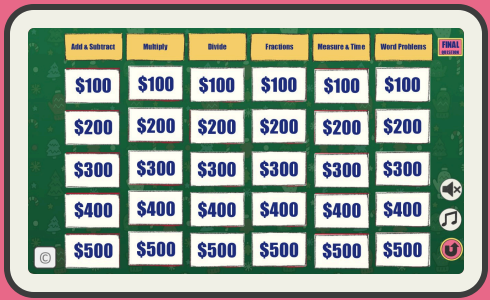
CHRISTMAS
MATH KIT

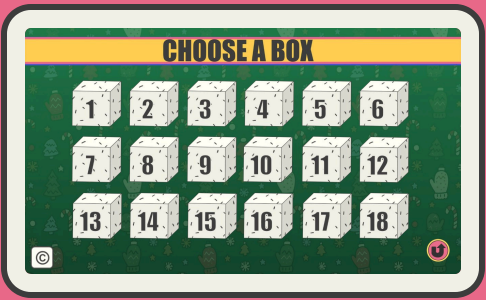
3RD • 4TH • 5TH GRADE

3 ACTIVITIES

PREVIEW



1. QUIZ GAME SHOW



2. MYSTERY BOX



3. SCOOT

WHAT IS INSIDE

- **1. Quiz Game Show** (Google Slides, also opens in PowerPoint): 6 categories (Add & Subtract; Multiply; Divide; Fractions; Measure & Time; Word Problems), 30 questions from $100 to $500 with answer slides, a Daily Double and a Final Question. Printable score sheet, teacher key and 30 question cards with backs.
- **2. Mystery Box** (Google Slides, also opens in PowerPoint): 18 boxes, each with a quick math question. Answer, then keep the box or give it away: plus or minus points inside. Printable score sheet and teacher key.
- **3. Scoot** (printable): 30 task cards with a skill label each, a student answer sheet, an answer key, and a projectable countdown deck that calls Scoot!
- **Every question is editable.** Printables in color and ink-saver B&W, US Letter and A4.

ONE WEEK, THREE LESSONS

1. **Monday or Tuesday:** the Quiz Game Show, whole class in teams, about 30 to 45 minutes for the full board.
2. **Midweek:** the Mystery Box, 18 quick questions and keep-or-give decisions, about 20 to 30 minutes.
3. **The day before break:** Scoot. Cards on the desks, answer sheets out, countdown on the screen, everyone moves.

This preview shows: one whole quiz turn (board, question, answer) with the Daily Double and Final Question, the Mystery Box from board to reveal, the Scoot cards with the countdown and answer sheet, and the printables.

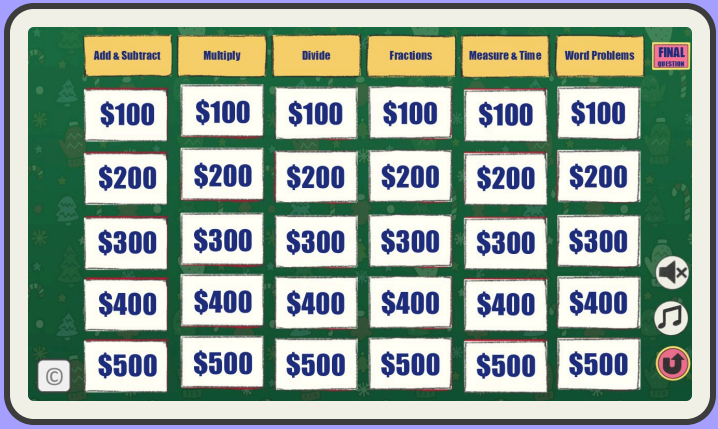
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Three activities for the last week before winter break

ACTIVITY 1 OF 3

QUIZ GAME SHOW: ONE WHOLE TURN

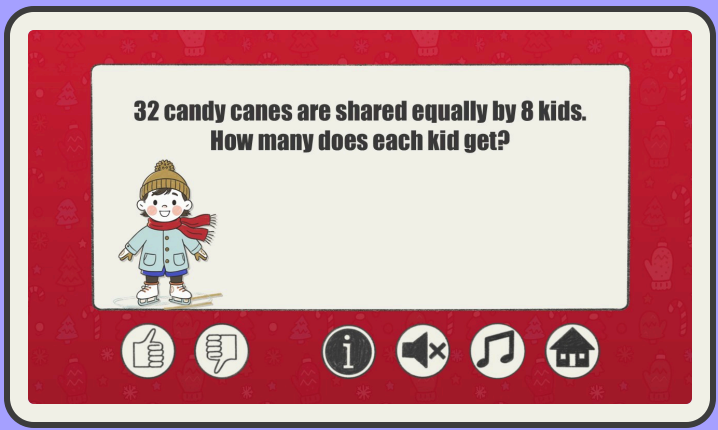
Click a dollar value. Answer. Check with one click.



STEP 1

Pick a category

A team chooses a category and a dollar value on the board.



STEP 2

Read the question

Divide for $100. The question fills the screen for the whole class.

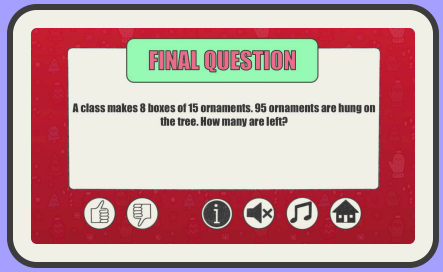


STEP 3

Reveal the answer

One click shows the answer with the key number marked. The house button goes back to the board.



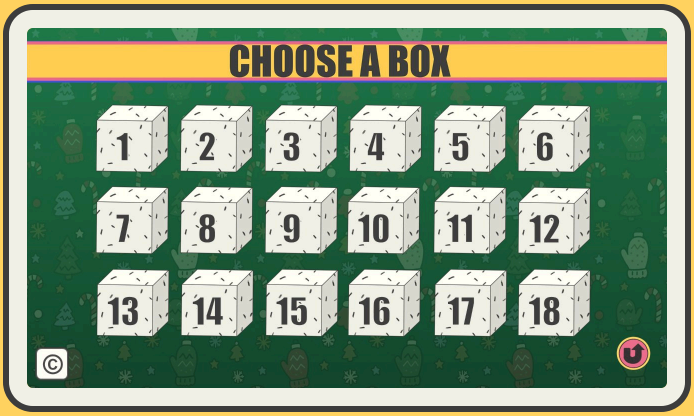


One cell hides the **Daily Double**: the team wagers first and doubles it if right. After the board, every team wagers on the **Final Question**.

ACTIVITY 2 OF 3

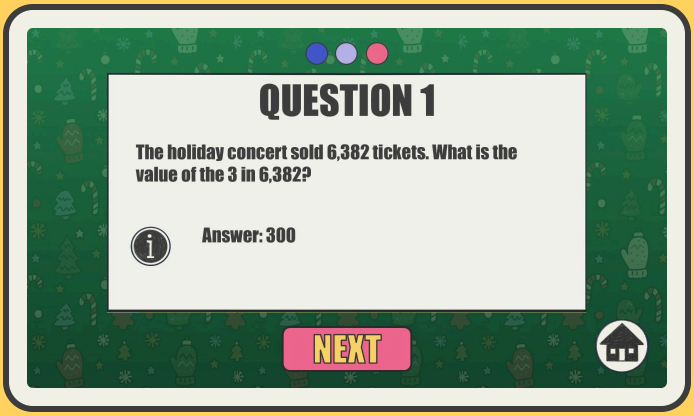
MYSTERY BOX: KEEP OR GIVE?

18 boxes, 18 quick questions, and points that can be negative.



1. Choose a box

A team picks one of the 18 boxes on the board.



2. Answer the question

Quick math: place value, rounding, comparing, patterns, geometry, money, factors. Sample: "The holiday concert sold 6,382 tickets. What is the value of the 3 in 6,382?"



3. Keep or give?

Right answer? The team decides: keep the box, or give it to another team.



4. Open the box

Plus or minus points inside. Highest total when the boxes run out wins.

Every question slide is editable. Type your own questions for any unit. A printable four-team score sheet and the teacher key are included.

ACTIVITY 3 OF 3

SCOOT: GET THEM MOVING

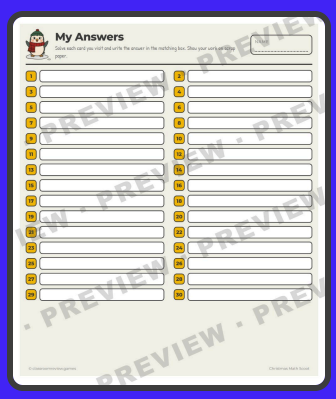
Print the cards, hand out the answer sheet, project the countdown.







The countdown deck (Google Slides and PowerPoint) counts the seconds down, then calls Scoot! and every student moves to the next card.



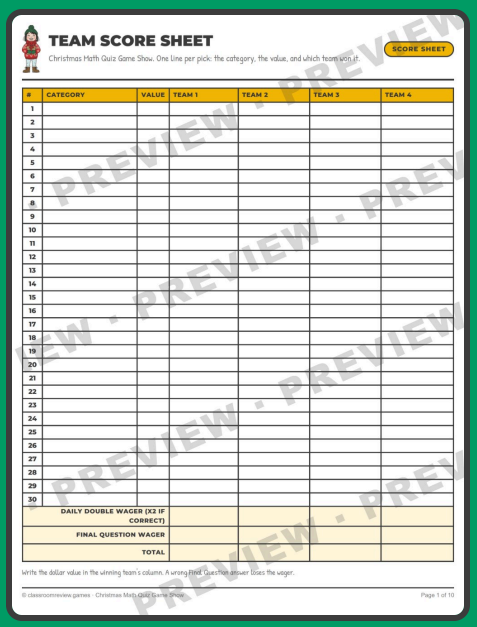
Every card names its skill (addition, fractions, elapsed time, money, two-step problems), so a few cards also work for a small group or an early finisher. Students write on the answer sheet; the teacher key checks all 30.

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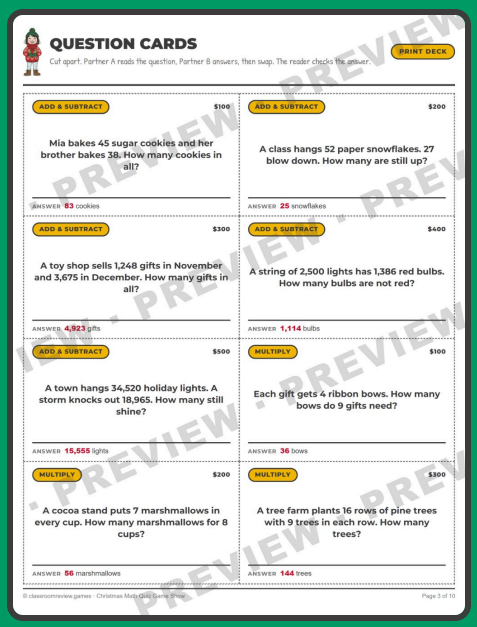
30 task cards, answer sheet, answer key, countdown deck

PRINTABLES

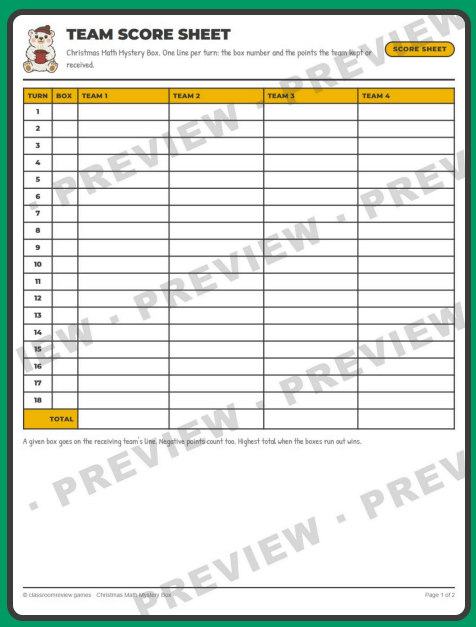
23 pages across the three activities, in color and ink-saver B&W, US Letter and A4.



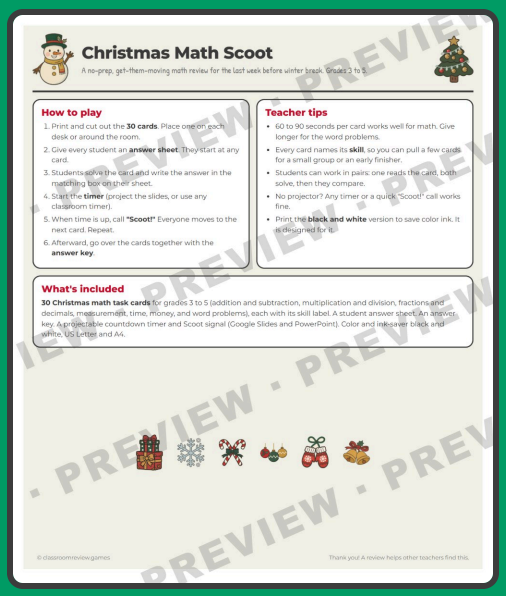
Quiz score sheet



Quiz question cards



Mystery Box score sheet

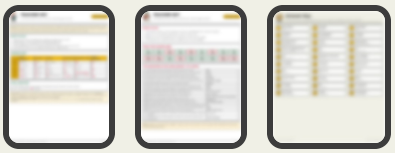


Scoot teacher page



Card backs

THREE TEACHER KEYS



Every answer on one page per activity. Included in the full kit.

Print only what you need. One PDF per activity in color, one in ink-saver B&W, each in US Letter and A4. The Scoot cards print 4 to a page; the quiz cards have backs for double-sided printing.

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Color + ink-saver B&W, US Letter + A4

IN THE FULL KIT

Three ready-to-run Christmas math activities for grades 3 to 5: a whole-class game show, a quick-answer box game, and a get-up-and-move Scoot.

30 quiz questions with answer slides, a Daily Double and a Final Question

18 Mystery Box questions with keep-or-give turns

30 Scoot task cards with a skill label each

23 printable pages: score sheets, cards, answer sheet, keys

MADE FOR THE WEEK BEFORE WINTER BREAK

- Google Slides and PowerPoint: present from any classroom computer.
- Every question is editable, so each game works again for the next unit.
- Skills: addition and subtraction, multiplication and division, fractions and decimals, measurement, time, money, word problems.
- No prep. Each activity fills one lesson, or spread the three across the week.

Thank you! A quick review helps other teachers find this.

Sound buttons work in the PowerPoint versions only. Email me for the PowerPoint files with working sounds at no extra charge.

Classroom
REVIEW GAMES