

ADDITION LOCO-MOTION

Purpose: Students will solve 3-digit addition problems using a variety of locomotor skills.

Suggested Grade Level: 2 - 5

Math SOL: Computation and Estimation 2.6, 3.4, 4.4, 5.4, 5.5

Equipment/Materials Needed:

1. Ten cones
2. Ten locomotor skills (skipping, jumping, hopping on one foot, etc.)
3. Ten index cards on which a math equation has been written
4. One worksheet (provided) per pair of students
5. One clipboard and pencil per pair of students

Advance Preparation:

1. Set up 10 cones in a large circle approximately 20 feet apart from each other.
2. Put an index card with a math problem and a locomotor skill under the cone.
3. Make copies of worksheet and add to the clipboards.

Directions:

1. Have students get into pairs.
2. Give each pair a clipboard and a pencil.
3. Send each pair of students to a cone.
4. Tell students that when they hear you say “go”, that they will look under their cone for the index card which will have a math equation and a locomotor skill listed.
5. Tell the students to write the equation on their worksheet, solve the equation, return the index card to the cone, and perform the locomotor skill all the way to the next cone.
6. Repeat this process until students are back at their original cone. Have students alternate, within their pair, writing down the math problem and answering it.
7. Return to classroom and go over answers with the students.

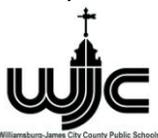
Teaching Suggestions:

1. You can repeat locomotor skills. Have 2 or 3 skipping or jumping skills.
2. Remind students that both partners must contribute and that they should take turns writing and solving the problem.
3. If one station gets backed up because of the difficulty of the problem, remind students to have the index card with the equation/locomotor skill available for all to see.
4. **Have students rotate to the next cone at the same time instead of at their own pace – depends on the make up of your class.**

Modifications/Variations:

1. Give all students their own worksheet and have them compare answers with their partners.
2. Use more or less than 10 cones.
3. Use any math skill on which you are currently working.

This lesson was developed by the School Health Initiative Program (SHIP) for the Williamsburg James City County Public Schools (WJCCPS), Williamsburg, VA. SHIP is funded by the Williamsburg Community Health Foundation (WCHF). Parts or all of this lesson can be used and reproduced without permission provided that SHIP, WJCCPS and WCHF are credited.



Williamsburg Community
Health Foundation

ADDITION LOCOMOTION WORKSHEET

Name _____ Name _____

Directions:

You and your partner will start at one cone. Underneath the cone is an index card with a math problem and a locomotor skill. Write the equation on your worksheet and complete the problem. Then do the listed locomotor skill all the way to the next cone. When you get to the next cone you will repeat the same process. You are finished when you have completed all 10 stations. You will move in a clockwise motion.

1.	2.
3.	4.
5.	6.
7.	8.
9.	10.

SKIPPING

GALLOPING

**JUMPING
ON 2 FEET**

**HOPPING
ON 1 FOOT**

SLIDE

LEAP

WALK

RUN