

Numbers & Operations					
Focus Group Below 140		On Level 140-160		High Achievers 160-180	
NUMBERS		NUMBERS		NUMBERS	
1	Bear's catch ten http://www.learningbox.com/base10/CatchTen.html	1	Color by number http://www.abc.net.au/countusin/games/game6.htm	1	Adventure sequences http://www.bbc.co.uk/schools/ks1bitesize/numeracy/sequences/index.shtml
2	Counting http://www.abc.net.au/countusin/games/game3.htm	2	Count us in http://www.abc.net.au/countusin/games/game11.htm	2	Base ten http://www.learningbox.com/base10/BaseTen.html
3	The counting game http://home.earthlink.net/~cmalumphy/countinggame.html	3	Counting http://www.abc.net.au/countusin/games/game3.htm	3	Counting cars http://www.ictgames.com/counting_cars_changecars.html
4	Fairground target game http://www.ictgames.com/newduckshoot.html	4	The counting game http://home.earthlink.net/~cmalumphy/countinggame.html	4	Dinosaur place value http://www.ictgames.com/dinoplacevalue.html
5	Miro on the move http://www.counton.org/magnet/minus/mouse/index.html	5	Fairground target game http://www.ictgames.com/newduckshoot.html	5	Fairies in the fog (count by 2 /even) http://www.ictgames.com/fairyfog2s_v2.html
6	Number concentration(level 1-6) http://illuminations.nctm.org/Activity.aspx?id=3563	6	Give the dog a bone http://resources.oswego.org/games/DogBone/gamebone.html	6	Fairies in the fog (count by 2 /odd) http://www.ictgames.com/fairy_fog_odd.html
7	Post a letter(needs sound) http://www.ictgames.com/postletter.html	7	How many? http://www.bbc.co.uk/wales/snapdragon/yesflash/how-many-1.htm	7	Shark pool place value http://www.ictgames.com/sharknumbers.html
8	Sheep counting http://www.abc.net.au/countusin/games/game1.htm	8	Mend the number square http://www.bbc.co.uk/schools/numbertime/games/mend.shtml	8	Spooky sequences http://resources.oswego.org/games/spookyseq/spooky1.html
9	Ten frame (choose options 1,2 &3) http://illuminations.nctm.org/ActivityDetail.aspx?ID=75	9	Higher & Lower (Choose numbers to 10) http://www.wmnet.org.uk/wmnet/custom/files_uploaded/uploaded_resources/851/Higher&Lower-Reveal&Orderv4.swf	9	Order http://www.sadlier-oxford.com/math/enrichment/gr2/ch2/0202b.htm
10	How many? http://www.bbc.co.uk/wales/snapdragon/yesflash/how-many-1.htm	10	Number track http://www.crickweb.co.uk/assets/activities/player.php?file=ntrack	10	Fact families http://www.sadlier-oxford.com/math/enrichment/gr1/ch6/0106b.htm
OPERATIONS (Addition)		OPERATIONS (Addition & Subtraction)		OPERATIONS (Addition, Subtraction & Multiplication)	
11	Alien addition http://www.arcademicskillbuilders.com/games/alien/alien.html	11	5 and a bit http://www.ictgames.com/5andabit.html	11	Addition (choose level 2 or 4 only) http://www.lizardpoint.com/math/add-online.html
12	Count hoot's addition http://www.bbc.co.uk/schools/laac/numbers/ch1.shtml	12	Addition surprise http://www.harcourtschool.com/activity/add/add.html	12	Addition machine http://www.amblesideprimary.com/ambleweb/mentalmaths/additiontest.html
13	Dude's dilemma (choose addition then choose level: easy) http://www.missmaggie.org/scholastic/dilemma_eng_launcher.html	13	Alien addition http://www.arcademicskillbuilders.com/games/alien/alien.html	13	Around the world in 80 seconds (choose addition or subtraction) http://www.missmaggie.org/scholastic/roundtheworld_eng_launcher.html
14	Froggy hops http://www.ictgames.com/frog.html	14	Around the world in 80 seconds http://www.missmaggie.org/scholastic/roundtheworld_eng_launcher.html	14	Dude's dilemma choose addition or subtraction then choose level: Hard http://www.missmaggie.org/scholastic/dilemma_eng_launcher.html
15	Number bond machines http://www.amblesideprimary.com/ambleweb/mentalmaths/numberbond.html	15	Catch 10 http://www.ictgames.com/beaver.html	15	Sum sense (addition) http://resources.oswego.org/games/SumSense/sumadd.html
16	Save the whale http://www.ictgames.com/10pipe.html	16	Connect sums http://www.carstensstudios.com/mathdoodles/connectsums.html	16	Sum sense (subtraction) http://resources.oswego.org/games/SumSense/sumsub.html
17	Single digit addition http://www.numbernut.com/basic/activities/00maglify.html?newurl=add_quiz_1-h.swf	17	Count hoot's addition http://www.bbc.co.uk/schools/laac/numbers/ch1.shtml	17	Sum stackers http://www.carstensstudios.com/mathdoodles/sumstacker.html
18	Ten frame (choose option 4: Addition) http://illuminations.nctm.org/ActivityDetail.aspx?ID=75	18	Count hoot's subtraction http://www.bbc.co.uk/schools/laac/numbers/ch2.shtml	18	Let's compare (Money) http://www.harcourtschool.com/activity/lets_compare/
19	That's a fact http://www.harcourtschool.com/activity/thats_a_fact/english_K_3.html	19	Number bond machines http://www.amblesideprimary.com/ambleweb/mentalmaths/numberbond.html	19	That's a fact (choose multiplication) http://www.harcourtschool.com/activity/thats_a_fact/english_K_3.html

Operations & Algebraic Thinking					
Focus Group Below 140		On Level 140-160		High Achievers 160-180	
PATTERNS (Identify, Complete, Extend)		PATTERNS (Identify, Complete, Extend)		PATTERNS (Identify, Complete, Extend)	
1	Complete the pattern http://nlvm.usu.edu/en/nav/frames_asid_184_g_1_t_1.html	1	Complete the pattern http://nlvm.usu.edu/en/nav/frames_asid_184_g_1_t_1.html	1	Adventure sequences (Choose Medium or Really Hard) http://www.bbc.co.uk/schools/ks1bitesize/numeracy/sequences/index.shtml
2	Fairy Fog http://www.ictgames.com/fairyfog.html	2	Fairy Fog http://www.ictgames.com/fairyfog.html	2	Attribute train http://nlvm.usu.edu/en/nav/frames_asid_271_g_1_t_3.html?open=instructions
3	The Garland http://perso.orange.fr/jeux.lulu/html/anglais/fleur/fleur1.htm	3	The Garland http://perso.orange.fr/jeux.lulu/html/anglais/fleur/fleur1.htm	3	Counting patterns http://www.haelmedia.com/html/mc_m1_004.html
4	Pattern Generator http://www.shodor.org/interactivate/activities/PatternGenerator/	4	Pattern Generator http://www.shodor.org/interactivate/activities/PatternGenerator/	4	Fairy Fog http://www.ictgames.com/fairyfog.html
5	What comes next? http://www.haelmedia.com/html/mc_m1_003.html	5	What comes next? http://www.haelmedia.com/html/mc_m1_003.html	5	The Garland http://perso.orange.fr/jeux.lulu/html/anglais/fleur/fleur1.htm
				6	How does my pattern grow? http://teams.lacoe.edu/documentation/classrooms/linda/algebra/activities/pattern_grow/pattern_farm.html
				7	Number Cracker http://www.funbrain.com/cracker/index.html
				8	Oochina the archeologist http://www.kidspych.org/pyramid.html
				9	Pattern generator http://www.shodor.org/interactivate/activities/PatternGenerator/
				10	What number is missing? http://www.haelmedia.com/html/mc_m1_004.html
				11	Who's missing? http://perso.orange.fr/jeux.lulu/html/anglais/algorithm/algorithm1.htm
NUMBER SENTENCES (Understand, Interpret, and Use)		NUMBER SENTENCES (Understand, Interpret, and Use)		NUMBER SENTENCES (Understand, Interpret, and Use)	
6	Speed grid challenge (addition) http://www.oswego.org/ocsd-web/games/SpeedGrid/Addition/urikares.html	6	Speed grid challenge (addition) http://www.oswego.org/ocsd-web/games/SpeedGrid/Addition/urikares.html	12	Cross the swamp http://www.bbc.co.uk/schools/starship/maths/games/cross_the_swamp/small_sound/standard.shtml
7	Speed grid challenge (Subtraction) http://www.oswego.org/ocsd-web/games/SpeedGrid/Subtraction/urikasub1res.html	7	Speed grid challenge (Subtraction) http://www.oswego.org/ocsd-web/games/SpeedGrid/Subtraction/urikasub1res.html	13	Missing numbers http://www.bbc.co.uk/schools/starship/maths/games/cross_the_swamp/small_sound/standard.shtml
8	Sum sense addition http://www.oswego.org/ocsd-web/games/SumSense/sumadd.html	8	Sum sense addition http://www.oswego.org/ocsd-web/games/SumSense/sumadd.html	14	Speed grid challenge(addition) http://www.bbc.co.uk/schools/starship/maths/games/cross_the_swamp/small_sound/standard.shtml
9	Sum sense subtraction http://www.oswego.org/ocsd-web/games/SumSense/sumsub.html	9	Sum sense subtraction http://www.oswego.org/ocsd-web/games/SumSense/sumsub.html	15	Speed grid challenge(subtraction) http://www.oswego.org/ocsd-web/games/SpeedGrid/Subtraction/urikasub1res.html
10	Number bond machines http://www.amblesideprimary.com/ambleweb/mentalmaths/numberbond.html	10	Number bond machines http://www.amblesideprimary.com/ambleweb/mentalmaths/numberbond.html	16	Sum sense (addition) http://www.oswego.org/ocsd-web/games/SumSense/sumadd.html

Measurement & Data					
Focus Group Below 140		On Level 140-160		High Achievers 160-180	
NUMBERS		NUMBERS		NUMBERS	
1	Animal Island Data(choose Medium) http://www.bbc.co.uk/schools/ks1bitesize/numeracy/data/fs.shtml	1	Animal Island Data(choose Medium) http://www.bbc.co.uk/schools/ks1bitesize/numeracy/data/fs.shtml	1	Animal Island Data(choose Hard) http://www.bbc.co.uk/schools/ks1bitesize/numeracy/data/fs.shtml
2	Bar graph sorter http://www.shodor.org/interactivate/activities/BarGraphSorter/	2	Bar graph sorter http://www.shodor.org/interactivate/activities/BarGraphSorter/	2	Bar graph sorter http://www.shodor.org/interactivate/activities/BarGraphSorter/
3	Bugs in system http://pbskids.org/cyberchase/math-games/bugs-in-the-system/	3	Bugs in system http://pbskids.org/cyberchase/math-games/bugs-in-the-system/	3	Bar Graph http://www.sadlier-oxford.com/math/practice/gr2/Chapt_3/bargraph/0203.htm
4	I am special http://www.beaconlearningcenter.com/WebLessons/IAmSpecial/me02.htm	4	I am special http://www.beaconlearningcenter.com/WebLessons/IAmSpecial/me02.htm	4	How it all stacks up http://www.beaconlearningcenter.com/WebLessons/HowItAllStacksUp/default.htm
5	Tally marks http://www.sadlier-oxford.com/math/practice/grk/chapter6/tally/0006.htm	5	Tally marks http://www.sadlier-oxford.com/math/practice/grk/chapter6/tally/0006.htm	5	Introduction to problem solving http://perspective.pearsonaccess.com/content/resources/learningresources/ma/viewresource2.html?html=5447/index.htm
				6	Organizing Data http://perspective.pearsonaccess.com/content/resources/learningresources/ma/viewresource2.html?html=5306/index.htm
				7	Pictograms http://www.topmarks.co.uk/PlayPop.aspx?f=pictograms
				8	Reading bar graphs http://www.haelmedia.com/html/mc_m1_002.html
				9	Reading Graphs http://www.henryanker.com/Math/Graphs/Reading_Graphs_Set_01.swf
				10	Star fish theatre http://www.macmillanmh.com/math/2009/ca/assets/asset_view.html?s=ST_2_08A

Geometry					
Focus Group Below 140		On Level 140-160		High Achievers 160-180	
Describe, Name Two and Three Dimensional Shapes					
1	Color, Shape, Size 1 http://nlvm.usu.edu/en/nav/frames_asid_270_g_2_t_3.html?open=instructions&from=grade_g_2.html	1	Color, Shape, Size 1 http://nlvm.usu.edu/en/nav/frames_asid_270_g_2_t_3.html?open=instructions&from=grade_g_2.html	1	Shapes http://iteslj.org/v/ei/shapes.html
2	Color, Shape, Size 2 http://enlvm.usu.edu/ma/nav/activity.jsp?sid=nlvm&cid=1_3&lid=270	2	Color, Shape, Size 2 http://enlvm.usu.edu/ma/nav/activity.jsp?sid=nlvm&cid=1_3&lid=270	2	Color, Shape, Size 2 http://enlvm.usu.edu/ma/nav/activity.jsp?sid=nlvm&cid=1_3&lid=270
3	Geometry Games http://www.gpb.org/countonit/games/first/geometry	3	Geometry Games http://www.gpb.org/countonit/games/first/geometry	3	Geometry Games http://www.gpb.org/countonit/games/first/geometry
4	Shape learning game http://www.bright-productions.com/kinderweb/tri.html	4	Shape learning game http://www.bright-productions.com/kinderweb/tri.html	4	Shape learning game http://www.bright-productions.com/kinderweb/tri.html
5	Shape match http://www.interactivestuff.org/match/maker.phtml?featured=1&id=31	5	Shape match http://www.interactivestuff.org/match/maker.phtml?featured=1&id=31	5	Shape match http://www.interactivestuff.org/match/maker.phtml?featured=1&id=31
6	Sort the shapes http://www.coppschool.lancsngfl.ac.uk/Classwork/Classwork/flashaids/carrol.htm	6	Sort the shapes http://www.coppschool.lancsngfl.ac.uk/Classwork/Classwork/flashaids/carrol.htm	6	Sort the shapes http://www.coppschool.lancsngfl.ac.uk/Classwork/Classwork/flashaids/carrol.htm
Measure: Length, Perimeter, Area, Volume, Angles					
7	Count us in http://www.abc.net.au/countusin/games/game14.htm	7	Count us in http://www.abc.net.au/countusin/games/game14.htm	7	Area explorer http://www.shodor.org/interactivate/activities/AreaExplorer/
8	Length strength(inches) http://www.harcourtschool.com/activity/length_strength1_inches/	8	Length strength(inches) http://www.harcourtschool.com/activity/length_strength1_inches/	8	Length strength(inches) http://www.harcourtschool.com/activity/length_strength1_inches/
9	Length strength (centimeters) http://www.harcourtschool.com/activity/length_strength1_centi/	9	Length strength (centimeters) http://www.harcourtschool.com/activity/length_strength1_centi/	9	Length strength (centimeters) http://www.henryanker.com/Math/Measurement/Measurement_Set_05.swf
10	Measure it (Choose Easy Centimeters) http://www.funbrain.com/measure/index.html	10	Measure it (Choose Easy Centimeters) http://www.funbrain.com/measure/index.html	10	Shape match http://www.interactivestuff.org/match/maker.phtml?featured=1&id=31
11	Measurement http://henryanker.com/Math/Measurement/Measurement_Set_A.swf	11	Measurement http://henryanker.com/Math/Measurement/Measurement_Set_A.swf	11	Shapes http://iteslj.org/v/ei/shapes.html
Time, Money, Temperature					
12	Clock wise (Choose Random) http://www.shodor.org/interactivate/activities/ClockWise/	12	Clock wise (Choose Random) http://www.shodor.org/interactivate/activities/ClockWise/	12	Compare money http://www.sadlier-oxford.com/math/enrichment/gr2/ch7/matching/0701a.htm
13	Clock work http://henryanker.com/Math/Time/ClockWork/ClockWork_02.swf	13	Clock work http://henryanker.com/Math/Time/ClockWork/ClockWork_02.swf	13	Clock wise (Choose Random) http://www.shodor.org/interactivate/activities/ClockWise/
14	Stop the clock (Nearest hour) http://resources.oswego.org/games/StopTheClock/sthecR.html	14	Stop the clock (Nearest hour) http://resources.oswego.org/games/StopTheClock/sthecR.html	14	Measuring game (Thermometer) http://www.gpb.org/countonit/games/second/measuring
15	Stop the clock (Nearest half hour) http://resources.oswego.org/games/StopTheClock/sthec1.html	15	Stop the clock (Nearest half hour) http://resources.oswego.org/games/StopTheClock/sthec1.html	15	Let's compare (money) http://www.harcourtschool.com/activity/lets_compare/
16	What's the time Mr. Woolf? http://www.cgpbooks.co.uk/online_rev/ks1/wolf.asp	16	What's the time Mr. Woolf? http://www.cgpbooks.co.uk/online_rev/ks1/wolf.asp	16	Stop the clock (Nearest half hour) http://resources.oswego.org/games/StopTheClock/sthec1.html

Online Math Games links for kindergarten students, classified by MAP test goal areas & by RIT scores.