



Magic Carpet Math Race

Cross-Curricular with Numeracy

How It Works

Magic Carpet Math is a great way to liven up a math lesson and practice core-math skills with some cross-curricular fitness.

Using the **Magic Carpet Ride** (40) *Functional Fitness Chart* from the Perfect Practice set, students are divided into groups of four, with two students at one end of a rope and the other two at the end where the rope attaches to the “magic carpet”. The groups determine who will answer the first math equation, who will pull, who will take a ride on the “magic carpet,” and who will cheer. Once each group is ready the teacher will call out a mathematical equation. While one student works to solve the equation the “pulley” pulls their partner across the room on their magic carpet, quickly. The first group to get their carpet across gets to provide the answer to the question. If they’re correct they get a point, if not the group that came in second gets a chance to answer (and so on.) Groups rotate positions so that each student gets an opportunity to partake in each position.

Materials Needed

- **Magic Carpet Ride** (40) *Functional Fitness Chart* from the Perfect Practice set
- Four long ropes (or however many depending on number of groups)
- Four towels/cushions
- Series of mathematical equations
- Pencil/paper
- 4 calculators/ whistle (optional)

Preparation

- Find a wide, open space for students to complete the race safely (take them outside for some fresh air!)
- Create multiple, curriculum-based math equations

Suggested Approach

- Walk students through the **Magic Carpet Ride** (40) chart, ensure they understand each position and how to do them safely with the proper form
- Clearly explain the rules of the game, walk students through the setup and the main goal
- Count down or use a whistle to indicate when each race begins and ends