

## **Odds and Evens**

*Skill: Identifying even and odd numbers*

*Materials: 1 die to share*

1. Each player takes 5 counters and puts the rest in a pile between them.
2. Player 1 predicts whether he will roll ODD or EVEN and then rolls the die.
3. If he is correct, he takes that many counters from the middle. If he is not correct, he has to pay that many counter.

Example: I predict odd, roll a 5, and then collect that many counters.

Play until time is up. The player with the most counters wins.

## **Roll and Tally**

*Skill: Using tally marks to record data and counting by 5's*

*Materials: 1 die to share, 1 pencil and piece of paper for each player*

1. Players take turns rolling the dice and recording the number they rolled using tally marks.

Play until time is up. Skip count by 5's to see how many tallies each player has. The player with the most tallies wins.

## **Subtraction Track**

*Skill: Subtraction facts*

*Materials: 1 gameboard for each player, 2 dice to share, counters*

1. Players take turns rolling the dice and subtracting the smaller number from the larger number. They then cover the number rolled on their own gameboard using a counter.
2. If a player can't cover a number because it is already covered, the player covers up one of the strikes on the board. Three strikes and the player is out!

The player who crosses off all of his or her numbers first wins the game. If all players strike out before someone wins (or if time is up), the player with the most covered numbers wins.

## **The PV Game**

*Skill: Place value*

*Materials: game board, die, paper and pencil to record points*

1. Roll the die.
2. Record each number you roll in one of the spaces or the reject box. The object of the game is to make the LARGEST number.
3. Take turns rolling and recording until all spaces are filled.
4. Compare numbers. The player with the largest number wins a point.

Keep playing until time is up. The person with the most points win.

## **Back and Forth to 100**

*Skill: Using a hundreds chart*

*Materials: Hundreds board, marker for each player, 2 dice, 1 green and red die*

1. Each player takes a turn rolling all 3 dice. Add the 2 numbered dice together and move that many space on the board. The colored dice tell you whether to move forward or backwards.

Green= forward  
Red= backwards

The first person to reach 100 wins. If time is up, the person closest to 100 wins.

## **Top It**

*Skill: Comparing numbers*

*Materials: 1 deck of cards (Ace=1) or one deck of double digit number cards*

1. Each player gets half of the deck of cards.
2. Each player calls out, "One, two, three, top it!" and then flips over the top card.
3. The player who flipped over the HIGHEST card wins both cards. If there is a tie, 2 more cards are flipped over and compared. The winner takes all 4 cards.

Play until time is up. The person with the most cards wins.

## **Addition Battle**

*Skill: Addition facts*

*Materials: 1 deck of cards (Ace=1)*

1. Each player gets half of the deck of cards.
2. Each player calls out, "Ready, set, battle!" and then flips over the top card.
3. The first person to ADD up the total of both cards wins the cards. If there is a tie, 2 more cards are flipped over and compared. The winner takes all 4 cards.

Play until time is up. The person with the most cards wins.

## **Subtraction Battle**

*Skill: Subtraction facts*

*Materials: 1 deck of cards (A=1)*

1. Each player gets half of the deck of cards.
2. Each player calls out, "Ready, set, battle!" and then flips over the top card.
3. The first person to SUBTRACT the smaller card from the bigger number wins the cards. If there is a tie, 2 more cards are flipped over and compared. The winner takes all 4 cards.

Play until time is up. The person with the most cards wins.

## **2 Digit Big Man**

*Skill: Comparing numbers*

*Materials: One deck of cards (ace=1), hundreds chart*

1. Each player gets half of the deck of cards.
2. Each player flips over his or her TWO top cards and tries to make the BIGGEST number possible.

Example: If you get a 5 and a 9, you could make 59 or 95. You would want to make 95 because it is the bigger number.

3. The player who makes the BIGGEST two-digit number keeps his cards and the other player's cards. Use the hundreds chart to check if you are not sure whose number is bigger.

Play until time is up. The person with the most cards wins.

## **2 Digit Little Man**

*Skill: Comparing numbers*

*Materials: One deck of cards (ace=1), hundreds chart*

1. Each player gets half of the deck of cards.
2. Each player flips over his or her TWO top cards and tries to make the SMALLEST number possible.

Example: If you get a 4 and a 7, you could make 47 or 74. You would want to make 47 because it is the smaller number.

3. The player who makes the SMALLEST two-digit number keeps his cards and the other player's cards. Use the hundreds chart to check if you are not sure whose number is smaller.

Play until time is up. The person with the most cards wins.

## **Round It**

*Skill: Rounding numbers to the nearest 10*

*Materials: one deck of cards with only numbers 1-9, hundreds chart*

1. Each player draws 2 cards from the deck and makes a 2 digit number.
2. Each player then has to round the other player's number to the nearest 10.

Example: If you make 34, the other player must say, "34 rounds down to 30". If the other player makes 58, you must say, "58 rounds up to 60".

3. For each correct answer, the player gets a point. If you are not sure if an answer is right, use the hundreds chart to check.

Keep playing until time is up. The person with the most cards wins.

## **Three Card Zero**

*Skill: Comparing numbers, column addition*

*Materials: 1 game board for each player, one deck of cards using Ace-5 (Ace=1)*

1. Mix the cards up and put them in the middle.
2. Players take turns flipping cards and placing them on their board.
3. After flipping 3 cards, each player adds up his or her total.
4. The person with the HIGHEST total gets a point.

Keep playing until time is up. The person with the most cards wins.

### **Three Card Zero with Calculators**

*Skill: Comparing numbers, using a calculator*

*Materials: One game board for each player, one deck of cards using Ace-5 (Ace=1), one calculator for each player*

1. Mix the cards up and put them in the middle.
2. Players take turns flipping cards and placing them on their board.
3. After flipping 3 cards, each player adds up his or her total using a calculator.
4. The person with the HIGHEST total gets a point.

Keep playing until time is up. The person with the most cards wins.

### **Big 3 Digit**

*Skill: Place value*

*Materials: 1 game board for each player, 1 deck of cards 1-9*

1. Mix up the cards and put them in the middle.
2. Each player flips over a card and places it on his or her board. Once a card has been put down it cannot be moved.
3. After all of the spaces are filled, compare the numbers. The player with the BIGGEST number gets a point.

Keep playing until time is up. The person with the most points wins the game.

### **Baby 3 Digit**

*Skill: Place value*

*Materials: 1 game board for each player, 1 deck of cards 1-9*

1. Mix up the cards and put them in the middle.
2. Each player flips over a card and places it on his or her board. Once a card has been put down it cannot be moved.
3. After all of the spaces are filled, compare the numbers. The player with the SMALLEST number gets a point.

Keep playing until time is up. The person with the most points wins the game.

## 10 Frames Flip

*Skill: Addition facts*

*Materials: 10 frames*

1. Give each player half of the tens frames and turn them face DOWN.
2. Each player flips over the top ten frame. The first person to add them together correctly gets to keep both frames. If there is a tie, flip over the next two frames. The winner keeps all 4 frames.

Keep playing until time is up. The person with the most frames wins.

## Can You Make 10?

*Skill: Addition fact families*

*Materials: Ten frames*

1. Give each player half of the tens frames and put them face DOWN in a pile.
2. Player 1 flips over the top frame and says, "I have \_\_\_\_\_. Do you have a number to make 10?"
3. Player 2 flips over the THREE top frames in his pile.
4. Player 1 looks to see if she can add any of the 3 frames to her own to make 10. If she can, she takes that frame and puts it on the bottom of her pile. If she can't, Player 2 gets to keep all 4 frames.
5. Take turns flipping over frames.

Keep playing until time is up. The person with the most frames wins.

## Flash Frenzy

*Skill: Addition concepts, recognizing sets*

*Materials: Ten frames*

1. Player 1 shows each ten frame to player 2 flashcard style.
2. Player 2 must say the number shown as quickly as possible.
3. Next, Player 2 shows the cards to Player 1.
4. After each player has had a turn, they work together to sort the frames by number. There should be a pile of 0's, a pile of 1's, a pile of 2's, and so on.

Keep playing until time is up.

## 10's Go Fish

**Skill: Addition Facts**

**Materials: 10 frames**

1. Each player gets 5 ten frames. The rest are put in the middle, face DOWN.
2. The object of the game is to make combinations of 10. When it is your turn, you can use two or more cards in your hand and lay them down, ask the other player for a number you need, or 'go fish' in the pile of extra frames. If you go fish and take a frame from the middle, you must put another frame from your hand back into the middle.

Keep playing until one player runs out of cards. Then begin again.

## More or Less Train

*Skill: Comparing numbers*

*Materials: Dominoes*

1. Each player chooses 10 dominoes. One domino that is left over is placed in the middle.
2. Player 1 places one of his or her dominoes next to the domino that is in the middle. It must be either TWO MORE or TWO LESS than the other domino.

Example: If there is a 3 domino down, you must put down either a 1 (because that is 2 less than 3) or a 5 (because that is 2 more than 3).

Keep playing until one player runs out of dominos. Mix the dominoes up and play again.

## 50 Wins

*Skill: Place value (trading ones for tens)*

*Materials: Place value blocks, die with directions on it*

1. Players take turns rolling the die and doing what it says. Each time a player gets 10 ones, he or she must trade the ones in for a ten.

Keep playing until someone gets 50. Begin again if you have time.

## **Mystery Number**

*Skill: Number Sense, Problem Solving*

*Materials: 2 hundreds boards, 2 dry erase markers, eraser*

1. Player 1 chooses a mystery number and circles it on his or her hundreds board but does not let Player 2 see it.
2. Player 2 then asks questions to try to figure out the mystery number. She or he crosses off any numbers that could not be the mystery number.

Good questions to ask.....Is the mystery number:

-Less than \_\_\_\_?

-More than \_\_\_\_?

-Even or odd?

-A number you would say if you skip counted by 2? (or 5, or 10)

-Between \_\_\_\_ and \_\_\_\_?

3. When Player 2 figures out the mystery number, both players erase their boards and switch roles.

Keep playing until time is up.

## **CHOP**

*Skill: Fact families*

*Materials: snap cubes*

1. Player 1 is the Chopper and counts the cubes out loud as she or he snaps them together.
2. The Chopper then breaks the cube stack in half. He or she puts one half in the right hand and one half in the left hand.
3. The Chopper puts his or her hands behind his or her back.
4. Player 2 picks a hand for the Chopper to show. Player 2 must figure out how many cubes are in the other hand that is not showing.

Example: If there are 10 cubes and the Chopper is showing 9 in one hand, there must be 1 cube in the other hand because  $9+1=10$ .

5. Take turns being the Chopper and guessing how many cubes are hiding.

Keep playing until time is up.



## **FACTO**

*Skill: Addition and subtraction facts*

*Materials: 1 FACTO board, 2 dice, counters*

1. Each player chooses whether to use the yellow or red side of the counters.
2. Take turns rolling the dice and combining the two numbers together to make a new number. You can add or subtract the numbers.

Example: If you roll 4 and 2, you can add  $4+2=6$  or subtract  $4-2=2$ .

3. Decide which number you will make and cover it on your board. If the only numbers you can make have already been covered on your board, your turn is over.
4. Be sure to cover the number using your color counter. If you make a mistake in your addition or subtraction, the other player can flip the counter over and put it on his or her color.

Keep playing until someone has covered 4 in a row. If the whole board is filled, the person with the most counters on the board wins. Play again if you have time.

## **Speed**

*Skill: Addition facts*

*Materials: 2 dice, paper and pencil to keep score*

1. Each player rolls a die at the same time.
2. The first player to correctly add the two dice together gets a point

Keep playing until time is up. The person with the most points wins.

## **Memory**

*Skill: Addition and subtraction facts*

*Materials: memory cards*

1. Lay all of the cards face down in NEAT ROWS.
2. Take turns flipping over the cards. Try to match each problem with its answer.
3. When you make a match, take the two matching cards out and have a second turn.
4. Keep playing until no more cards are left.

The player with the most cards wins. You may play again until time is up.