

Reference Sheet for Teachers and Families

A math adventure for third graders that plays in a web browser.

Free | No ads | No accounts

What it is

A browser game where third graders practice math inside a nighttime city adventure. Players bring home the chickens that Jack O'Jester, a snowmobile-riding pumpkin, let loose, and every action runs on math.

What players practice

Addition and subtraction within 1,000 (with and without regrouping), multiplication facts to 10 × 10, one-digit numbers times multiples of 10, and division facts within 100. Problems appear as number sentences and short story problems. Connects to Common Core 3.NBT.A.2, 3.NBT.A.3, 3.OA.C.7, and 3.OA.A.3.

How it works

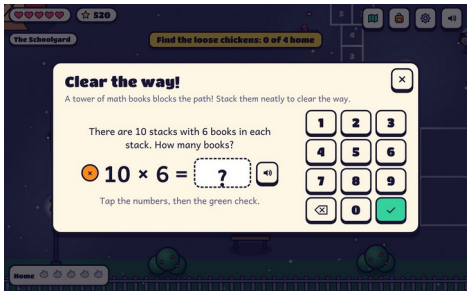
Correct answers clear paths, calm chickens, and power up silly attacks, and each new place gets a little harder. Players answer with a number pad or multiple choice. A first wrong answer brings a strategy hint and a second try, and a second miss shows the answer with an explanation.

Play the game

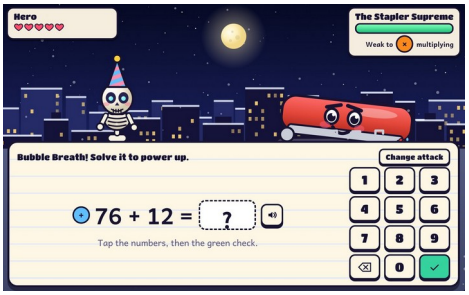
cluck-quest.netlify.app

Scan with a phone or iPad camera, or type the address into a web browser.

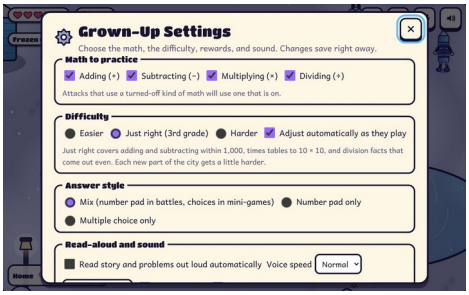
Grade	Third grade, about ages 8 to 9	**Devices**	iPad, Chromebook, or computer browser
Reading	Speaker buttons and optional read-aloud	**Saving**	Automatic, on the device only
Cost	Free, with no ads or purchases	**Timers**	Only the optional Lunch Rush game
Settings	Kinds of math, difficulty, answer style, sound	**Progress**	Report by kind of math



Story problems clear the way.



Math powers silly attacks.



Choose the math to practice.

Good to know

Privacy: no accounts, ads, chat, outside links, or data collection. Progress stays in the browser on that device. **Content:** cartoon battles with silly attacks, including a little potty humor (Magic Fart, Thunder Burp). The game takes place at night and includes friendly skeletons. Grown-Up Settings are not password protected.

Created by a parent with Claude, an AI assistant from Anthropic. Guide updated November 2026.