

NEW YEAR'S MATH CENTERS FOR Kindergarten



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5 different games
focusing on:

- Comparing numbers in given sets
- Comparing sizes (smaller vs. larger)
- Counting given sets of objects
 - Adding 2 digits together up to 12
 - Counting forward from a given number

Each game is available in a full-color version as well as blackline version



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Countdown to 4
-practices comparing sizes of items (smaller or larger)

Compare the Party Hats
-practices comparing 2 groups of items



Balloon Bingo
-practices counting a given set of objects

Party Hat Hop
-practices adding 2 digits together up to 12



Count Forward Fireworks
-practices counting forward from a given number

Each game contains full page of directions for easy teacher access. These can also be displayed as children are playing.

COUNTDOWN TO 4



Directions
Multi-Player Competitive
Each player plays on his/her own playing mat.
Use a paperclip and a pencil to spin a number. When the paperclip stops on a number, look at the box with the same number at the bottom of the playing mat.
Is the underlined item **smaller** or **larger**? Use a place marker, chip, or eraser to cover one space on the grid that shows whether the item was smaller or larger.
To win Connect 4 boxes in a row!

Single-Player
Follow the same directions as above without alternating turns.

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COMPARE THE HATS



Directions
Multi-Player Cooperative
Players alternate turns pulling a card from the pile. Player 1 counts the hats on either side of the circle then decide if the statement needs $<$, $>$, or $=$ to be true. Player 1 will place the symbol in the center circle.
Player 2 takes his/her turn in the same way. The game is over once all the cards have been pulled from the pile.

Multi-Player Competitive
cooperative rules, except players will race to place the symbol on the card in the circle. Or to place the greater than, less than, or equal to sign will get to keep the card. The one with the most cards pulled from the pile. The one with the most cards wins.

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COUNT FORWARD Fireworks



Directions
Two Players
Player 1 will draw a card and determine which number is missing in the sequence.
Once the number is determined, player 1 will see if that number is on their side of the mat. If it is shown, they will cover it up. Then, the card is placed at the bottom of the pile.
Player 2 will then take their turn and do the same thing.
If the number determined is not on the mat, or it is already covered, that player will skip their turn.
The first player to fill up their mat wins.

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Use mini-erasers, counters, or included games pieces for playing.

