

# Math Cards and Fidget Game



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STEM-CTE HUB



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# Math Cards and Fidget Game

The Math Cards and Fidget Game STEAM Kit combines tactile learning with interactive gameplay to reinforce foundational math skills such as addition, subtraction, multiplication, and division. The engaging multisensory format encourages quick thinking and enhances problem-solving speed, making math both fun and effective.



**Grade Level**

2<sup>nd</sup> - 6<sup>th</sup>

**Group Size**

2 - 4

**Time Duration**

15 - 30 minutes per activity

## Content of Kits

### Components

- 5 sets of double-sided multiplication flashcards
- 5 sets of double-sided division flashcards
- 20 silicone pop fidget mats
- 5 Dice



# Usage

## Getting Started

### 1. Unbox and Inspect Components -

Ensure all items are present and undamaged. Familiarize yourself with the flashcards and fidget mat.

3. **Set Up the Fidget Mat** - Place the silicone pop fidget mat on a flat surface. Ensure it is clean and free from obstructions.

### 2. Organize Flashcards -

Group flashcards by operation (addition, subtraction, multiplication, division) Keep the flashcards organized for easy access during activities.

### 4. Begin with Simple Activities -

Start with basic addition or subtraction problems to familiarize students with the materials. Encourage students to use the fidget mat to reinforce their learning.

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## Storage

- Keep flashcards organized to prevent loss.
- Keep all components in the provided storage container.

## Troubleshooting

- N/A



# Activity Guide

## Beginner

### Pop and Solve

Students select a flashcard and solve the math problem. After solving, they press the corresponding number of bubbles on the fidget mat to reinforce their answer. This activity helps students associate numbers with tactile feedback, enhancing their learning experience.

## Intermediate

### Flashcard Relay

Students are divided into teams. One student from each team selects a flashcard, solves the problem, and then presses the corresponding number of bubbles on the fidget mat. The next student in line repeats the process. The team that completes the relay first wins. This activity promotes teamwork and reinforces math skills through repetition.

## Advanced

### Timed Challenge

Set a timer for 1–2 minutes. Students select as many flashcards as they can, solve the problems, and press the corresponding number of bubbles on the fidget mat. After the timer ends, count the number of correct answers. This activity helps improve speed and accuracy in solving math problems.

## Extension Activities:

### Math Bingo

Create bingo cards with math problems. Students select flashcards, solve the problems, and mark the corresponding answer on their bingo cards. The first student to complete a row or column shouts “Bingo!” This activity combines math practice with a fun game format.



# Learning Extensions

## STEAM Connections: Math

### Learning Objectives:

- Develop fluency in addition, subtraction, multiplication, and division.
- Enhance problem-solving speed and accuracy.
- Reinforce math concepts through tactile feedback.
- Promote teamwork and collaboration.
- Improve focus and concentration.

### Career Connections:

- **Mathematician** - Analyzes and interprets numerical data.
- **Financial Analyst** - Assesses financial data and trends.
- **Engineer** - Applies mathematical principles to design and problem-solving.
- **Educator** - Teaches mathematical concepts and fosters critical thinking.

### Essential Employability Skills:

- Critical Thinking
- Collaboration
- Communication
- Adaptability





# Resources and Accessibility

## Safety Guidelines

- Ensure students are supervised during activities to promote safe usage.

## Library Catalog



## Library Resources



## Accessibility

- Use tactile markers on flashcards to indicate numbers.
- Provide written instructions and visual cues.
- Allow extended time for activities and provide assistance as needed.
- Use simplified instructions and provide additional practice opportunities.

## Feedback

QR to feedback survey

