

Health in Action Project



Mathercise

Pillar: Active Living

Division: II-III
Grade Level: 4-8

Core Curriculum Connections: Math

I. Rationale:

This is a very basic math activity that can be adapted to align with Number strand outcomes across several grades levels. Two simple spinners are used to create endless opportunities to practice a variety of math skills and concepts while integrating physical activity. Mathercise will help students sharpen their math skills while getting their hearts thumping, blood pumping, and bodies jumping!

II. Activity Objectives (Active Living):

The students will be able to:

• perform basic physical exercises and activities to be used as the basis for solving math problems.

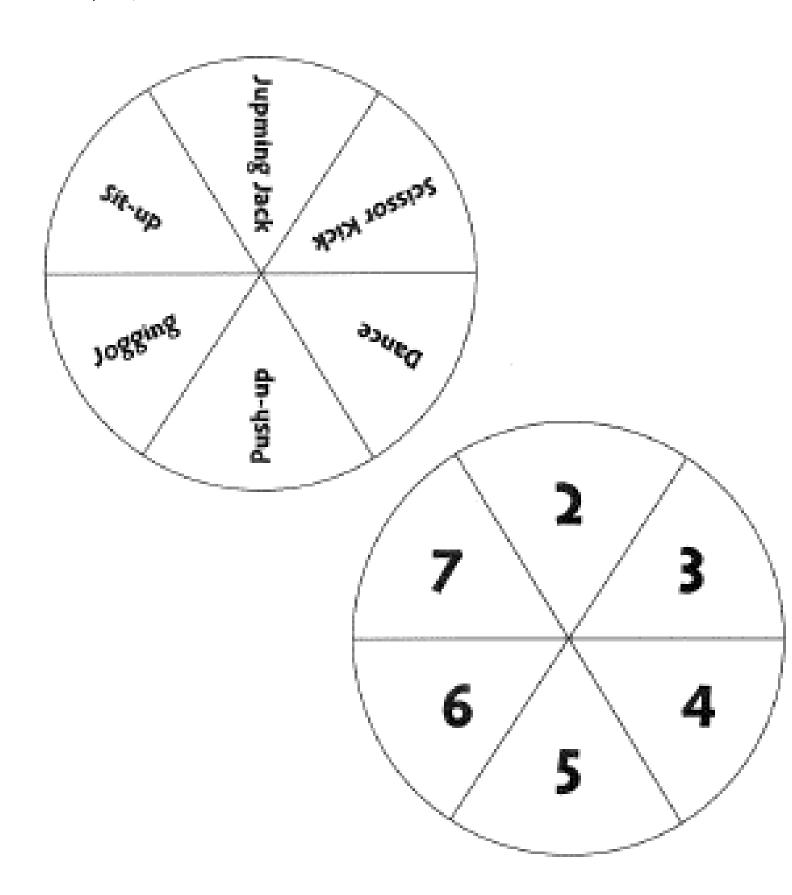
III. Core Curriculum Outcomes: Math

Number			
Grade 4	Grade 5	Grade 6	Grade 7
3. Demonstrate an understanding of addition of numbers by solving problems involving addition and subtraction.	3. Apply mental math strategies and number properties for basic multiplication facts.	2. Solve problems involving whole numbers and decimal numbers.	3. Solve problems involving percents from 1% to 100%. (see extension activity)
5. Describe and apply mental mathematics strategies to determine basic multiplication facts .	5. Demonstrate, with and without concrete materials, an understanding of multiplication (2-digit by 2-digit) to solve problems. (Extension Activity)	5. Demonstrate an understanding of ratio, concretely, pictorially and symbolically. (See Extension Activity)	
		6. Demonstrate an understanding of percent (limited to whole numbers), concretely, pictorially and symbolically. (Extension)	

IV. Materials:

- Fitness exercise spinner
- Number spinner
- paper

- pencil
- small paper plates
- toothpicks
- stop with/clock with second hand



V. Procedure:

- 1. Pair students in the class.
- 2. Have each pair make two spinners using paper plates, two arrows, and a toothpick. On this first spinner, students divide the plate into 6 equal parts. In each section, students indicate exercises that they can perform in repetition (jumping jacks, push-ups, sit-ups). On the second spinner, the students divide the plate into 6 parts and indicate the numbers 2-7.
- 3. To begin, the first person spins the fitness spinner and performs the exercise while their partner counts the number of repetitions they do within 1 minute.
- 4. The number of repetitions is then multiplied by the result of spinning the number spinner to earn points (partner A performed 12 sit-ups in one minute and spun the number 3, so 12x3=36 points).
- 5. The pairs keep an ongoing tally of their results on paper and switch roles.
- 6. Challenge pairs to earn 1000 points.

VI. Extensions and Variations:

- The number spinner could be modified using 2 digit numbers instead to work on 2 digit by 2 digit multiplication in Grade 5.
- Ask students to keep a tally of where the spinner lands (both in the exercise and number spinners separately). Express results in various forms as required by grade level
 - o fractions
 - o percents
 - decimal numbers
 - o ratios

VIII. Source:

Lesson idea submitted by Bev Abt, Eckville Elementary School, Wolf Creek Public Schools.