

Free no-login math strategy games for short classroom activities

Number Duel is a collection of browser-based math games for elementary students. Use it for 5-10 minute warm-ups, math centers, early finishers, small-group practice, or home practice. Students can play without accounts, downloads, ads, or app installs.

Grades 1-5	Time 5-10 minutes per round
Setup Browser only. Works on Chromebooks, iPads, laptops, and classroom displays.	Privacy No student accounts, no ads, and no third-party behavioral advertising.

Best Classroom Uses

Math warm-up	Project a board, ask students to calculate one legal move, then compare which move is strongest.
Math centers	Pairs rotate through Sum Duel, Product Duel, 24 Game, and KenKen, recording one strategy at each station.
Early finishers	Give students a quiet independent option that still uses number sense, logic, and planning.
Home practice	Share the free games page with families for no-download practice parents and kids can play together.

Recommended Games by Goal

Sum Duel	Addition, number sense, board control, and explaining a tactical choice.
Product Duel	Multiplication facts, factor thinking, and avoiding moves that help an opponent.
24 Game	Multi-step arithmetic, reverse engineering, and flexible use of operations.
KenKen	Arithmetic with constraints, logic, elimination, and careful checking.
Mental Math Test	Quick recall, fluency practice, and low-prep timed arithmetic.
Math Memory Match	Number recognition, quantity matching, and early elementary confidence.

One-Round Student Reflection

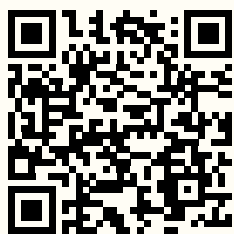
Use this after one round of Sum Duel, Product Duel, 24 Game, or KenKen. The goal is not only to get answers right, but to explain the reasoning behind a move.

1	I played:	Sum Duel / Product Duel / 24 Game / KenKen / Other
2	One move or equation I used:	
3	Why was the move legal?	
4	Was it a strong move, a blocking move, or a move you would change?	
5	Strategy sentence:	I chose this because...

Grade-Level Starting Points

Grades 1-2	Math Memory Match, Sum Duel, Sudoku 4x4	Which number did you choose, and what did it let you do?
Grades 3-4	Product Duel, 24 Game, KenKen 4x4 or 6x6	What move helps you now without helping your opponent next?
Grade 5+	Division Duel, KenKen 6x6, 2048, Fifteen Duel	Can you explain the pattern or constraint that guided your move?

Links for Teachers and Families



Play the games

numberduel.mathmindpuzzles.com/games/free-online-math-games-for-kids/

Teacher overview

numberduel.mathmindpuzzles.com/teachers/

Privacy

numberduel.mathmindpuzzles.com/privacy/

Safety note: Number Duel does not require student accounts, names, email addresses, or classroom rosters. Friend rooms and daily boards may use gameplay data to synchronize matches and show leaderboard results.