Math Resources for Home Use

The following resources are a mix of classic and new games that are excellent for developing mathematical thinking, logical reasoning, and spatial reasoning in addition to being enjoyable activities that can involve the whole family. Before purchasing, please check for appropriate age given by the manufacturer.

Games	
Game	**Descriptions**
Prime Climb (by Math For Love)	Award winning game designed to increase flexibility with numbers, multiplication, division, and prime factorization of numbers. Available at Barnes and Noble and Amazon. Recommended age: 10+ (grades 3+)
Mastermind (by Pressman)	A code maker code breaker game that will help with the development of logical reasoning and problem solving. Recommended age: 8+
24 Game (24game.com)	A game to help develop number sense and number operations. Recommended age:different editions 6+ and 9+
SET (SET Enterprises)	Award winning game of visual perception. Uses patterns and shapes, but no numbers. Recommended age: 8+
Chess	The classic game of strategy. Promotes, strategic and tactical thinking, problem solving, pattern recognition, memory skills, spatial reasoning, higher level thinking and reasoning. Recommended age: 8+
Checkers	Classic strategy game that develops problem solving, strategic and tactical thinking and pattern recognition. Recommended age: 8+
Go	Ancient classic game involving marbles on a 19 x 19 standard board. Easy to learn, breathtakingly complex to master. Aids in strategic and tactical thinking, problem solving and reasoning, especially with the multitude of possible permutations from each move. Recommended age: 5+

Pente (by Parker Brothers)	Adapted from the ancient classic Go. Streamlined version of go, where you try to get 5 stones in a row to win. Promotes problem solving and logical reasoning skills. Recommended age: 8-15+
Othello (by Cardinal)	"A minute to learn a lifetime to master" a simple game where strategy is everything. Promotes problem solving, strategic and tactical thinking. Recommended age: 7+
Connect Four (by Hasbro)	Simple easy to learn and play strategy game. Develops Problem solving, strategic and tactical thinking. Recommended age: 5+
Make 7 (by Pressman)	Similar to Connect 4, but with added complexity. Simple easy to learn and play strategy game. Develops Problem solving, strategic and tactical thinking while also using addition. Recommended ag: 7+
Battleship (by Hasbro)	A strategy game that introduces players to the concept of coordinates on the Cartesian Plane. Helps to develop problem solving, strategic thinking, pattern recognition and how to read and plot coordinates. Recommended age: 7+
Risk (by Hasbro)	A classic strategy game that has evolved into a richer game with additions to the classic model. Helps to develop problem solving, strategic and tactical thinking, reasoning. Recommended age: 10-15+
Stratego (by Play Monster)	Classic game of strategy that promotes problem solving, strategic and tactical thinking, logical reasoning, and enhances memory skills. Recommended age: 8-15+
Blokus (Mattel Games)	Easy to learn strategy game involving geometric shapes, develops problem solving, strategic thinking, and spatial reasoning. Recommended age: 5+
Quarto (by GIGAMIC)	Abstract strategy game that develops deductive reasoning, strategic thinking, and problem solving.

	Recommended age: 8+
Quadefy (by Maranda Enterprises)	Strategy game built around a 4 by 4 soma type cube. Promotes strategic and tactical thinking, problem solving, spatial awareness and reasoning. Recommended age: Ages 4-12+
Backgammon	Classic strategy game that develops problem solving, strategic thinking and luck (probability). Recommended age: Any
Mancala	Develops problem solving, strategic thinking and an important math concept called subitizing. Here is a link to article on subitizing: http://gseweb.gse.buffalo.edu/fas/clements/files/subitizing.pdf Recommended age: 6-15+
Cathedral (by Family Games of America FGA)	Simple to learn, challenging to master. Develops problem solving, strategic thinking and spatial reasoning. Recommended age: 8+
Dominoes	Another classic strategy game and one that supports subitizing skills as well as addition/subtraction using the dots. Recommended age: 3+
Tiny Polka Dot	Games that playfully teach math with a focus on counting and early numeracy, but also get at arithmetic and logic. Recommended age: 3-8+
Ratuki	Game that uses different symbols for the numbers 1 to 5. Can be used with younger children to work on sorting. Recommended age: 8+
Blink (Mattel Games)	Great game for subitizing and for patterns to 5. Recommended age:7+
Sequence Numbers	An exciting way to practice basic addition and subtraction facts Recommended age: 7+
Shut the Box	A game to support addition, probability skills, and subitizing. Recommended age: 7+

Puzzles All of the following puzzles can be found online, in books, newspapers, and magazines.	
Sudoku	
Ken-Ken	
Shikaku	
Kakuro	
Logic Puzzles	
Tangrams	A math manipulative that has many online and book puzzles available
Rush Hour (by Think Fun) / Stormy Seas (by Binary Arts)	
2D and 3D Jigsaw and 3 dimensional puzzles	
Brain teasers	

Building Activities
Legos
Kennex
Blocks