WINTER
MATH KIT

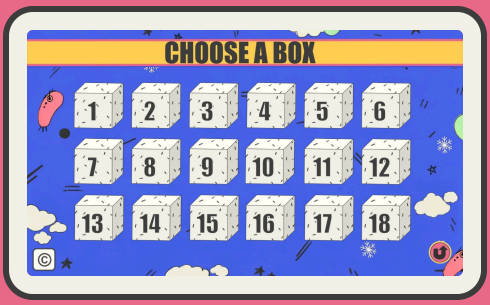
3RD • 4TH • 5TH GRADE

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 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 mental math question. Keep the box or give it away: plus or minus points inside. Score sheet and teacher key.
- **3. Scoot** (printable): 30 task cards, a student answer sheet, an answer key, a teacher page and a countdown deck.
- **Quiz and Mystery Box questions are editable.** Printables in color and ink-saver B&W, US Letter and A4.

THE FIRST WEEK BACK

1. **Day 1 or 2:** the Quiz Game Show, whole class in teams, about 30 to 45 minutes.
2. **Midweek:** the Mystery Box, 18 quick questions and keep-or-give decisions, about 20 to 30 minutes.
3. **Friday:** Scoot: cards on the desks, countdown on the screen, everyone moves.

This preview shows: one whole quiz turn, the Mystery Box from board to reveal, Scoot in action, and the printables.

ACTIVITY 1 OF 3

QUIZ GAME SHOW: ONE WHOLE TURN

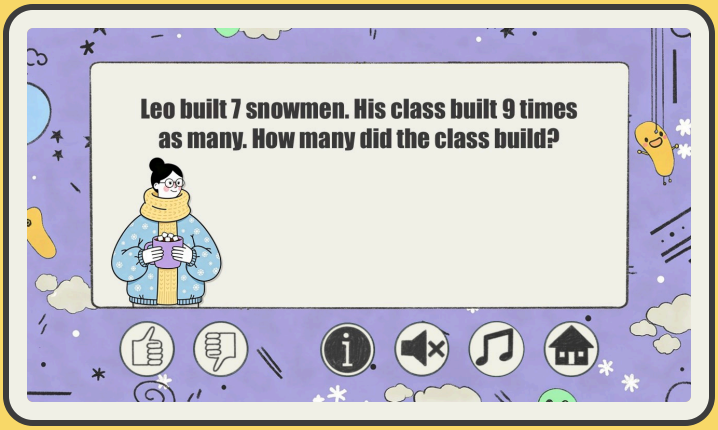
Click a dollar value. Answer. Check with one click.



STEP 1

Pick a category

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



STEP 2

Read the question

Multiply for $200. The question fills the screen for the whole class.

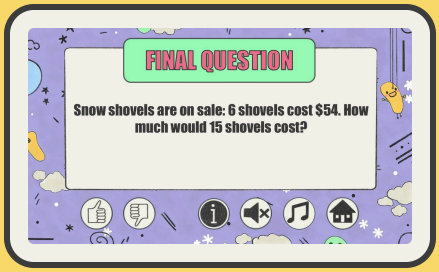


STEP 3

Reveal the answer

The round i button shows the answer. The house button goes back to the board.





One cell hides the **Daily Double**: the team that finds it wagers before it sees the question. After the board, every team wagers on the **Final Question**, a two-step problem.

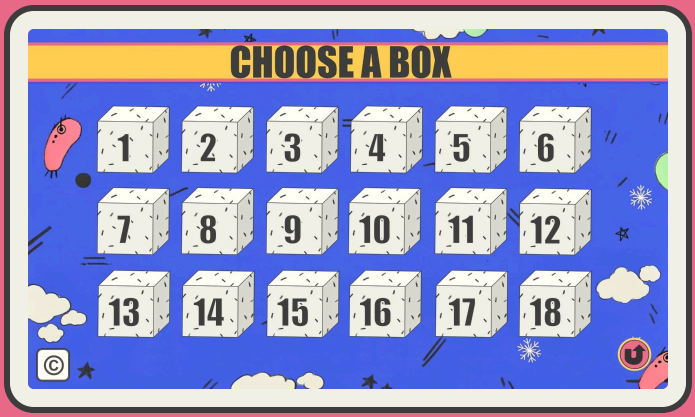
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30 questions in 6 categories, every question editable

ACTIVITY 2 OF 3

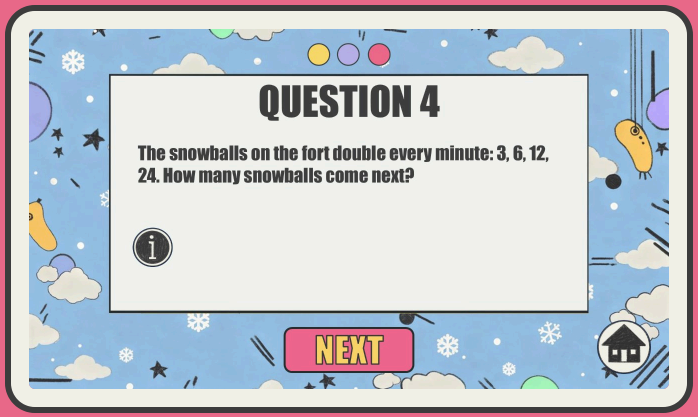
MYSTERY BOX: KEEP OR GIVE?

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

"The snowballs on the fort double every minute: 3, 6, 12, 24. How many snowballs come next?" The round i button shows the answer.



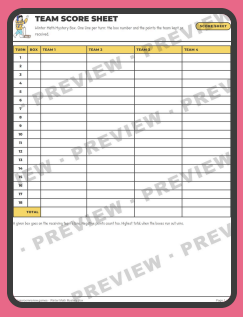
3. Keep or give?

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.



WHAT THE 18 QUESTIONS PRACTICE

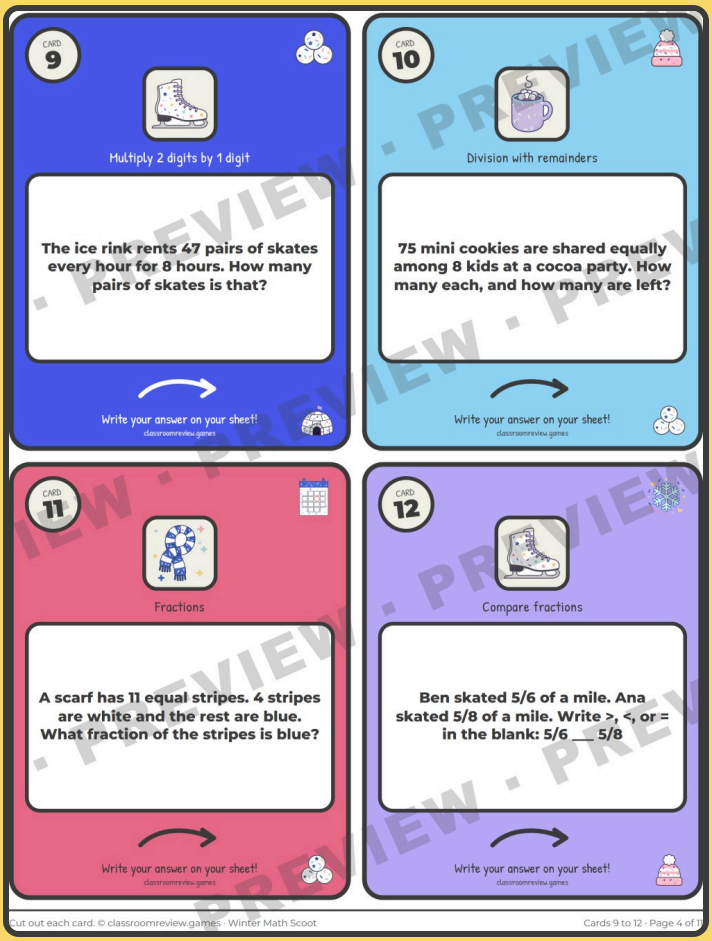
Place value, rounding and estimating, number patterns and skip counting, mental multiplication, geometry, perimeter and angles, money, factors and multiples, decimals, fractions of a set. The questions mix grade 3, 4 and 5 difficulty, all in winter settings.

Every question slide is editable. Type your own questions for any skill. 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.



Task cards, 4 to a page



Student answer sheet

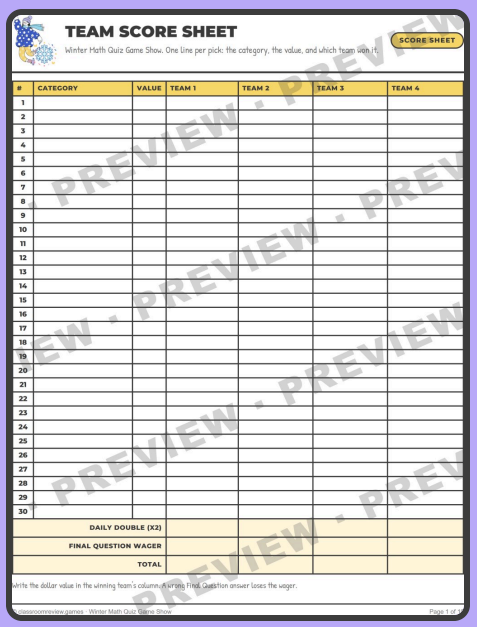




The countdown deck (Google Slides and PowerPoint) gives 60 seconds per card, then calls Scoot! and every student moves to the next card. In Google Slides, turn on Auto-play. Every card names its skill: addition and subtraction, facts, fractions, decimals, elapsed time, weight, capacity, area, money and multi-step problems. Cards 25 to 30 are the hardest, easy to leave out for younger students.

PRINTABLES

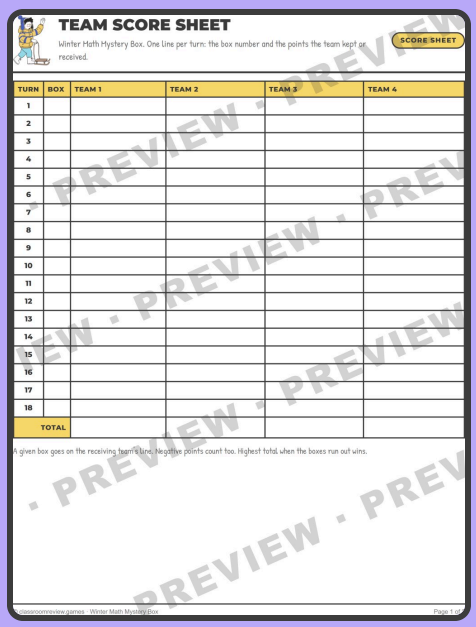
23 pages across the three activities, in color and ink-saver B&W, US Letter and A4.



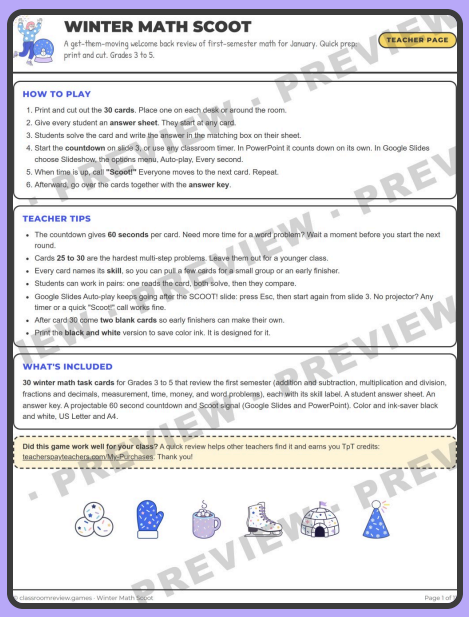
Quiz score sheet



Quiz question cards



Mystery Box score sheet



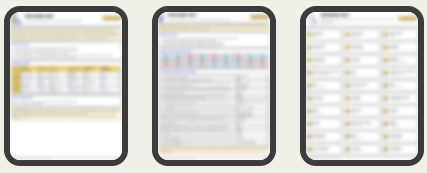
Scoot teacher page



Card backs

THREE TEACHER KEYS

Every answer on one page per activity.



Print only what you need. Each activity has one PDF in color and one in ink-saver B&W, US Letter and A4. The Scoot cards print single-sided; the quiz cards and their backs print double-sided.

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

IN THE FULL KIT

Three ready-to-run winter 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 RETURN IN JANUARY

- Google Slides and PowerPoint: present from any classroom computer.
- Quiz and Mystery Box questions are editable, so both games work again later in the year.
- Skills: addition and subtraction, multiplication and division, fractions and decimals, place value and rounding, patterns, geometry and angles, measurement and elapsed time, money, two-step word problems.
- No prep for the two games; the Scoot needs printing and a quick cut. Each activity fills one lesson, or spread the three across the week.

Thank you for looking! Questions before you buy? Email me at carolin@classroomreview.games.

The quiz sound buttons and the Mystery Box music button play in PowerPoint only; Google Slides does not play sound. Email me for the PowerPoint files with working sounds at no extra charge.

Classroom REVIEW GAMES