

100+ MATH THINGS TO DO

1. Build a birdhouse
2. Play sudoku
3. Learn to read music
4. Play store
5. Make an addition grid
6. Read Life of Fred
7. Play Tangrams
8. Play Q-Bitz, Blokus or Kanoodle
9. Visit livingmath.net
10. Try a [math worksheet](#) just for fun
11. Explore [Mr. R's World of Math](#)
12. Do a number puzzle or a dot-to-dot
13. Make a multiplication grid
14. Hold a paper map while driving
15. Watch the [musical arrangement of pi](#)
16. Plan a trip, real or imagined
17. Do the family taxes together
18. Play Sorry or Snakes and Ladders
19. Sign up for [Bedtime Math](#)
20. Sit down with a logic puzzle book
21. Visit YummyMath.com
22. Add up the money in your piggy bank
23. Read a [math book for preschoolers](#) like Stuart Murphy's *Mathstart* paperbacks
24. Plan to save up for something important, chart your progress
25. Play Mobi (bananagrams for math equations)
26. Bake muffins, double the recipe and freeze for later
27. Play Dutch Blitz or War or another sequencing card game
28. Do a scavenger hunt with a list of heights or weights and find matching items
29. Play hopscotch
30. Watch John Bennett's Ted Talk on Why (higher) Math Instruction is Unnecessary
31. Race to find certain page numbers in a book, hymnbook, or Bible
32. Play dominoes (preschool) or Mexican Train dominoes (whole family)
33. Leave the kids with a number problem at bedtime to puzzle over
34. Play Mastermind or Guess Who (youngsters)
35. Stack blocks (babies) or play Jenga (whole family)
36. Double your favorite supper recipe and bring half to someone who needs it
37. Look at the next month on the calendar and talk over your plans
38. Memorize your phone number(s) and write them out
39. Take a jar full of coins and roll them, figure out how much they are worth
40. Follow the temperature throughout the day, plot it on a graph
41. Get out the number fridge magnets and line them up
42. Make a chore chart, jobs down the side, days of the week across the top
43. Read *Mathemagic* (old Childcraft book, vol. 13)
44. Clap and dance to your favorite music, count time
45. Find your home address on a map, count the miles from the US border
46. Plan your day in the morning and watch for certain times on the clock
47. Notice comparative language in your Bible time (eg. "last shall be first")
48. Play Qwirkle or Rummikub to practice grouping and patterns
49. Make stick figures of the family groups you know, add them up
50. Plant a square foot garden, measure how many square feet you have to work with

WHY STUDY MATH?

1. SEEK AND RECOGNIZE PATTERNS
2. EXPLORE THE RELATIONSHIP BETWEEN THINGS
3. SEE SIMILARITIES AND ALSO DISTINCTIONS
4. ANALYZE LOGICALLY BUT WITH A DEEP SENSE THAT THERE IS A RIGHT ANSWER AND A SET IDEAL WORTH DETECTING
5. COMPARE AND CONTRAST
6. SEE THINGS IN BLACK AND WHITE
7. SEE INFINITE SHADES OF GREY AND THEREFORE AVOID JUMPING TO CONCLUSIONS
8. SEEK EVIDENCE FOR CONCLUSIONS AND CHECK OPINION WITH FIRST-HAND RESEARCH
9. PUT HIS OWN PEN TO PAPER BEFORE ACCEPTING WHAT SOCIETY TELLS HIM
10. SEEK FOR ABSOLUTES
11. REMAIN OPEN TO SURPRISING NEW INFORMATION WHICH MAKES PAST CONCLUSIONS LIMITED THOUGH PERHAPS STILL ACCURATE

51. Weigh each family member and add up your collective weight
52. Learn to play chess, maybe with Kasparov's "[Checkmate](#)"
53. Play with a balance scale, or make one, to compare items
54. Make pizzas, use pi to calculate surface area, and cheese needed per square inch
55. Read a [Sir Cumference book](#) or other math story
56. Play restaurant, make menus, pay and calculate a tip
57. Make patterns with a spirograph game, color them systematically
58. Sing together and use "percussion" instruments to keep time
59. Play Greed, Pass the Pigs or other game with high stakes
60. Watch [The Boy with the Incredible Brain](#)
61. Read a math biography, like [Odd Boy Out: Young Albert Einstein](#) by Don Brown
62. Follow your favorite athlete and keep track of their stats
63. Fill glasses to differing heights and play music
64. Watch the speedometer as you drive and estimate distances and arrival time
65. Read [Mathematicians Are People, Too](#) by Luetta and Wilbert Reimer
66. Play Monopoly, Risky Business, Stock Ticker or other money game
67. Build a [wood project from the Family Handyman](#) to help organize your house
68. Follow a recipe to make a [refreshing summer drink](#)
69. Play cribbage and never forget which numbers add up to 15!
70. Plan a small business project, build or cook something to sell, keep track of expenses
71. Calculate the square footage of your bedroom, your whole house and your yard
72. Talk about the math symbols (+, -, =, x, etc.) and what they mean
73. Make a scale drawing of your grandparent's house
74. Dive into TJEEd Math with the "[how to teach](#)" resources
75. Figure out how long it would take to get to the store walking, biking, driving
76. Use a slide whistle to experiment with length affecting tone
77. Add up the ages of your family members or find differences in birth years
78. Figure out your GPS coordinates related to lines of latitude and longitude
79. Use your timeline to talk about numbers going backwards below zero
80. Time each family member on a race and compare finishing times
81. Use balloons to measure lung capacity with a volume of a sphere
82. Buy a watch and learn to use it to arrive on time
83. Make cookies in all the geometrical shapes
84. Read [A Beginner's Guide to Constructing the Universe](#) to inspire teaching
85. Learn about [circle patterns](#) or anything else at Math Delights
86. Take a math joke book out of the library
87. Play with measuring cups and spoons and playdough
88. Use a protractor to make circles to cut out and make into snowflakes
89. Make a list of all the math words you can think of
90. Read the [story of Florence Nightingale](#) or another math biography
91. Try some exercises at [Khan Academy](#) just for fun
92. Play a dice game like Yahtzee or Mousetrap (with a plunger)
93. Count the amount of time until an event in months, weeks, days, hours, minutes
94. Play Scotland Yard, a spy mapping game
95. Play Rack-O or Uno or Sequence or another sequencing game
96. Get more game suggestions (with the skill learned) with [this pdf list](#)
97. Memorize the 7 levels of math learning from the pyramid at TJEEd.org
98. Learn about factor visualization and play [factor dominoes](#)
99. Estimate the number of items in a jar, start small, and the closest gets them
100. Do a Bible word study on counting or numbers
101. Read a math adventure chapter book, like The Phantom Tollbooth or Rithmatist
102. Enjoy knowing "why"! (see top right)