

Based on Japanese origami, the Mathnasium Fortune Teller is a fun way to practice math with a friend and to discover your "math fortune"!

Just cut out the square below, follow the folding instructions (on a separate sheet), and pair up with a friend!

To play:

1. Decide who is the "Teller" and who is the "Solver." The Teller puts thumbs and forefingers into the four pockets of the Fortune Teller. The Teller pinches fingers and thumbs together to make a point at the top.

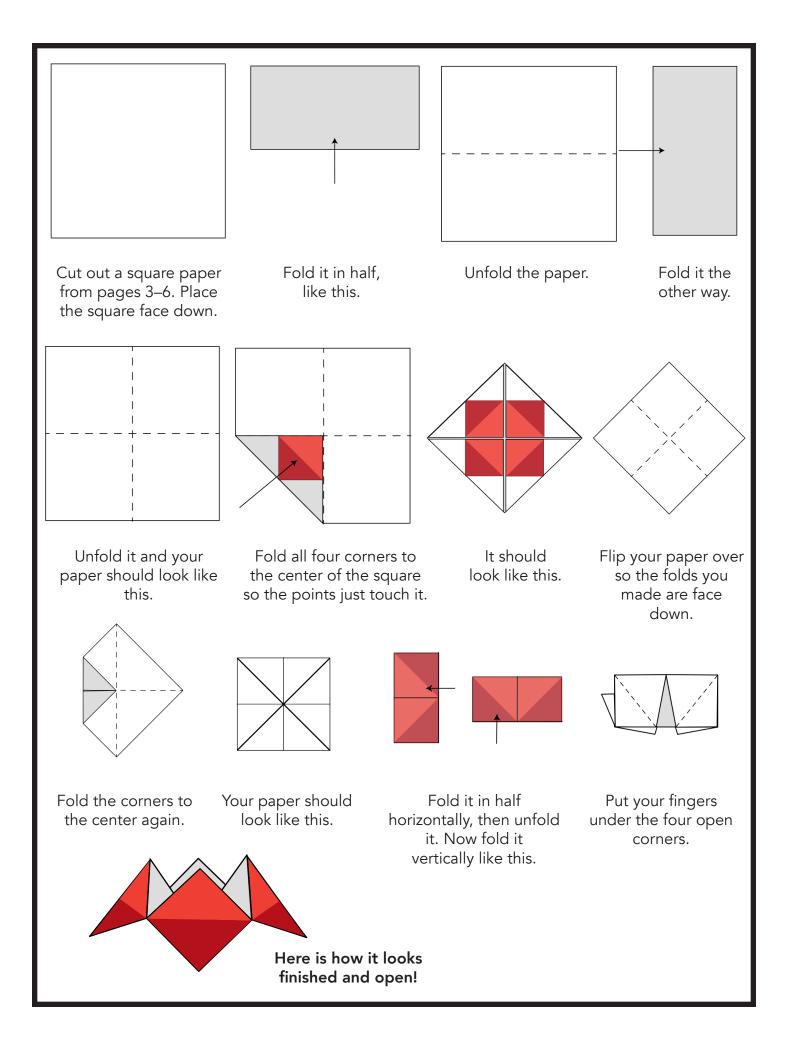
2. The Solver points to a math problem on the outside of the Fortune Teller and says it out loud, along with the answer. For example, "2 + 4 = 6." (Teller also has to figure out the answer to know if the Solver is correct.)

3. The Teller pulls their thumbs and fingers apart, pinching and pulling them front to back and side to side the same number of times as the Solver's correct answer (ex: 6 times). If the Solver's answer wasn't correct, the Teller asks the Solver to try again until they get the right answer.

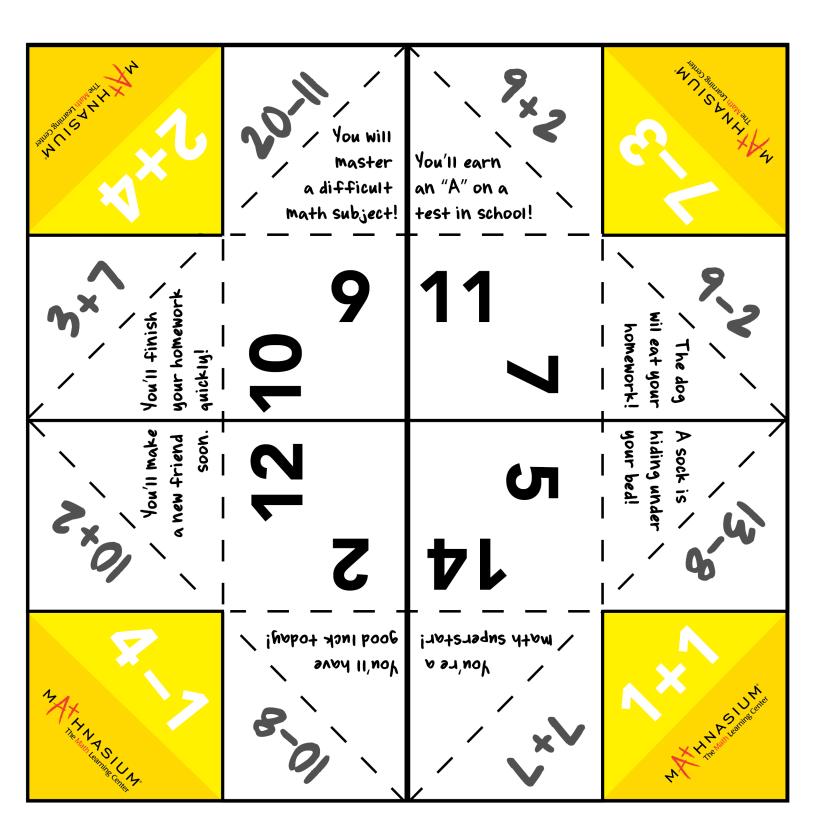
4. The Fortune Teller should now be "open" to different problems. The Solver chooses a math problem from the *inside* and solves it the same way as before, with the Teller repeating the finger movements the same number of times as the answer. (The players can repeat this part as often as they like, practicing their math, until they are ready to move to the next level.)

5. For the last round, when the Solver solves a final math problem, the Teller opens the inside flap to confirm the correct answer. If it's not correct, the Solver tries again. If it is correct, the Teller reads the fortune above it to the Solver!6. Now, play again, but switch roles so that the Solver becomes the Teller!

Good luck and good fortune!

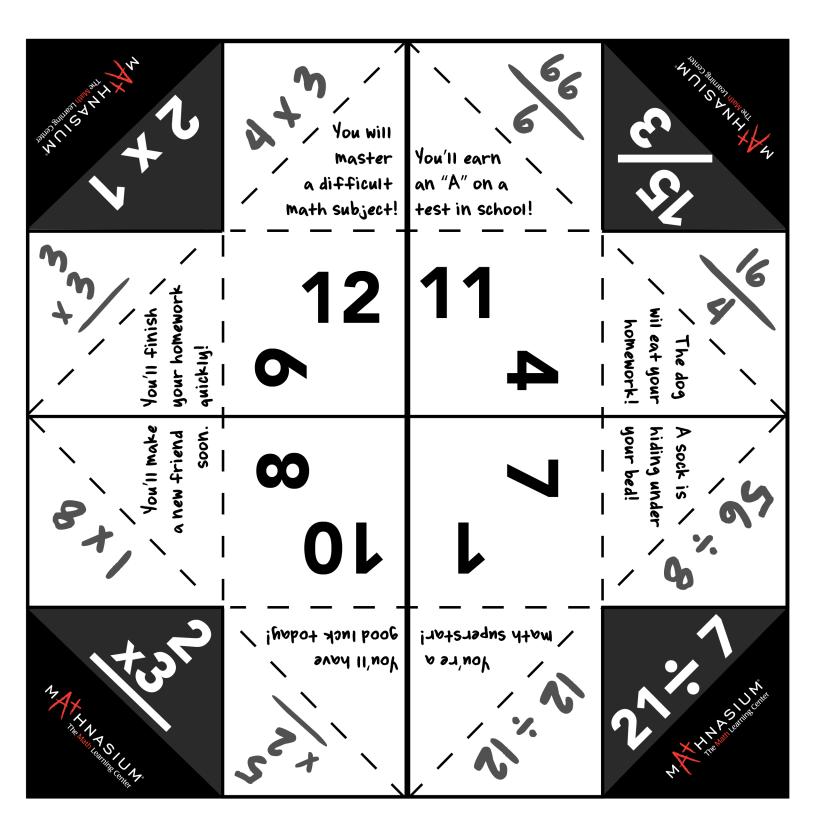


Lower Elementary



Upper Elementary

(multiplication/division)



Upper Elementary

(order of operations)

