



Thank you

FOR YOUR
INTEREST IN
CORWIN

Please enjoy this complimentary excerpt from *More Energizing Brain Breaks*. In this activity, students compete against a partner to do quick addition.

LEARN MORE about this title, including Features, Table of Contents and Reviews.

Quick Math **Addition**

partner

You and your partner will each reveal a certain number of fingers to each other. The first person to add them together first wins the round.

1. Stand up and find a partner. A group of three works as well.
2. Face your partner and put both hands behind your back.
3. Each person chooses from one to ten fingers with his/her hands.
4. Both persons say, "One, two, three QUICKMATH." When the word "QUICKMATH" is said, each person moves his/her hands in front of him/herself at the same time displaying their chosen number with their fingers.
5. The person who adds the numbers together and says the total correctly first is the winner of that round.
6. Play the best of five rounds.



Idea from Jean Blaydes