

Cool Math Games

Math games for children 3, 4 years old

Interesting math games are aimed at teaching your baby the basics of math. These games develop in children visual-figurative thinking, learn to compare, introduce the quantitative composition of numbers, the proposed games introduce children to numbers and their digital notation, teach to solve simple mathematical problems.

"Who goes to visit in the morning"

The game is to compose a set of two subsets, to consolidate the concepts of "one", "many", "not one"

Required equipment: plot toys, circles of two colors: red and yellow.

♦ How we play: "Who goes to visit in the mornings, he acts wisely, taram-param, tara-param, for that it is morning. Play with toys, say that guests came to us in the morning and you need to treat them with apples (circles). On a plate are apples: how many are there? (A lot.) And the guests? (Not enough.) First, distribute the yellow apples and ask: "How many more apples are left?" (A lot.) "Which ones?" (Reds.) Give them too. "How many apples are on the plate?" (Not one left.) "How many apples were given to each guest?" (One at a time.) "How many yellow, red apples?" (A lot of). "How many apples are there?" (There are many apples, among them there are both red and yellow.)

♦ Fasten: if you are washing apples in the kitchen, offer to arrange them in plates by color. Note that there are many apples, but there are many among them, for example, green and yellow apples (many apples consist of a subset of yellow and green).

<https://mathcool.games/>

♦ Putting the toys into the box, ask the same questions.

➤ Attention: And what is so little, how to define it? Laugh with the child: if the sweets are delicious, we say that they are few. It turns out that "little" is a relative concept.

♦ Play the game "One - many." "What items are many in the kitchen?" (Plates, spoons.) "And one thing?" (Vase, painting, etc.) In the bathroom: one mirror, bathtub, rug, many tubes with shampoo, towels, etc. On the street: many houses, leaves, etc.

Button Buyer

The game teaches to use an indirect set; develops visual-figurative thinking.

Required equipment: coat with buttonholes, buttons, circles, or tokens.

♦ How to play: how to buy the right amount of buttons if the child is not yet able to count? Very simple! Beat this situation: let the kid put the chips on the loops of his coat, then collect them and ask the "seller" in the store (adult): "Give me as many buttons as I have chips." The "seller" puts each token to the button and counts how many buttons need to be sold. And the "buyer" of the house must check whether he had enough buttons, was he wrong? Swap roles.

♦ Fasten: on a piece of paper, stick or draw two groups of geometric shapes - one below the other. Mark which is larger, smaller, or even. Imagine with your child, think up what figures can be, compare butterflies and flowers, caterpillars and leaves, etc.

[#coolmathgames](#)

♦ We complicate: from each upper figure, draw a path to the lower figure - this is an equal sign (the sign itself can be omitted).

Buttons

The game reinforces the desire to compare two groups of objects

Required equipment: buttons of different colors, sizes and shapes.

♦ How to play: everyone has buttons at home. With their help, you can come up with a variety of games. Put, for example, round buttons up (they can be of different colors and sizes), and square buttons under them. Will there be more of them, fewer? Or put up the red round buttons, and down the blue square ones.

♦ We fix: you can count leaves, pebbles: on the street, on the river.