

# DIVISION

# FLASH CARDS

CAN BE USED  
WITH OUR  
FLASH CARD  
GAMES

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96 ÷ 12

15

64

8

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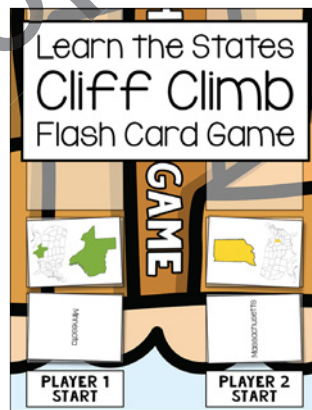
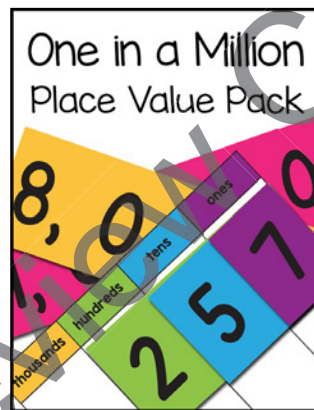
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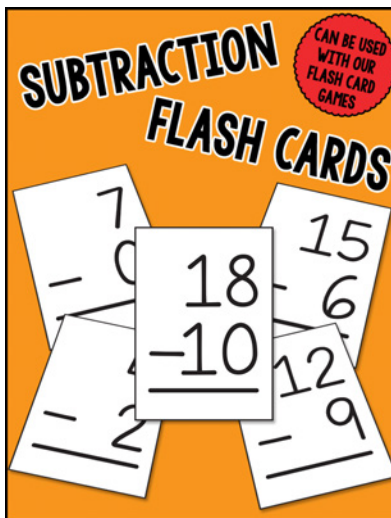
# Introduction

The product is designed to help children memorize math facts in fun ways through the use of flash cards, activities, and games. Some of the activities can be played solo while others are for groups of two or more people. Two methods of assembly are included in the instructions for the flash cards. Note that for some of the activities described on the following pages, you will need a set of flash cards that are printed on individual pages rather than back-to-back.

The flash cards in this set can be used with the *Rocket Evasion Flash Card Game* that comes in the product below. This game includes variations for play that also make it usable for one or more persons. In addition, it can be made to fit the unique needs of each child since every player uses his own set of flash cards. Learn more about it at: [www.WarmHeartsPublishing.com](http://www.WarmHeartsPublishing.com).



Looking for more math flash cards? Check out the products below. They are also designed to fit the *Rocket Evasion Flash Card Game* board so that children can enjoy practicing them as they do the flash cards in this product. In fact, the addition and subtraction flash cards are included in the product above. Learn more about them at: [www.WarmHeartsPublishing.com](http://www.WarmHeartsPublishing.com).



# Activities for Flash Cards

## **Name It**

This can be played with two players or two teams. Hold up a flash card to two players. The first person to give the right answer earns a point for themselves or for their team. Team members rotate each round.

## **Last One Standing**

This activity is like a spelling bee. Have everyone get in a line. Hold up a card to the first person. If he can answer it correctly in three seconds (or less if you want it to be more difficult), he can go to the end of the line and play again. If not, he is out and must sit down. Play continues this way until there is only one player left. If your class is too large, you may want to have the students line up in smaller groups and have multiple games playing. One of the players who got out could help you with holding up the cards for another group.

## **Tic-Tac-Toe**

Hang the flash cards up on a bulletin board, wall, or whiteboard in a Tic-Tac-Toe grid pattern. The answer side should be face down. One player or team is X's and one is O's. The two players or team members should take turns giving the answer for one flash card. If the answer is correct, the flash card can be replaced with an X or O card. The object of the game is to get a row of three X's or three O's to win the game so players will have to strategize when choosing flash cards to answer.

## **Around the Room**

Players sit in desks or chairs for this game. Have the first person in the first row stand next to the student behind him. Show them the problem side of a flash card. The first person to say the correct answer gets to move on to the next person in the row. The loser sits down in the seat he was standing by when he lost whether it is his own seat or not. Flash a flash card to the winner and the next player. As before, the winner moves on to the next player while the other sits down. Play continues until one person is able to go all the way around the room and get back to his own seat. He is the winner of the game.

## **Hot Seat**

Divide everyone into two teams. Pull out one desk for each team and put a set of flash cards with the problem side up on each desk. These will be the Hot Seats. Have one player from each team come and sit in a Hot Seat. Say an answer. The player who can find and hold up the correct flash card first earns a point for his team. Players then shuffle the flash cards and sit down. A new player from each team gets in the Hot Seat and play continues.

## **Grab It**

This is a game for two players. Lay out all of the flash cards between the two players with the problems facing up. Call out an answer. Players race to be the first person to grab the right flash card. The one who does keeps the flash card. Play continues until all of the flash cards are gone. The one with the most flash cards at the end is the winner.

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Preview Copy