

**POP-IN MATH
NIGHT**



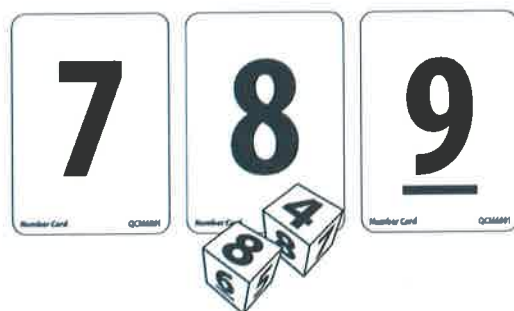
**2ND GRADE
AT-HOME GAMES**





Work Place Instructions 1K Turn Them Over

- 1 Each pair of students shares two dice. Each student gets his own set of Number Cards.
- 2 Each student places his own cards face up, in order from 1 to 10.
- 3 Students take turns rolling the two dice, adding the numbers on the dice, and then turning over two or more of his cards that have that sum.
 - For example, if a student rolled a 4 and 9, the sum is 13. That student could turn over any combination of cards with a sum of 13, for example, the 6 and 7 cards, or the 6, 4, and 3 cards.
 - If a student gets a sum and cannot make it with his cards, he loses that turn.



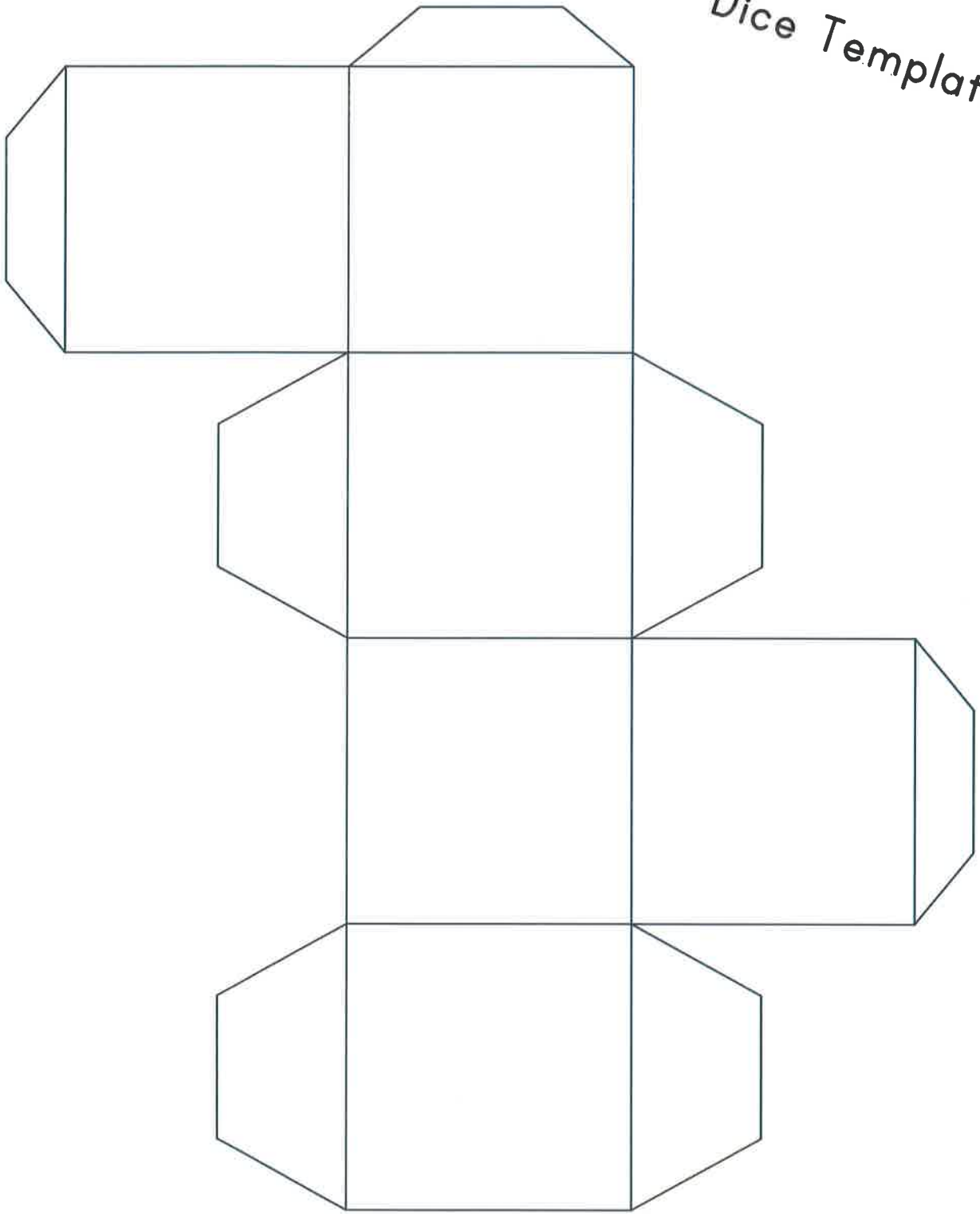
The player has rolled a 12 and cannot make that total with the remaining cards.

- 4 Play continues until one student has turned over all of his cards or both students are unable to use their remaining cards to make any sums.
- 5 The first student to turn over all of his cards wins. If both students got stuck, each student finds the sum of his remaining cards. The student with the lowest sum wins.

Game Variation

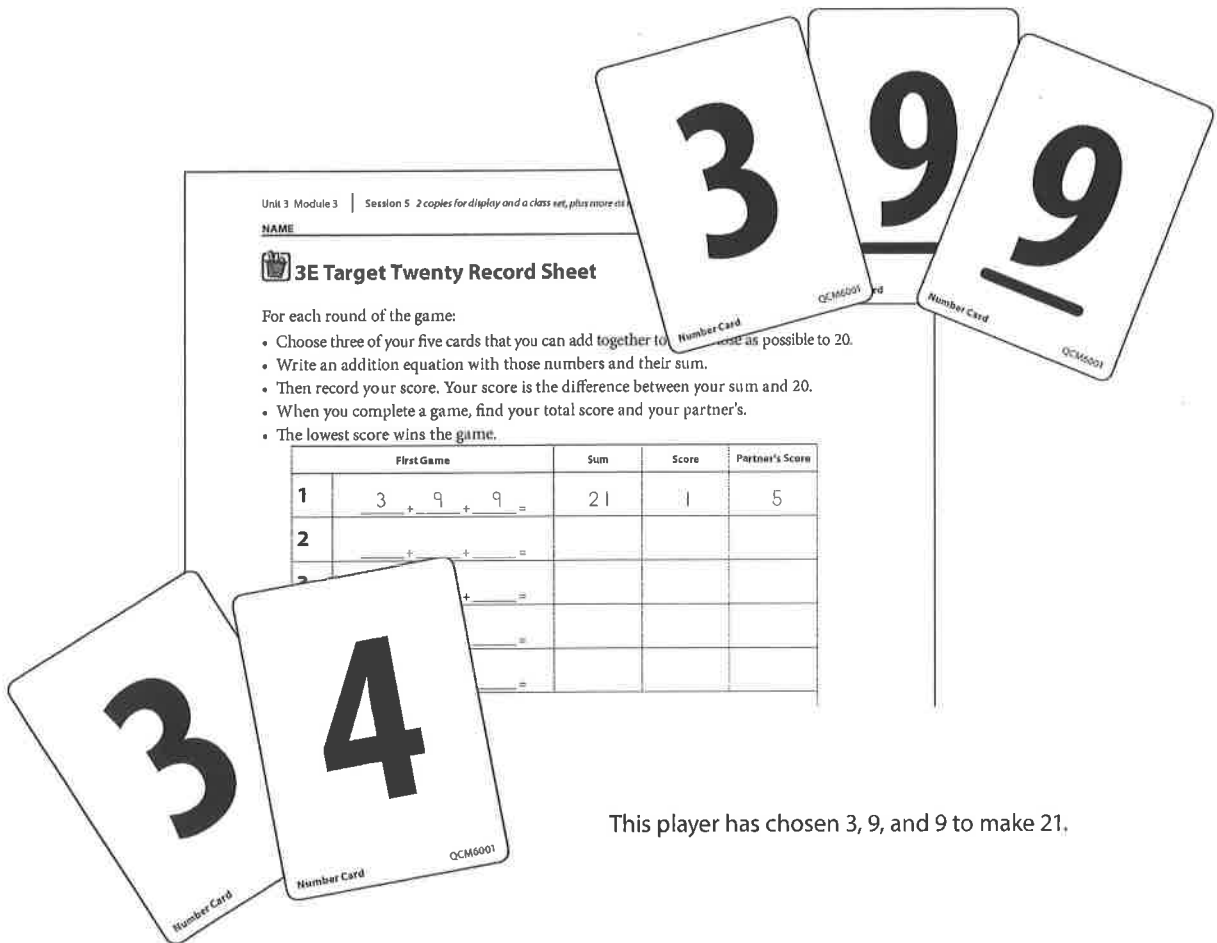
- A A Students use two 1–6 dice to work with facts to 12.

Dice Template



Work Place Instructions 3E Target Twenty

- 1 Players need a deck of cards, 2 Target Twenty Record Sheets, and pencils.
- 2 Players work together to shuffle the deck of cards, then put them in a pile face-down between them.
- 3 Players take turns drawing cards from the deck until both of them have 5 cards.
- 4 Players each choose three of their cards to add together. The target sum is 20, so they should choose the 3 numbers that will make a sum as close to 20 as possible, either under or over. (For example, if a player had the cards 3, 3, 4, 9, and 9, he could make $4 + 9 + 9 = 22$ or $3 + 9 + 9 = 21$. He would choose $3 + 9 + 9$ because 21 is closer to the target, 20, than 22.)
- 5 Players each write an addition equation with their numbers and their sum on the record sheet. They may use their number racks to help find the sums if they like.
- 6 Players double-check each other's work.
- 7 Players figure out their scores by finding the difference between their sum and 20. (For example, a sum of 16 has a score of 4; a sum of 27 has a score of 7; a sum of 20 has a score of 0.)
- 8 Players each record their score and their partner's score on their record sheet.



Unit 3 Module 3 | Session 5 2 copies for display and a class set, plus more...

NAME _____

3E Target Twenty Record Sheet

For each round of the game:

- Choose three of your five cards that you can add together to make a sum as close to 20 as possible to 20.
- Write an addition equation with those numbers and their sum.
- Then record your score. Your score is the difference between your sum and 20.
- When you complete a game, find your total score and your partner's.
- The lowest score wins the game.

	First Game	Sum	Score	Partner's Score
1	$3 + 9 + 9 =$	21	1	5
2	$+$			
3	$+$			
	$=$			
	$=$			

This player has chosen 3, 9, and 9 to make 21.

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Work Place Instructions 3E Target Twenty

- 9 Players put the used cards face-up in a discard stack and then take turns drawing 3 new cards from the deck so they each have 5 again.
- 10 Players continue taking turns until they have each played five rounds of the game.
- 11 Each player adds his or her scores to determine the winner. The lowest score wins the game.

Game Variations

- A Players use the wild cards to play the game. A wild card can be any numeral (1 to 9) they want it to be. If players use a wild card, they put a star above the numeral made from the wild card in the equation on their record sheet.

NAME _____

DATE _____

**3E Target Twenty Record Sheet**

For each round of the game:

- Choose three of your five cards that you can add together to get as close as possible to 20.
- Write an addition equation with those numbers and their sum.
- Then record your score. Your score is the difference between your sum and 20.
- When you complete a game, find your total score and your partner's.
- The lowest score wins the game.

	First Game	Sum	Score	Partner's Score
1	_____ + _____ + _____ =			
2	_____ + _____ + _____ =			
3	_____ + _____ + _____ =			
4	_____ + _____ + _____ =			
5	_____ + _____ + _____ =			
My Final Score _____		My Partner's Final Score _____		

	Second Game	Sum	Score	Partner's Score
1	_____ + _____ + _____ =			
2	_____ + _____ + _____ =			
3	_____ + _____ + _____ =			
4	_____ + _____ + _____ =			
5	_____ + _____ + _____ =			
My Final Score _____		My Partner's Final Score _____		

0

Number Card

QCM6001

1

Number Card

QCM6001

2

Number Card

QCM6001

3

Number Card

QCM6001

4

Number Card

QCM6001

5

Number Card

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7

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8

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9

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QCM6001

10

Number Card

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WILD
CARD

Number Card

QCM6001

0

Number Card

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1

Number Card

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2

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WILD
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WILD
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**WILD
CARD**

Number Card

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