

Bubble Fun

Math and STEM activities from Mrs. Polsom

Don't forget to check out www.mrspolsom.com

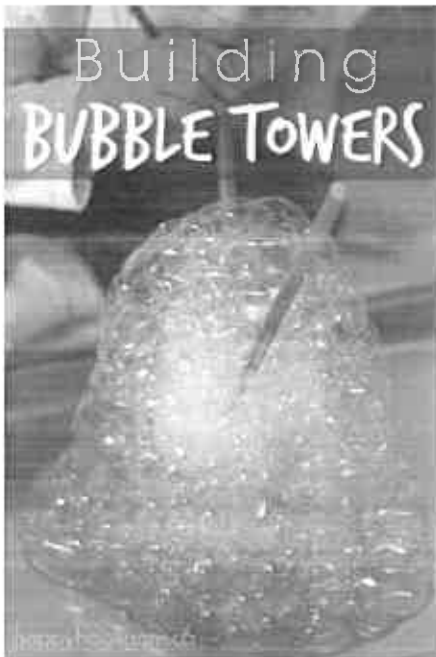
Send pictures of your activities to your classroom teacher or Mrs. Polsom at spolsom@sd57.bc.ca

Homemade Bubbles Recipe

- 1/2 cup of Light Corn Syrup (can substitute white sugar)
- 1 cup of Dish Soap
- 3 cups of water

Can bubbles be different shapes?

Use the pipe cleaners to make different shaped bubble wands. Blow your bubbles. What shapes do you see?



Can you build a tower with bubbles?

Use the straw provided to blow bubble towers. Put a small amount of water into a cup and add a couple drops of dish soap. Place your straw in the mixture and make sure you blow OUT (not in). See how big you can make your bubble tower.

Can you make art with bubbles?

Simply add some food colouring to your bubbles and blow bubbles onto a white piece of paper. Voila, bubble art!

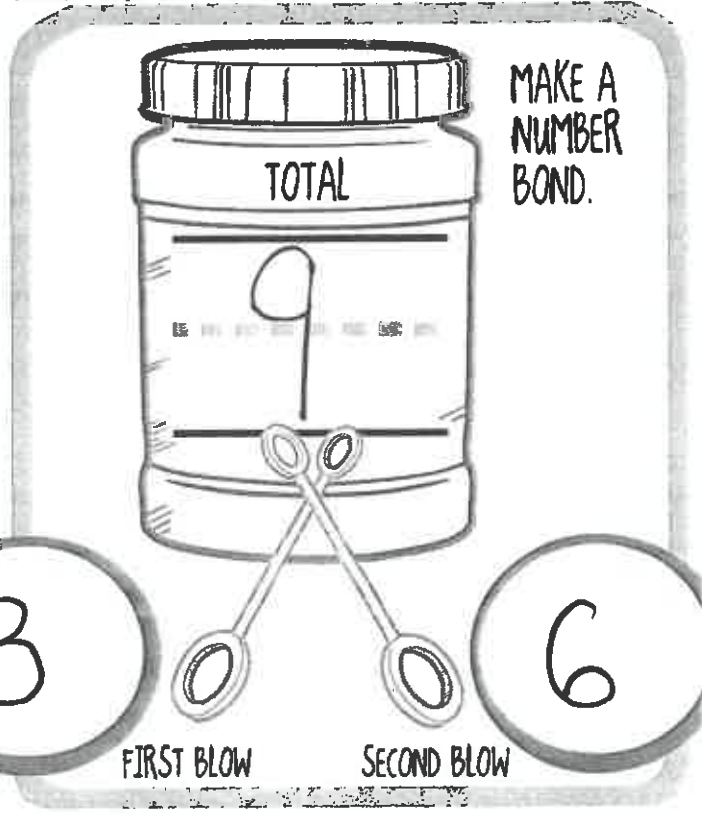
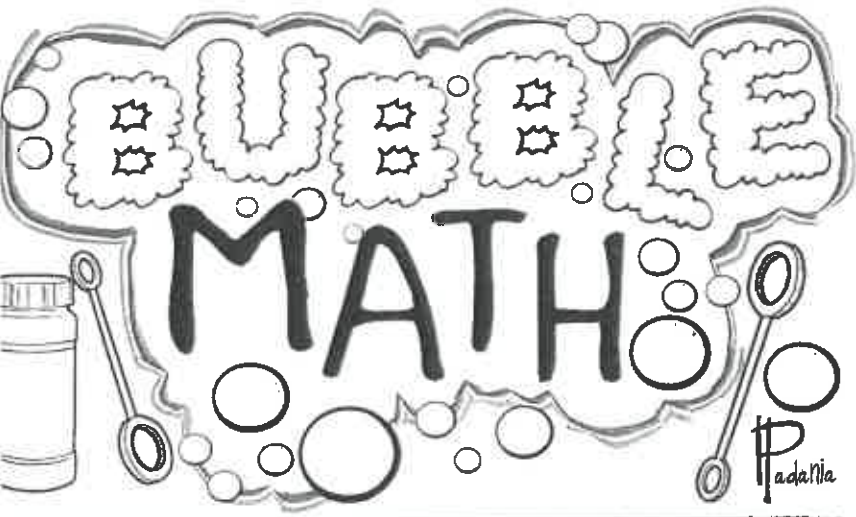


RIIRRI F RI OWER PAINTING

NAME _____ EXAMPLE _____

WHAT'S MORE FUN THAN BLOWING BUBBLES ON A SUNNY DAY? HOW MANY DO YOU THINK YOU CAN BLOW WITH TWO BREATHS? GRAB A BOTTLE OF BUBBLES, TAKE A DEEP BREATH AND SHOW WHAT HAPPENS NEXT!

BUBBLE MATH



MAKE A NUMBER BOND.

TOTAL

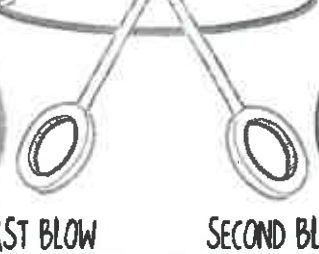
9

FIRST BLOW SECOND BLOW

WRITE AN ADDITION SENTENCE.

$$3 + 6 = 9$$

3



6

USE THE 5-FRAMES.

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DRAW A PICTURE.



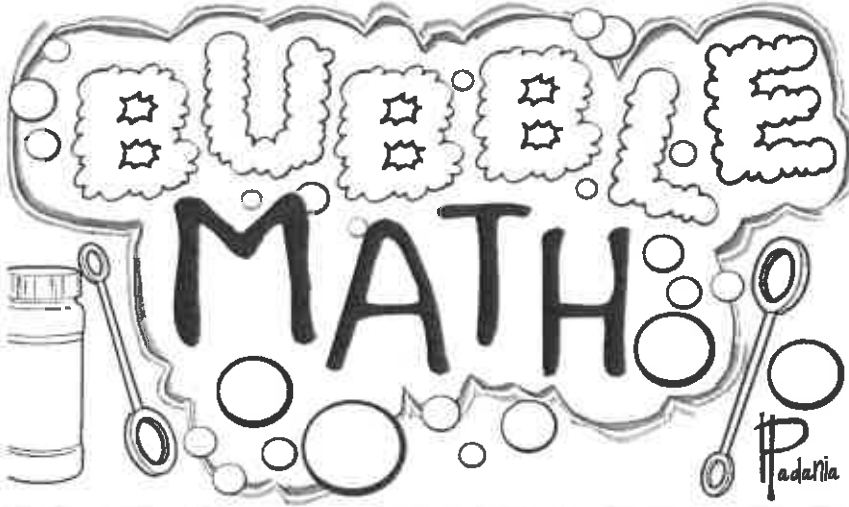
- 1
- 2
- 3
- 4
- 5
- 6



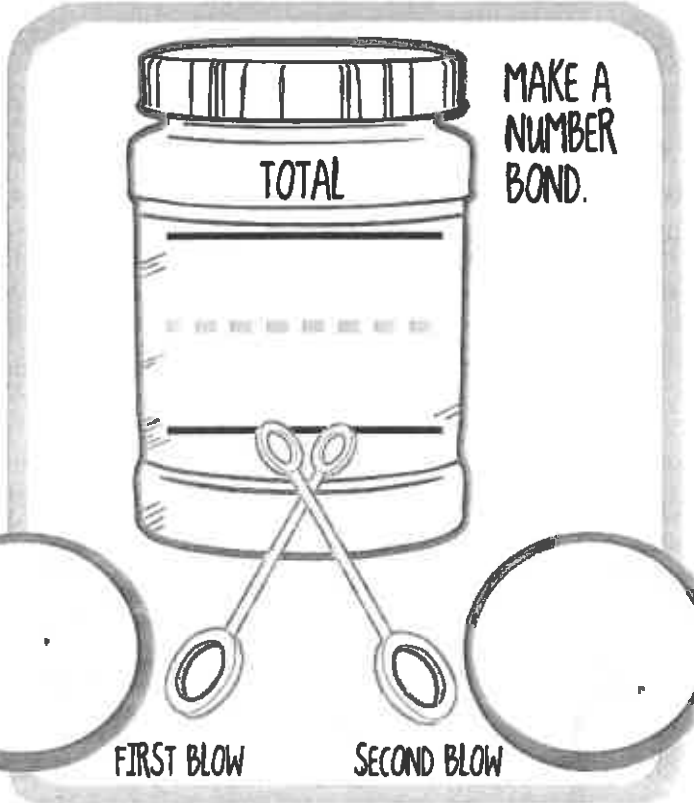
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BUBBLES MATH



Padania



TOTAL



MAKE A NUMBER BOND.

FIRST BLOW SECOND BLOW

WRITE AN ADDITION SENTENCE.

_____ + _____ = _____

 USE THE 5-FRAMES.



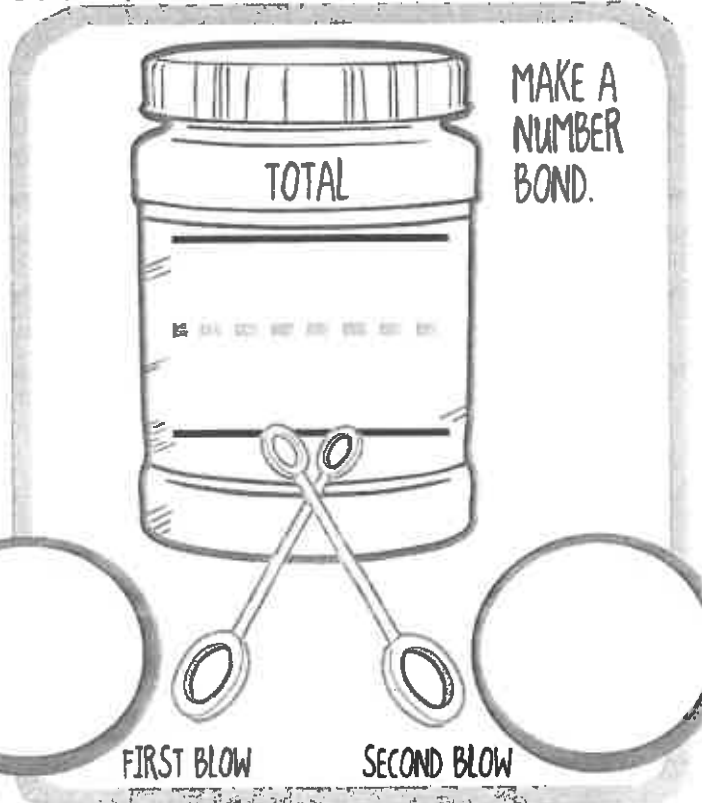
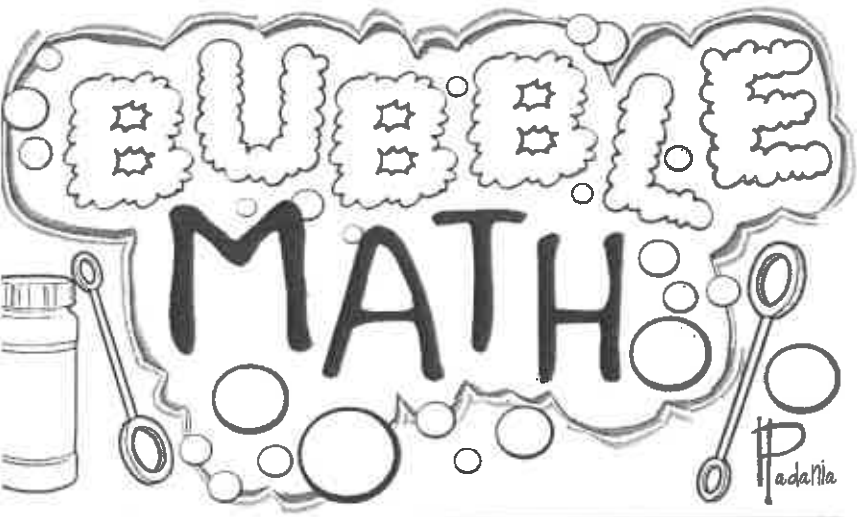
 DRAW A PICTURE.



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BUBBLES MATH



TOTAL

MAKE A NUMBER BOND.


FIRST BLOW SECOND BLOW

WRITE AN ADDITION SENTENCE.

_____ + _____ = _____



USE THE 5-FRAMES.



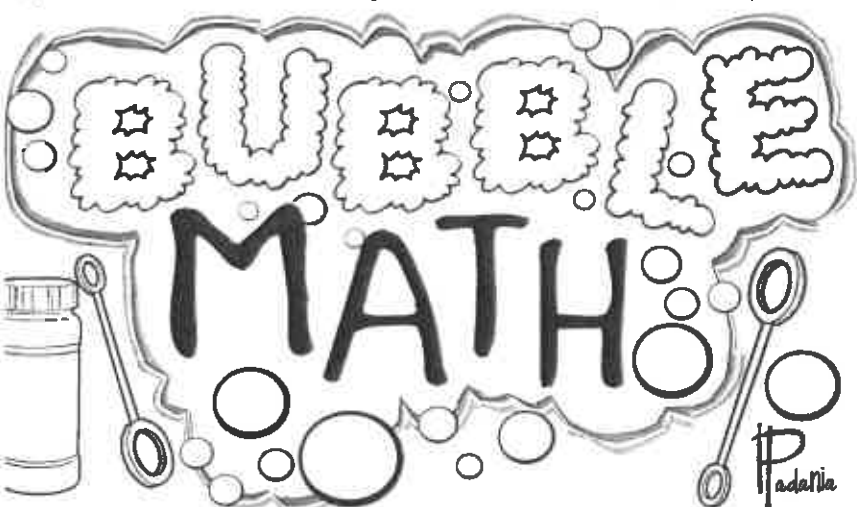
DRAW A PICTURE.




NAME _____

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BLOW BUBBLES MATH



Padalia




TOTAL

MAKE A NUMBER BOND.

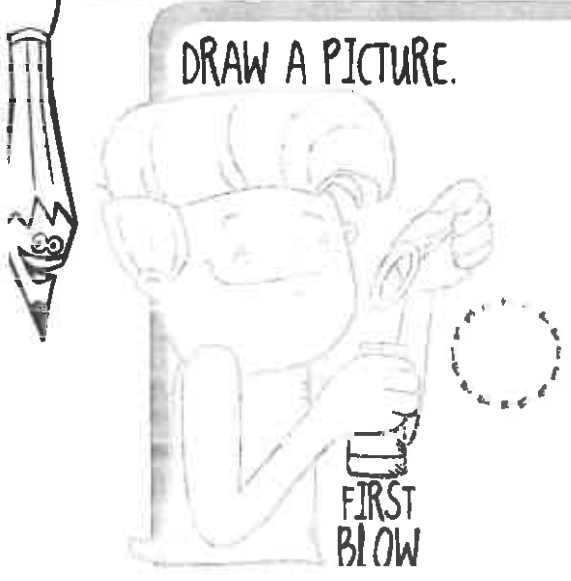

FIRST BLOW SECOND BLOW

WRITE AN ADDITION SENTENCE.

_____ + _____ = _____



USE THE 5-FRAMES.



Bump Game Directions:

Students should play in pairs. Each pair needs 1 sheet and dice. Each student also needs 10 counters of the same color (but a different color from their partner).

1. Roll the dice. Cover up the number or sum with a counter.
2. Take turns with a partner.
3. If you roll the same number again, you can add a second counter to your spot to "lock" your spot. If you roll a number and your partner has one counter on that spot, you can bump their counter off!
4. The first person to get all their counters on the board wins!



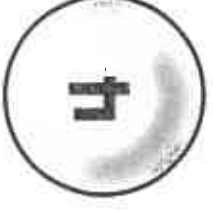
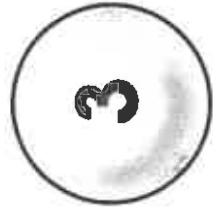
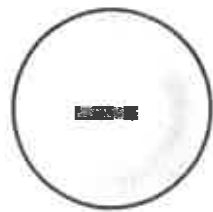
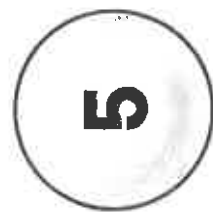
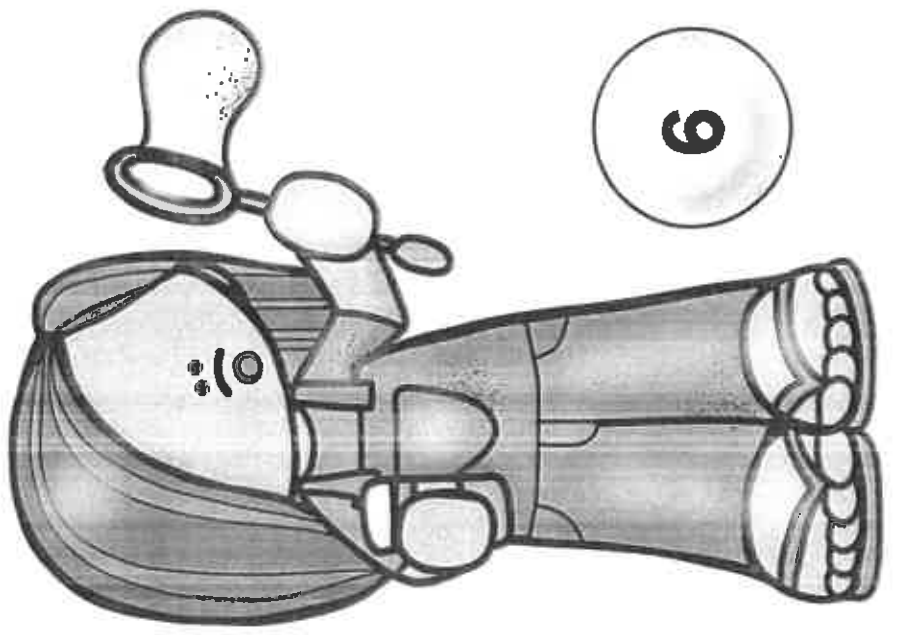
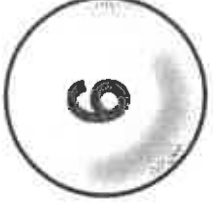
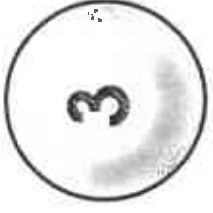
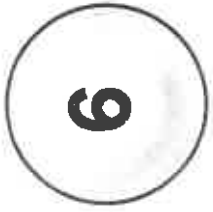
Bubble Bump

Numbers to 6

Use This Die



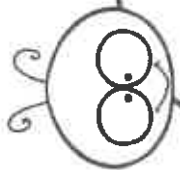
Roll and cover the number.



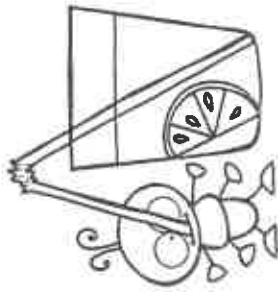
Picnic Doubles

BUMP!

Directions: Each player needs 10 cubes (one color per player). Roll one die and double the number. Cover that number with a cube. If it is covered by another player's cube, BUMP it off. If it is covered by one of your cubes, add another cube to lock the number. If it is already locked, you lose your turn. The player to get rid of their cubes first wins!



4



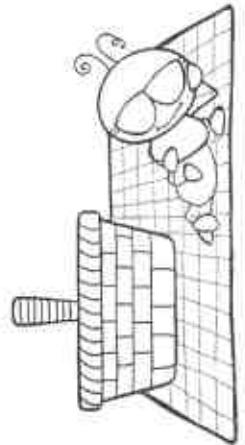
2

10

10

8

6

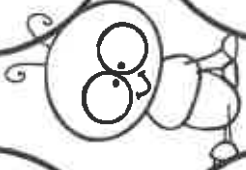


6

12

10

4



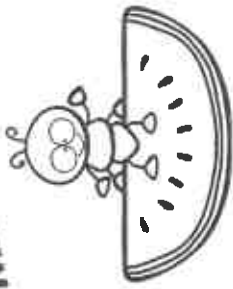
2

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8

BUMP!



8



2

Player 1: _____ Player 2: _____

Roll, Add, and Color! Partner Game

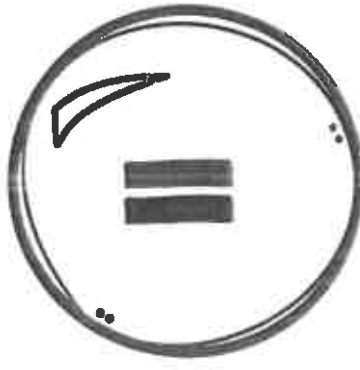
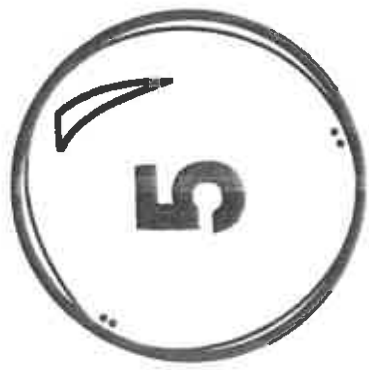
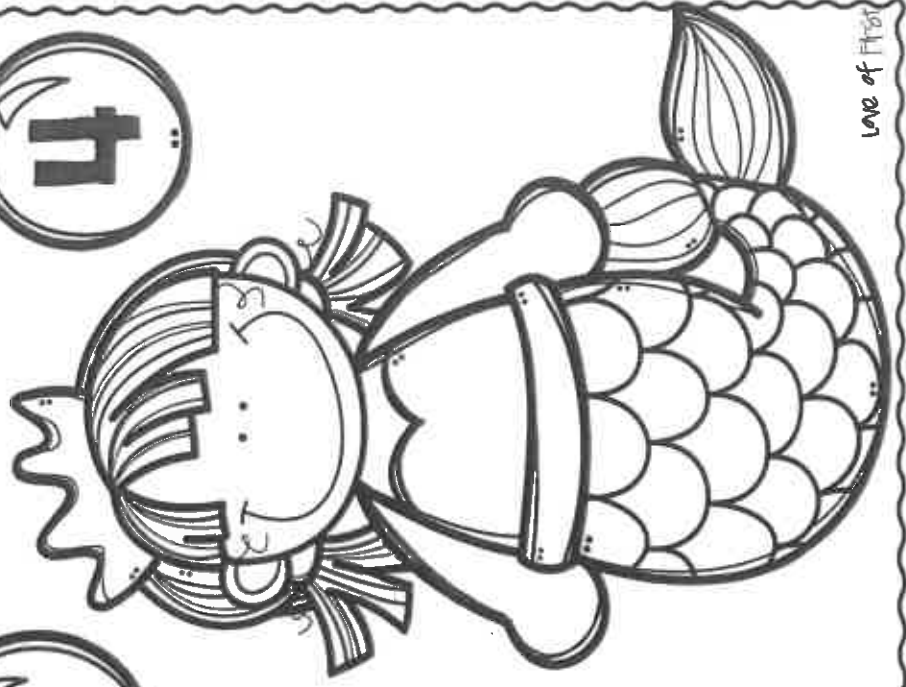
Materials needed: 2 players, 2 dice, and 2 different colored crayons

Directions: Player #1 rolls 2 dice, finds the sum, and colors that number below. Player #2 rolls 2 dice, finds the sum, and colors that number in a different color. Play continues until all of the numbers are filled in. (If the sum is already colored in, you lose your turn.)

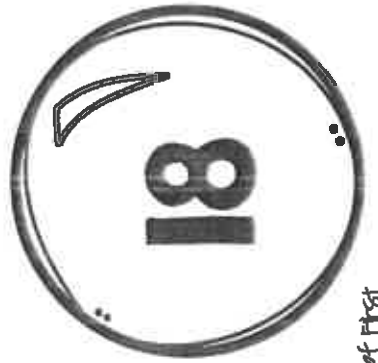
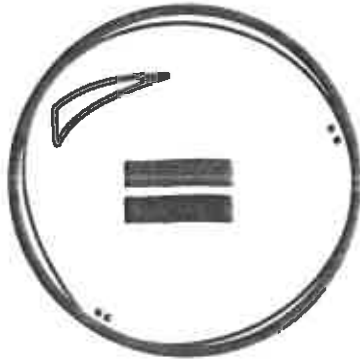
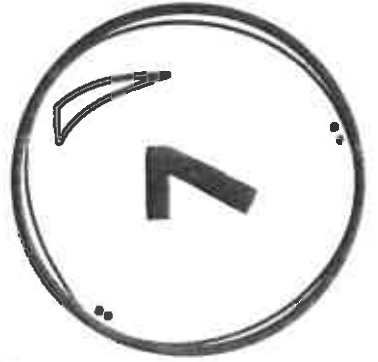
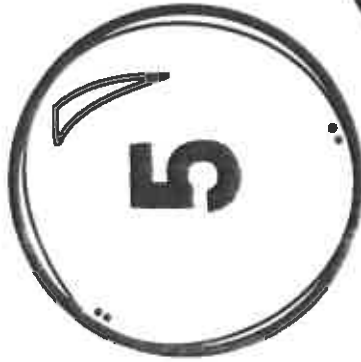
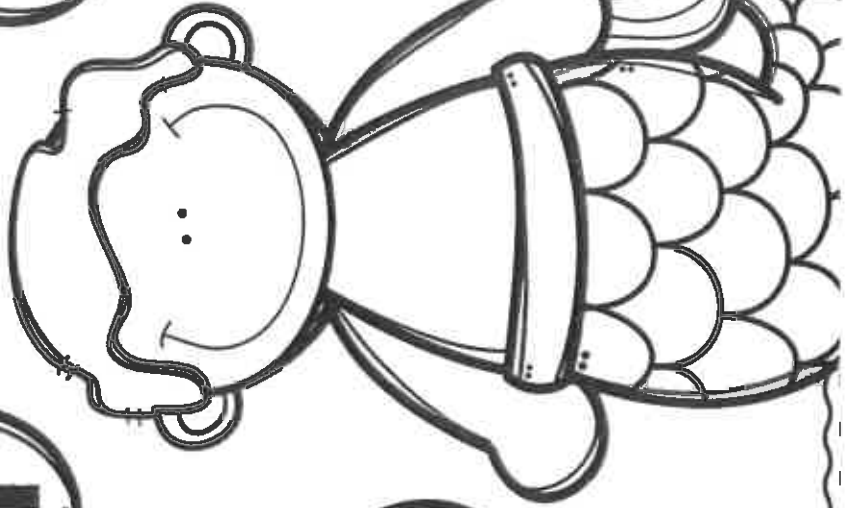
The winner is the player with the most circles filled in at the end of the game.

A grid of 48 circles arranged in 8 rows and 6 columns. The numbers in the circles are: Row 1: 2, 7, 4, 5, 6, 9, 7; Row 2: 10, 12, 3, 5, 4; Row 3: 6, 8; Row 4: 5, 6, 2; Row 5: 11, 9, 9, 6; Row 6: 4, 7, 6, 4; Row 7: 11, 8, 10; Row 8: 12, 3, 12, 5. In the center of the grid is a cartoon girl with pigtails, wearing a dress and a hat, holding a book.

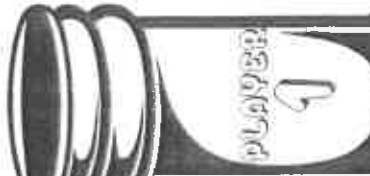
ROLL 2, ADD, and COLOR!



ROLL 3, ADD, and COLOR!



POP THE BUBBLE RACE



9

4

2

6

7

3

5

12

5

11

8

10

3

8

12

4

2

6

7

10


9

5

Two Player Game

Each player rolls two dice at the same time. Add and "pop" the bubble by covering the correct bubble sum.

The first to pop all his bubbles **WINS!**



11

2

POP THE BUBBLE RACE

A large rectangular area defined by a dotted border, containing 20 circular bubbles with numbers inside. The numbers are: 9, 2, 3, 3, 4, 5, 6, 7, 4, 10, 10, 12, 12, 8, 4, 6, 7, 3, 2, 9, 10.

Two Player Game
Each player rolls two dice at the same time. Add and "pop" the bubble by covering the correct bubble sum.

The first to pop all his bubbles WINS!

