



# • Games for the Road! •



## Noise Patterns

### **Instructions:**

*Guide your child through a noise pattern using stomps, claps, snaps, or any other noise you like.*

First, perform the noise pattern for your child. Next, instruct your child to join in once they've figured out the pattern.

## Many Ways to Make a Number

### **Instructions:**

*Think of "other names" for a number.*

Pick a number and take turns with your child giving "other names" for the number. For example, if the chosen number is 14, other names are  $7 + 7$ ,  $13 + 1$ ,  $10 + 4$ , etc. See how long you both can continue.

Depending on the age and learning level of your child, you may want to start with the basics but then progress by adding in names with subtraction (such as  $15 - 1$ ), multiplication ( $2 \times 7$ ), and division ( $14 \div 1$ ).



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## Snowball

### **Instructions:**

*Challenge your child to “one-up” you with objects of growing size.*

The first player thinks of an object that is bigger than a snowball and says “A \_\_\_\_\_ is bigger than a snowball.” The next player then thinks of another object that’s bigger than the first player’s object and tells the next player “A \_\_\_\_\_ is bigger than a \_\_\_\_\_.” Play continues until one player can’t think of something bigger. The last person to think of a bigger object wins.

Other ways to play: Instead of thinking of bigger and bigger objects, try thinking of smaller and smaller objects (“a mouse is smaller than a snowball”), objects with more components (“a mouse has more legs than a snowball”), or objects with other orderable attributes (“a bottle of water is warmer than a snowball”).