200+ Exciting Math Project Ideas for Exhibition

Number Fun and Counting Adventures

- 1. Make a big abacus with bright beads to show how we count.
- 2. Build number squares where each row adds up the same.
- 3. Use your friends to act like a big calculator for solving problems.
- 4. Make number patterns with pizza slices and pieces of fractions.
- 5. Stack blocks to show even and odd numbers in a fun way.
- 6. Create a number line hopscotch to play and learn math.
- 7. Make bright posters that show prime numbers up to 100.
- 8. Design a spinning wheel to help practice times tables easily.
- 9. Build shapes like triangles and squares using marshmallows and toothpicks.
- 10. Make a wheel that helps read Roman numerals from long ago.
- 11. Use real pizza to make pies that show parts of a whole.
- 12. Create number bingo games with fun math problems.
- 13. Build counting tools using bottles and tiny things from home.
- 14. Make clocks that show times in different places in the world.
- 15. Create board games with dice and number cards for math fun.
- 16. Make puzzles with calculators where buttons show special patterns.
- 17. Build number sorters with boxes and tubes to organize numbers.
- 18. Make memory games where you match the same numbers.
- 19. Draw counting books with pictures that show number groups.
- 20. Plan treasure hunts with math clues on the school playground.

- 21. Make dominoes with math signs instead of just dots.
- 22. Create art with numbers that follow cool patterns.
- 23. Make puppets that teach counting with fun stories.
- 24. Build number mazes where right answers help you get out.
- 25. Make pretty kaleidoscopes with number shapes that match on both sides.

Geometry and Shape Wonders

- 26. Build 3D models using cardboard and bright tape.
- 27. Make shape-finding games around your school or neighborhood.
- 28. Create art with circles and straight lines using a compass and ruler.
- 29. Build models of famous buildings using different shapes.
- 30. Make puzzles with repeating patterns in fun colors.
- 31. Use light to make shadow art that shows how shapes change.
- 32. Sew quilt squares and triangles to make shape patterns.
- 33. Make sorting games using big and small shape pieces.
- 34. Build robots with shapes as body parts like triangles and circles.
- 35. Plant a shape garden where plants grow in math patterns.
- 36. Make butterfly art that looks the same on both sides.
- 37. Create jewelry with beads in math patterns and bright colors.
- 38. Build tall shape towers and test which ones stay up the longest.
- 39. Make moving shape flipbooks to show animations with patterns.
- 40. Fold paper into neat shapes using origami.
- 41. Draw mazes using only triangles and squares.
- 42. Design house plans using math and shape ideas.
- 43. Cut paper to make snowflakes that show shape patterns.

- 44. Match shapes to real things like stop signs and pizza slices.
- 45. Create shape costumes to wear in a math fashion show.
- 46. Use clay to make sculptures with shape planning.
- 47. Make flipbooks that show how a square can change into a circle.
- 48. Play board games where you move by landing on shapes.
- 49. Make colorful pictures using tiny shapes like tiles.
- 50. Build music tools that work using shape sizes and math.

Measurement and Data Collection

- 51. Build a weather station to check temperature, rain, and wind every day.
- 52. Make height charts to compare how tall students and teachers are.
- 53. Use cups and spoons to measure and mix ingredients for cooking.
- 54. Track how you spend your time each day with a fun chart.
- 55. Measure distance using string and simple math steps.
- 56. Use a balance scale to compare weights of different objects.
- 57. Test how water changes when it gets hot or cold.
- 58. Time how fast toy cars move with a stopwatch.
- 59. Ask classmates about favorite foods and show the answers in a chart.
- 60. Measure how plants grow each week and write it down.
- 61. Use different containers to see which one holds more water.
- 62. Make a calendar that shows patterns in months and days.
- 63. Create an obstacle course to practice guessing and checking lengths.
- 64. Draw a school map and show how far places are using numbers.
- 65. Fill different containers to see which one holds the most.
- 66. Make clocks that show different ways to tell time.

- 67. Weigh classroom items using scales and make a chart.
- 68. Count which subjects kids like most and make a graph.
- 69. Make a thermometer that shows how weather changes in each season.
- 70. Go on a hunt using rulers and tapes to find and measure things.
- 71. Measure how much rain falls over a few weeks.
- 72. Compare two objects and show how they are different in size or weight.
- 73. Count your steps in different places using a step tracker.
- 74. Ask classmates about family size or pets and make a graph.
- 75. Build a tool to help measure corners and angles in shapes.

Algebra and Pattern Discovery

- 76. Use colorful blocks to make number patterns that follow a rule.
- 77. Build a machine that guesses the next thing in a pattern.
- 78. Make fun art with letters that stand for numbers.
- 79. Create a code game where you solve puzzles using math.
- 80. Play games that help you spot tricky patterns.
- 81. Do simple magic tricks using easy math ideas.
- 82. Go on a letter hunt where letters mean mystery numbers.
- 83. Use a scale to show how both sides of a math problem can be equal.
- 84. Spin a wheel to show how number patterns repeat.
- 85. Write story problems with characters who solve math puzzles.
- 86. Make a book that shows patterns in things like flowers or shells.
- 87. Have races where kids solve problems to move ahead.
- 88. Build a box that gives answers when numbers go in and out.
- 89. Draw pictures with repeating colors and shapes using a rule.

- 90. Solve puzzles that hide secret messages in math.
- 91. Make dances with moves that repeat in a math pattern.
- 92. Play games with objects to keep both sides of a problem balanced.
- 93. Write songs that repeat lines using math patterns.
- 94. Create a treasure map where solving math leads to the next clue.
- 95. Design clothes with lines and colors that follow a number rule.
- 96. Spin a wheel that shows what comes next in a pattern.
- 97. Make recipe cards where letters mean amounts to mix.
- 98. Plant flowers in rows that follow math patterns.
- 99. Play board games where solving math gets you ahead.
- 100. Use instruments that play music by following math patterns.

Statistics and Probability Games

- 101. Roll dice and count how often each number shows up.
- 102. Flip coins and make a chart for heads and tails.
- 103. Ask classmates fun questions and show answers in a chart.
- 104. Make a spinner to show which thing might happen more.
- 105. Play fair games where you guess what might happen.
- 106. Study favorite lunch items and show which ones are picked most.
- 107. Use colored balls in jars to see what color gets picked the most.
- 108. Guess what the weather will be and see if you're right.
- 109. Make a chart showing how many kids have birthdays each month.
- 110. Play card games that use smart guessing and math thinking.
- 111. Ask how kids get to school and show the answers in a graph.
- 112. Create a pretend lottery game with fair chances to win.

- 113. Use spinners and keep track of the results.
- 114. Look at sports numbers to see how players or teams do.
- 115. Draw tree diagrams to show all the ways something can happen.
- 116. Compare heights and weights of kids using charts.
- 117. Make a voting system to guess who will win a pretend election.
- 118. Try guessing games with math and test your guesses.
- 119. Ask kids about favorite shows and see which are most liked.
- 120. Play games using real stuff to learn about chances and choices.
- 121. Watch how many kids check out books and show it in a chart.
- 122. Do guessing games to see if math ideas work in real life.
- 123. Ask families about fun traditions and show the numbers.
- 124. Have a contest where kids guess things using what they've learned.
- 125. Make a simple tool that helps guess chances using numbers.

Money Math and Economics

- 126. Set up a pretend store in your classroom with play money and price tags.
- 127. Make a bank project where you keep track of saving and spending.
- 128. Plan a fake family budget showing how much money is used each month.
- 129. Create a small market game where you buy and sell items with pretend money.
- 130. Build a coin counter using boxes to sort different coins.
- 131. Go "shopping" in pretend stores and compare prices to find best deals.
- 132. Make a savings chart to show how money grows when saved.
- 133. Play an auction game where kids use play money to bid on fun items.
- 134. Set up a fake restaurant with menus and add up what people order.
- 135. Act out how supply and demand work using classroom items.

- 136. Plan a pretend business and show how to make and save money.
- 137. Create a tax game where you figure out how much to pay using easy math.
- 138. Track fake investments and see how they grow over time.
- 139. Play a trading game using pretend money and different exchange rates.
- 140. Plan a pretend fundraiser with a goal and keep track of donations.
- 141. Make fake coupons that show how much money you save with a discount.
- 142. Pretend to be a boss and figure out how much to pay workers.
- 143. Study how prices change over time and what that means.
- 144. Compare costs of travel like bikes, buses, and cars.
- 145. Learn about insurance with a game showing how it helps in risky times.
- 146. Make a loan game where kids borrow and pay back with interest.
- 147. Act out buying and selling using a fake supply and demand market.
- 148. Use a thermometer chart to track money earned in a fundraiser.
- 149. Play a money-making contest to see who earns or saves the most.
- 150. Spin a wheel to see how families might spend money each month.

Time and Calendar Mathematics

- 151. Build a pretend time machine that shows different times in history.
- 152. Make a calendar that shows number patterns in days and months.
- 153. Create a chart that compares time zones from all around the world.
- 154. Play a game where you plan a schedule for a busy day.
- 155. Use stopwatches to measure how long fun activities take.
- 156. Make a project to figure out how old someone is in years and months.
- 157. Build a timeline that shows big events in history by year.
- 158. Draw clock faces that show different ways to tell time.

- 159. Make a math chart that shows how many days are in weeks and months.
- 160. Bury a pretend time capsule and write when it should be opened.
- 161. Create a birthday game where kids find age differences using numbers.
- 162. Make a chart that shows how seasons repeat through the year.
- 163. Plan your day using math to find the best way to use your time.
- 164. Pretend to travel in time and do the math to find how far you go.
- 165. Use calendars to count how many days until special events.
- 166. Make a clock that rings at set times during the school day.
- 167. Plan a trip and figure out how long it will take using the calendar.
- 168. Draw a timeline showing how different math ideas changed over time.
- 169. Make a chart to compare how time is measured in different places.
- 170. Count down to a big event using a number chart or poster.
- 171. Plan a fair work schedule for chores using math and time.
- 172. Create a project that shows how you use your time each day.
- 173. Use math to find out when leap years happen on the calendar.
- 174. Guess how long something will take, then time it to see if you were right.
- 175. Make a school calendar that helps you plan your semester using math.

Sports Statistics and Analysis

- 176. Study your favorite sports team and find out how often they win.
- 177. Make a scoring system to use when you play games in class.
- 178. Keep track of a player's scores to see how well they play.
- 179. Draw a tournament chart to show who wins and moves to the next round.
- 180. Track your fitness progress by recording how fast or far you move.
- 181. Compare two sports to see which has more scoring or more players.

- 182. Time races and see how long each one takes using a stopwatch.
- 183. Create a calculator to help keep score in different games.
- 184. Make a chart to show how scores change during a game.
- 185. Use past scores to guess who might win the next sports game.
- 186. Compare two players to see who has better stats.
- 187. Use math to find out who is at the top in a sports league.
- 188. Play a sports trivia game using numbers and stats.
- 189. Look at Olympic records and see how they have changed over time.
- 190. Use math to build the best team with the best players.
- 191. Pretend to bet on games using math to guess the winner fairly.
- 192. Make a training chart to plan your workouts with math.
- 193. Study sports gear and see how size or shape helps players.
- 194. Create a chart showing how athletes eat and stay healthy using math.
- 195. Use data to learn how to stay safe and avoid sports injuries.
- 196. Track how many people come to watch sports games.
- 197. Study how referees make fair calls using math.
- 198. Look at how coaches plan to win using game numbers.
- 199. Draw a map to plan a sports field using shapes and space.
- 200. Use math to find out how athletes earn scholarships from their scores.

Art and Mathematical Creativity

- 201. Create big murals using shapes and bright colors with math patterns.
- 202. Make sculptures using math to help shape and size your art.
- 203. Use math to make music with rhythms and sounds that fit together.
- 204. Design clothes using shapes and math patterns that look neat and even.

- 205. Build jewelry using math patterns and colorful beads.
- 206. Take photos that show math shapes and patterns found in nature.
- 207. Make dance moves that follow math timing and shapes.
- 208. Plan plays that use math ideas to tell a story.
- 209. Build musical instruments that make sounds using math vibrations.
- 210. Write poems that use math rhythms and numbers in words.
- 211. Tell stories that include math problems in a fun way.
- 212. Put on puppet shows that teach math through fun stories.
- 213. Make costumes that show math ideas you can wear.
- 214. Create animations that explain math by moving pictures.
- 215. Paint pictures using colors and math color theory.
- 216. Make crafts that use math for measuring and designing.
- 217. Compose music using math for beats and harmony.
- 218. Act out dramas that include solving math problems.
- 219. Make collages with math shapes and size ratios.
- 220. Sew quilts using math patterns and shapes.
- 221. Build wood projects using math to measure and cut right.
- 222. Make pottery that uses math shapes and design.
- 223. Create fabric art with math patterns and bright colors.
- 224. Design gardens using math for layout and space.
- 225. Build model buildings using math and creative ideas.

Science and Math Integration

- 226. Study how plants grow using math to measure their height and size.
- 227. Build a weather station to track rain, wind, and temperature every day.

- 228. Do chemistry experiments using math to mix and measure chemicals.
- 229. Show how physics works with math in simple science demonstrations.
- 230. Study stars and planets using math to find their positions.
- 231. Use math to collect data about animals and how they live.
- 232. Learn about rocks and earth using math to measure and compare.
- 233. Study how we can protect the environment using math data.
- 234. Use math to check what foods are healthy and how much we need.
- 235. Measure exercise and movement with math for science projects.
- 236. Do psychology tests using math to understand behavior.
- 237. Build machines using math to plan how they work and hold up.
- 238. Use math logic to make computer programs and solve problems.
- 239. Plan farming experiments using math to grow more crops.
- 240. Study oceans using math to measure water and sea life.
- 241. Use math to learn about forests and trees.
- 242. Find out about old things using math to date them.
- 243. Use math to study health and medicines.
- 244. Study animals with math to learn about their needs.
- 245. Use math and computers to create new technology.
- 246. Plan how to save energy using math to measure power.
- 247. Use math to study travel and how to get places faster.
- 248. Learn how signals work with math in communication.
- 249. Study how factories use math to make things better and faster.
- 250. Use math to explore space and learn about stars and planets.