

Credin Shop

My

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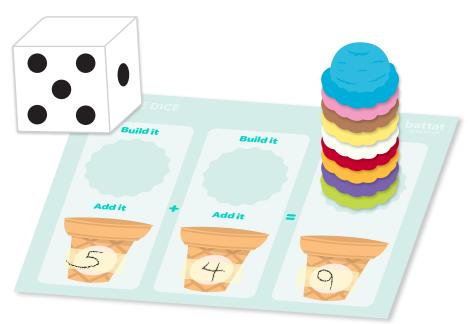


Stack & Add!

My Ice Cream Shop
Printable Activity Instructions

Learning Goals:

This activity helps your child explore numbers and practice addition. Kids find it easier to understand math concepts like numbers and addition when they use real objects (e.g., fruit, toys, or snacks) [1, 2]. Using these objects makes abstract ideas more tangible and makes learning math symbols easier and more fun [3].



Set Up:

- Print and follow the instructions on the Number Dice page to build the die. Keep tape or glue nearby.
- Print the Roll the Dice page. Place scotch tape in each cone's circle for dry erase use.
- Gather a dry erase marker, ice cream scoops, and cones from the set.

How to Play:

- 1. Roll the die and count the dots. Stack the same number of scoops in the left "Build It" section and write the number on the cone in the same column.
- 2. Repeat step 1 using the middle column.
- 3. Stack the scoops from the left and middle columns onto the right one. Count the total scoops and write the number on the cone in the right column.
- 4. Stack the scoops on a cone from the ice cream set. Ta-da! Your ice cream is ready!

Once your child is comfortable counting scoops, introduce the plus and equals signs.





Melt or Move!

My Ice Cream Shop
Printable Activity Instructions

Learning Goals:

This activity helps your child practice number recognition, counting, and get familiar with addition and subtraction [4]. Kids learn math concepts better when they're active [5], so we've added hands-on activities and yoga challenge dice to make learning fun and engaging for your child.

Set Up:

Print the Game Board and Players sheets. Print and cut out the Game Tokens, Yoga Dice, and Number Dice. Place the Game Tokens nearby. Follow the instructions on pieces to assemble the characters and dice.

How to Play:

For 2-4 Players

- Each player picks a character and places it at the start.
- Players roll the number die; the highest roll starts the game.
- Take turns rolling the die, moving forward by the number rolled.
- The game ends when the first player lands exactly on the final block (e.g., from 33, you need to get 3 dots on the die to finish the game)

Game Rules:

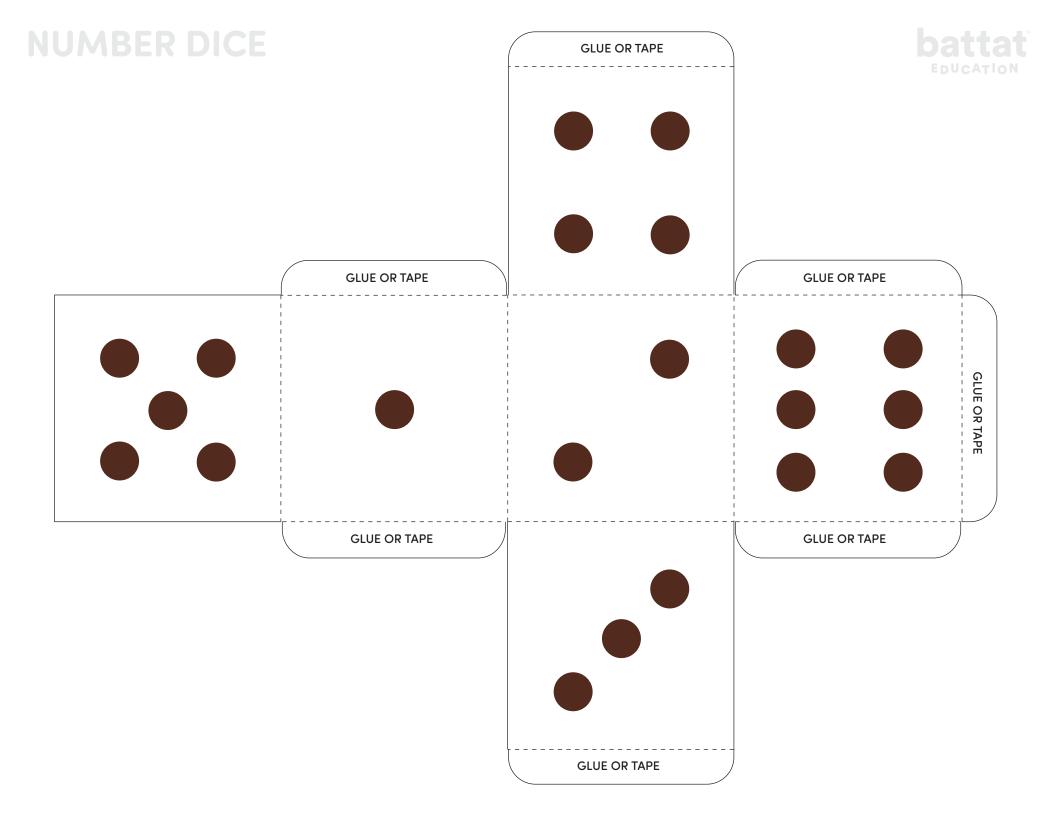
- **Melting Cone:** Slide down to the number the cone points to (e.g., from 15 to 1).
- **Stacked Cone:** Move up to the number at the top of the cone (e.g., from 5 to 11).
- **Token Picture:** Take the token and place it on your character section of the Players sheet.
- No Tokens Left: You won't get any if there are no tokens left.
- Both Players on Same Number with Token: Both get the token and take a yoga challenge. Roll the yoga die and hold the pose for a count of 10. Successful players stay; those who can't hold the pose move back one number.

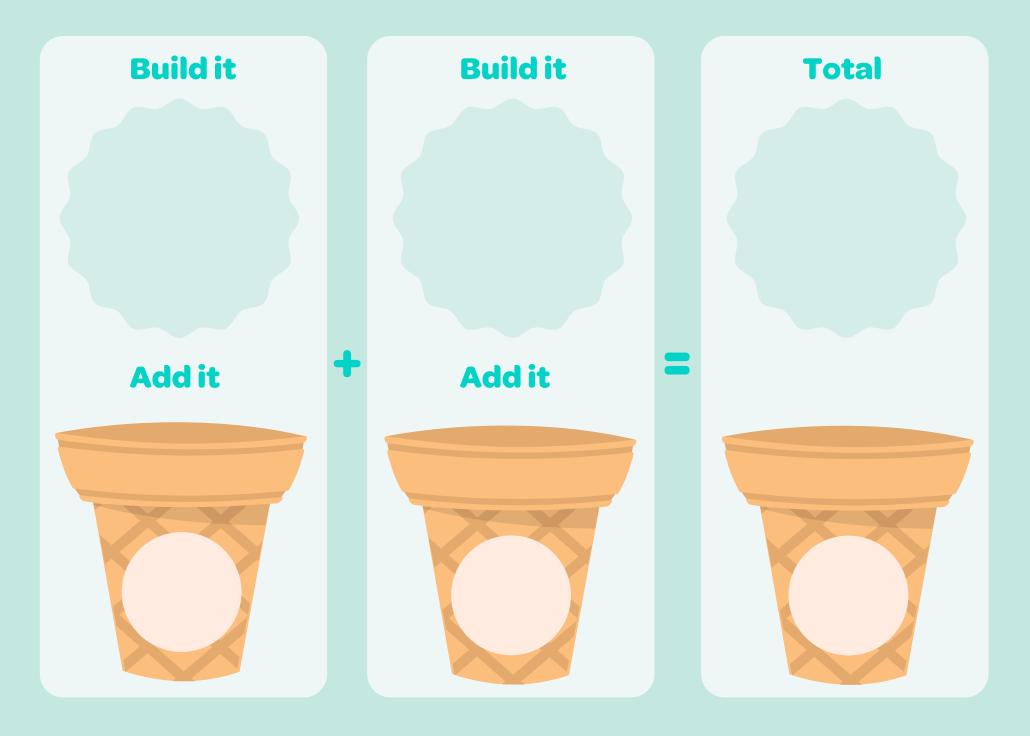
Scoring:

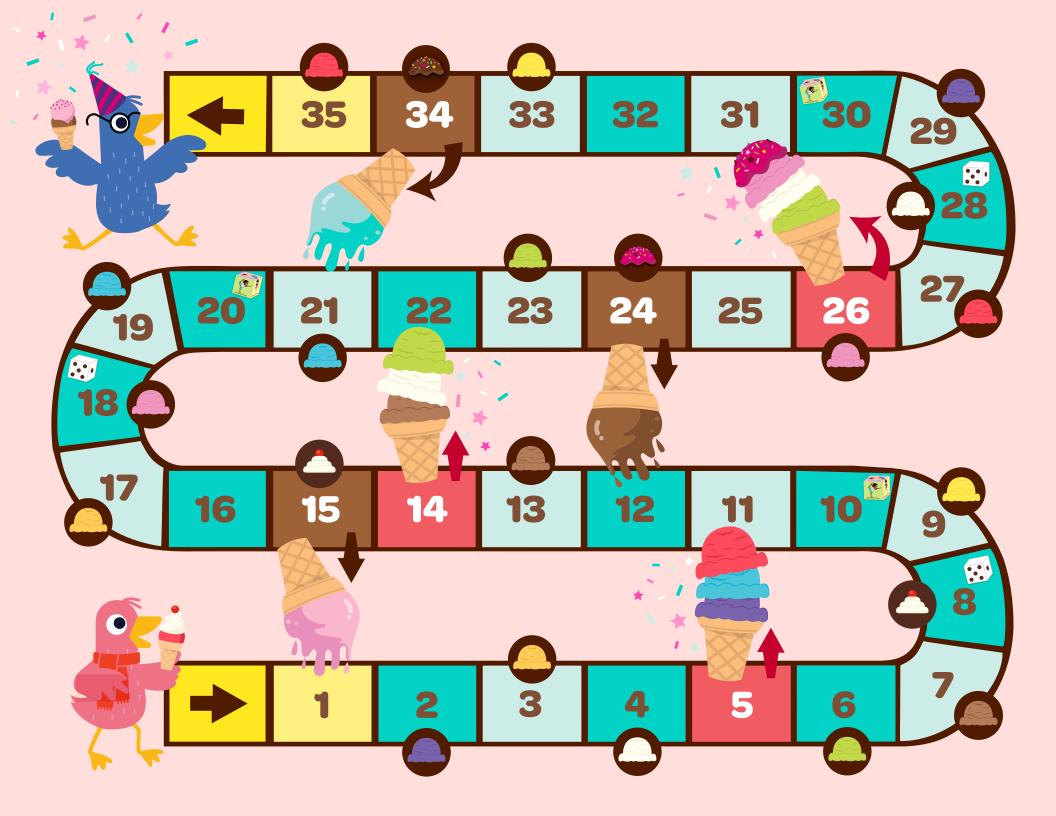
- Ice cream tokens are worth 1 point, and toppings are worth 2 points.
- The first to reach the final point takes one token from the player with the most.
- The winner is the player with the highest score.

Note: To simplify the rules, give 1 point to all tokens.







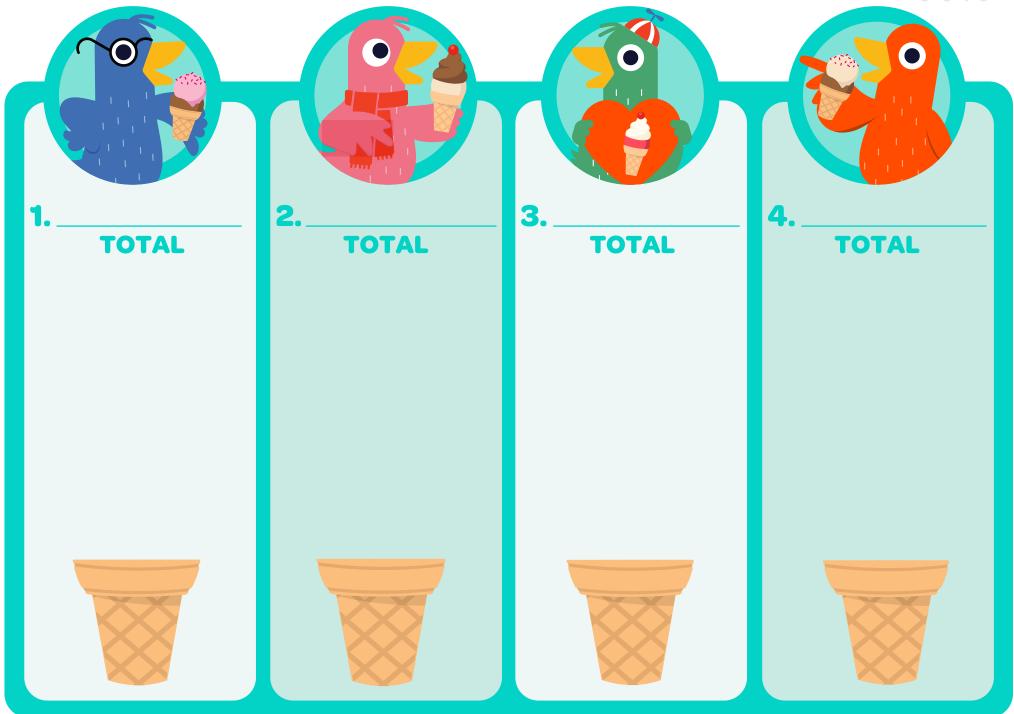


GAME TOKENS









Ice Cream

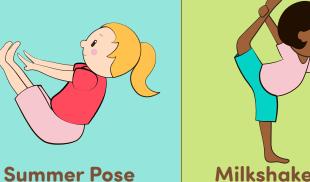
Twist Pose





Upside-down Scooper Pose







Ice Cream Sandwich Pose



My Ice Cream Shop References

References:

- [1] D'angelo, F., & Iliev, N. (2012). Teaching Mathematics to Young Children through the Use of Concrete and Virtual Manipulatives. Online Submission.
- [2] Ramilo, R., Cruz, M. P., Geanga, J. P. D., & Faustino, J. B. (2022). Teachers' perspectives on optimizing manipulatives in teaching 21st century skills in kindergarten. Journal of Childhood, Education & Society, 3(1), 1–11.
- [3] Mpiladeri, M., Palaigeorgiou, G., & Lemonidis, C. (2016). Fractangi: A Tangible Learning Environment for Learning about Fractions with an Interactive Number Line. International Association for Development of the Information Society.
- [4] Russo, J., & Hopkins, S. (2017). Get your game on!: Snakes and ladders revisited. Prime Number, 32(1), 6-10.
- [5] Gordon., A. (2016, February 24). Kids who move while learning may absorb more, study says. Thestar. https://www.the-star.com/life/kids-who-move-while-learn-
- ing-may-absorb-more-study-says/article_471e1db6-2d12-579f-98bc-ca31346a62e6.html#:~:text=Math%20and%20spelling%20improved%20more,those%20who%20sat%20at%20desks.&text=Kids%20who%20keep%20moving%20learn%20more%2C%20a%20new%20study%20suggests.

