



## Have a Kickball Blast with Math

### **Purpose:**

This "action-packed" lesson was designed to give students a chance to practice multiplication and have a blast at the same time.

### **Objectives:**

*Topic:* Multiplication and Division

*Standard:* Recalls basic multiplication and related division facts, and identifies the missing factor in a given number sentence.

*Topic:* Mental Computation

*Standard:* Applies mental computation strategies (such as counting up and back, compatible numbers; compensation and multiples of ten, hundred or thousand) to add, subtract, multiply, and divide

*Standard:* Demonstrates the ability to combine mature forms of locomotor/nonlocomotor skills into repetitive patterns with and without equipment.

*Topic:* Self-Management

*Standard:* Demonstrates responsible personal and social behavior in physical activity settings. Follows activity-specific rules, procedures and etiquette.

### **Materials and Equipment:**

1. 4 bases (1st, 2nd, 3rd, and home plate)
2. kickball
3. flash cards from Web site (or your own personal flash cards)

### **Procedures/Activities:**

*Step: 1 Duration: 5 minutes*

Before class set up for your kickball game. It would be great if you could play this game outside or in a gym. You need three bases and home plate.

*Step: 2 Duration: 5 minutes*

Explain the rules of the game to your students. They will be in two teams. One will begin in the field and one will be kicking. The pitcher rolls the ball to the kicker. The kicker kicks the ball and begins running the bases. The fielders immediately get the ball to the pitcher. Runners must stop when the pitcher has the ball. Teacher approaches the base where the runner has stopped and flashes a flash card with a basic math problem to both the runner and the baseman of the base they are on. If the fielder at that base says the correct answer first, the runner is out. If the runner says the answer first, they are safe. You should make base

# Go Outside

people change frequently so that everyone gets a chance. All kickers kick in an inning. You keep score. Ask students if they have any questions about how to play the game.

*Step: 3 Duration: 30 minutes*  
Go outside and play the game.

## **Web Resources for Step 3**

**Title:** Flashcard Exchange

**URL:** [http://www.flashcardexchange.com/card\\_set.php?id=89](http://www.flashcardexchange.com/card_set.php?id=89)

**Annotation:** Download all the flashcards for your game here.

## **Conclusion:**

*Step: 4 Duration: 5 minutes*

When you come back inside give students the attached worksheet. This is just a way to assess how they are doing with their multiplication problems overall.

## **Attachments for Step 4**

**Title:** Multiplication Practice

**FileName:** [Multprac.doc](#)

**Description:** There are 30 multiplication problems on this worksheet.