

RESOURCE GUIDE

14090658 HOT COCOA AND MARSHMALLOW MATH

Use the Hot Cocoa and Marshmallow Math activity to allow students to practice addition and subtraction using the numbers 1-20. Double-sided activity mats and color-coded number cards allow students to mix addition and subtraction practice. Some students can be working with subtraction while others are working with addition. This activity can also be turned into a fun and engaging learning game for students.

Hot Cocoa Addition

Using the addition sides of the activity mats and the addition number cards, students use the numbers 1-10 to put together and solve, or complete, addition problems with solutions up to 20. Addition number cards, red, can be placed in piles or spread face down in front of the students or in the center of the activity area. For addition practice, each student should have 20 marshmallow shapes.

Students select two addition number cards and place on the number card outlines on the addition activity mats. For addition problems, either of the two cards can be placed on the left or right-side of the plus sign. Students then count out marshmallow shapes to match the numbers and place in the hot cocoa mugs on the activity mats. Students add the two numbers, using the marshmallow shapes, and write the solution on the blank spaces on the activity mats (dry erase markers are not provided). The teacher, parent, aide or another student checks the answers. If the answer is incorrect, the student checks if the correct number of marshmallows were placed in the cocoa mugs and then adds the numbers, marshmallows, to solve the problem. If the answer is correct, the student clears the activity mat and selects two new addition number cards to make a new problem to solve.

To make into a game, provide each student with an activity mat and 20 marshmallow shapes. Place all addition number cards in a pile with the numbers face down. The teacher, parent, aide or student flips over the top two cards in the pile and all students work on using the activity mats and marshmallows to solve the addition problem. The first student to solve the addition problem correctly collects the two addition number cards. After the pile is gone, the student with the most addition number cards wins the game.

Hot Cocoa Subtraction

Using the subtraction sides of the activity mats and the subtraction number cards, students use the numbers 1-20 to put together and solve subtraction problems with solutions of 0-19. Subtraction number cards, blue, can be placed in piles or spread face down in front of the students or in the center of the activity area. For subtraction practice, each student should have 40 marshmallow foam shapes.

Students select two subtraction number cards and place on the number card outlines on the subtraction activity mats. Students must be able to recognize which number is greater and this card needs to be placed on the left-hand side of the subtraction sign. Students then count out marshmallow shapes to match the numbers and place in the hot cocoa mugs. Students subtract the right-hand number from the left-hand number, using the marshmallow shapes, and write the solution on the blank spaces on the activity mats (dry erase markers are not provided). The teacher, parent, aide or another student checks the answers. If the answer is incorrect, student checks if the correct number of marshmallows were placed in the cocoa mugs and then does the subtraction problem, using marshmallow shapes, to solve the problem. If the answer is correct, student clears the activity mat and selects two new subtraction number cards to solve for a new subtraction equation.

To make into a game, provide each student with an activity mat and 40 marshmallow shapes. Place all subtraction number cards in a pile with numbers face down. The teacher, parent, aide or student flips over the top two cards in the pile and all students work on using the activity mat and marshmallow shapes to solve the subtraction problem. Remind students that the greater number needs to be placed on the left-hand side of the subtraction symbol in the equation. The first student to solve the subtraction problem correctly collects the two subtraction number cards. After the pile is gone, the student with the most subtraction number cards wins the game.