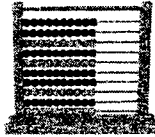




Fun And Educational Activities To Do With Your Abacus



Match-my-move

- Move any number of beads to one side of the frame. Ask the child to match your "move" on the wire below yours. This can also be done with a repetitive pattern—arrange the 10 beads in different groupings (e.g. 3 beads, 1 bead, 3 beads, 1 bead, 2 beads) that the child has to mimic on the wire below.

Counting Games

- Move a certain number of beads to one side and ask the child to count how many beads you moved and how many remain on the other side. Or have the child count from one to ten as they move that number of beads on each of the ten wires.

Beat the clock

- Quickly move a certain number of beads to one side and have the child say how many and what color the beads are as fast as h/she can (e.g. 7 yellow beads, 4 red beads, etc.). See if they can get all 10 wires correct, or how many in a row he/she can answer correctly.

Make-a-shape

- Have the child try to make simple shapes using beads on multiple wires—a square, triangle, rectangle, diamond, or a perfect straight or diagonal line.

Simple addition games

- Choose a number and determine how many different combinations you can find to achieve that sum. (Combinations of ten would be $9+1$, $8+2$, $7+3$, $6+4$, $5+5$, $4+6$, $3+7$, $2+8$, $1+9$)

Complex addition games

- Create larger numbers by assigning different numbers to the colors—blue=1's, red=10's, wood=100's, green=1000's and yellow=10,000's—or, to be simpler, the five colors could be the numbers 1, 2, 3, 4 and 5. Line up any amount of beads below each other (e.g. first wire-3 blue, 2nd wire-2 red and 3rd wire-1 wood) and have the child add the totals together to determine the answer.

Multi-function problems

- Do addition, subtraction, and even simple multiplication and division problems by using the first wire for the first number, the second for the second, and have the child answer it on the third (e.g. $7-4=3$). After putting a certain number of beads on the first and second wires, yell out the type of problem (addition!) and have them race to get the answer.

Match-a-letter

- Draw or say a capital letter, and have the child create its shape on the abacus (e.g. the letters A, I, E, L are good ones for starters).