for two persons and each takes turn to throw 2 dice. The person, who is faster in calculating the **product** of the numbers showing on the dice, wins the game. Try the game for 2 rounds.

★ **Upper Primary** ★
It's a game for two persons and each takes turn to throw 3 dice. The person, who is faster in calculating the **product** of the numbers showing on the dice, wins the game. Try the game for 3 rounds.

$6 + 4$
 4×6

2. How much do you know about prime numbers? (EMG02)

Primary Mathematics

How much do you know about prime numbers?

Rule of the game

Draw a number card and decide whether or not it is a prime number. Throw the rubber band over the suitable bottle.

Prime numbers: 3, 2, 11
Composite numbers: 8, 4

3. Practise mental arithmetic(心算) through drawing number cards (MG03)

Primary Mathematics

Practise mental arithmetic (心算) through drawing number cards

Rule of the game

★ **Lower Primary** ★
Draw two number cards (1-100) and one symbol card (add/subtract). Arrange the cards on the table to form a sensible expression, then do the mental arithmetic and say the answer aloud.

★ **Upper Primary** ★
Draw a card from the 10-99 number cards and another card from the 2-9 number cards. Multiply the numbers on the two cards together and say the answer aloud.

4. Stationery Circus (EMG04)

Primary Mathematics

Stationery Circus

Rule of the game

★ **Lower Primary** ★
Draw two stationery marked price picture cards. Calculate the sum of the marked prices appearing on the cards.

★ **Upper Primary** ★
Draw one stationery marked price picture card and one quantity card. Calculate the total amount of money needed.

5. Clock turning (EMG05)

Primary Mathematics

Clock turning

Rule of the game

Draw a "24-hour time" card. Turn the hour hand and minute hand of the clock according to the time on the card.

18:30

6. Changing 3-D shapes (EMG06)

Primary Mathematics

Changing 3-D shapes

Rule of the game

Draw a picture card which shows a 3-D shape and answer a mathematical question.

What is this 3-D shape?

How many faces does this shape have?

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7. Number dropping box (EMG07)

MODERN Primary Mathematics

Number dropping box

Rule of the game

1. Draw a number card.
2. Drop the balls into two numbered boxes (1-9) so that using the operation of +, -, × or ÷, the result of this operation on the two numbers equals the number shown on the card.

Example:
The number shown on the card is 9. $8 + 1 = 9$. Hence drop the balls into the boxes numbered "1" and "8".

8. Putting tangram pieces together (EMG08)

MODERN Primary Mathematics

Putting tangram pieces together

Rule of the game

Draw a picture card and use a set of tangram to complete the shape shown on the card.

★ **Lower Primary** ★
As a hint, the picture card has already shown 3 pieces.

★ **Upper Primary** ★
As a hint, the picture card has already shown 2 pieces.

Come on, let's play this game!

9. Sudoku (EMG09)

MODERN Primary Mathematics

Sudoku

Rule of the game

Each number (1-9) can only appear once in each row, each column and each 3 × 3 square. Fill the small squares with the suitable numbers.

Example:

3	8	9	1	4	6	7	5	2
5	7	6	3	9	2	1	4	8
2	4	1	7	8	5	6	9	3
7	9	5	4	3	1	2	8	6
1	6	4	2	7	8	9	3	5
8	3	2	5	6	9	4	1	7
6	5	8	9	2	4	3	7	1
9	1	7	6	5	3	8	2	4
4	2	3	8	1	7	5	6	9

I think I've got it!

10. Draw with one stroke of your pen (EMG10)

MODERN Primary Mathematics

Draw with one stroke of your pen

Rule of the game

Choose a picture card and try to draw the shape shown on the card with one stroke of your pen.
(Attention: No repetition of any line segment or curve!)

11. Game with matches (EMG11)

MODERN Primary Mathematics

Game with matches

Rule of the game

Draw a picture card. Give it some thoughts, and move or remove match(es) as required by the question.

I think I've got it!

Remove 2 matches so that there are only 4 squares remaining in the above diagram.

12. Let's calculate calories (EMG12)

MODERN Primary Mathematics

Let's calculate calories

Hey classmates, do you know how many calories are there in the food?

Rule of the game

★ **Lower Primary** ★
Draw two food cards and calculate the total amount of calories in the two kinds of food.

★ **Upper Primary** ★
Draw a question card and calculate the total amount of calories in the food according to the food-calorie exchange table.

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13. Let's calculate for the healthy exercises (EMG13)

MODERN Primary Mathematics

Let's calculate for the healthy exercises

Rule of the game

★ Lower Primary ★

1. Draw two "Exercise" cards.
2. Calculate the total amount of calories consumed according to the cards.

★ Upper Primary ★

1. Draw one "Exercise" card and one "Time" card.
2. According to the time of the exercise, calculate the amount of calories that can be consumed.