

“Kitty may I” math

What your child will learn:

Counting out loud • matching numbers to activities • adding and subtracting

STEP 1

Stand facing your child across a room or down a hall. Try to be several feet away from your child. Tell your child that you are the MKitty. Your child must try to get to you by taking the kind of steps that you say to take. But before she can take a step she must ask, “Kitty may I?”



STEP 2

Tell your child to take a certain kind of step. For example say, “Take 1 giant step.” If your child remembers to ask, “Kitty, may I?” she gets to take the giant step. If she forgets, she does not get to take the step and she must stay where she is. You can ask your child to take many different kinds of steps. Make up any kind of step that is fun for your child. In addition to baby steps and giant steps, try these:



Scissor Step

Jump while crossing your feet, then jump while uncrossing them. Together that counts as 1 step.



Bunny Step

A hop.



Twirl Step

Twirl while taking a step.

📌 STEP 3

To make it Kitty May I Math, give the instructions as math problems.

- You might say, “You may take 2 baby steps plus 1 baby step.”
- Ask your child, “How many total steps is that?”
- Or you might say, “Take 2 bunny steps forward and 1 baby step backward.” Then ask, “How many did you get to go forward?”

👉 Make it Harder

You can make this game harder by giving your child choices. Say, “You can choose 6 baby steps or 4 baby steps. Which will get you to the finish sooner?”

+ Math is Everywhere

Using large motor movements can help young children use energy and build math skills. When your child is restless, ask your child to do 2 plus 1 jumping jacks or to march while counting to 20. Ask your child to try to “shrink” really small, then “grow” really tall. “Grow” tall as you count together. “Shrink” as you count backward together.

