July

The attached 10 Frame can be used to help students with their combinations to 10 if needed.

Week 1	Take 10 pennies. Put some in one hand and the rest in the other hand. Show 1 hand and ask your partner to figure out how many are hiding. Explain your strategy. Switch.	Use sidewalk chalk to write all the numbers that you can in order. (Use paper and pencil if you do not have chalk.)	Practice your (+) fact cards with someone. Make "Facts I Know" and "Facts I Still Need to Work On" piles. Which facts do you still need to work on? Write these in your journal.	Guess how many jumping jacks you can do in 2 minutes. Then have an adult time you. Count while you jump. Was your estimate close?	Play "Close to 10". Directions and number cards attached. Try to find combinations using more than 2 cards. Write your combinations.
Week 2	Play "Tens Go Fish". Directions and cards attached. Write your combinations down in your journal.	How many ways can you make 25¢ using pennies, nickels and dimes? Record your combinations using the correct symbols.	Read a math book. Draw a picture of your favorite part. Be sure your picture includes math!	Play "Five-in-a-Row with Three Cards". Directions, cards and game board attached. Write your combinations in your journal.	Jump Rope/Jumping Jacks to 120. Count by ones. Then count by tens. Can you do it by counting backwards?
Week 3	Today's Number: 9 Make 9 by: - adding 2 numbers - subtracting 2 numbers - adding 3 numbers	Play "Missing Numbers". Directions and cards are attached. Write down your favorite number combinations.	What time do you get up in the morning? What time you eat lunch? What time you go to bed? Draw a picture of the clock to the nearest hour or half hour for each.	Practice your (-) fact cards with someone. Make "Facts I Know" and "Facts I Still Need to Work On" piles. Which facts do you still need to work on? Write these in your journal.	Sara saw 13 hummingbirds around a flower. 4 more hummingbirds came along. How many are buzzing around the flower now? How do you know?
Week 4	Grab a handful of objects (marbles, pennies, pasta, etc). Guess how many there are. Count the objects. Were you close to your estimate?	Find 5 things that are less than 12 inches and 5 things that are longer than 12 inches. Draw them all in your journal and label the inches.	Play "Make 10". Directions and cards attached. Explain your strategies. Write your combinations in your journal.	Using the 120 chart attached, one person covers 5-10 numbers with pennies. The other person figures out which numbers are missing. How did you know? Record the numbers in your	What are all the addition sentences that equal 10? Draw pictures and write equations to explain your combinations.

August

The attached 10 Frame can be used to help students with their combinations to 10 if needed.

Week 1	Using a calendar, count the number of days there are until school starts. How many are there?	Fill in the missing number(s): __, __, 27, 28 32, __, 30, __ 51, __, 53 __, 100, __, 102 120, __, __, 117	Today's Number: 12 Make 12 by: - adding 2 numbers - subtracting 2 numbers - adding 3 numbers.	Practice your (+) fact cards with someone. Make "Facts I Know" and "Facts I Still Need to Work On" piles. Which facts do you still need to work on? Write these in your journal.	Play "5-in-a-Row". Write down number sentences for your combinations.
Week 2	Practice your (-) fact cards with someone. Make "Facts I Know" and "Facts I Still Need to Work On" piles. Which facts do you still need to work on? Write these in your journal.	Count forwards starting at: 8... 17... 30... 45... Etc...	Play "10s Go Fish". Write down your number combinations.	Find 5 on the 120 chart. Count up by 10s. Pick another number. Try it again. Can you do it backwards?	Read another math book. Draw a picture of your favorite part. Be sure your picture includes math!
Week 3	Play "Make 10". Directions and cards attached. Write your combinations in your journal.	Take 10 pennies. Put some in one hand and the rest in the other hand. Show 1 hand and ask your partner to figure out how many are hiding. Explain your strategy. Switch.	In your journal, draw a picture to represent the number sentence 25 + 6 = ___. Solve it.	Play Quick Images with a partner.	Ask 5 people their phone numbers. Add the digits of each phone number together. Whose phone number has the largest value?
Week 4	Make a calendar for the week. Record the temperature each day. At the end of the week, compare your weather with the weather in another state.	Play one of the other games listed (checkers, go fish, etc) What mathematics did you use?	Play "Close to 10" Try to find combinations using more than 2 cards. Write your combinations.	Hold an ice cube in your hand. Estimate how long it will take to melt. Count by 1s. Were you close to your estimate?	Sit outside and use tally marks to record how many birds you see in ten minutes. An adult can time you. Practice reading the tallies by 5s and 1s. How many did you see?

Early Numeracy Math Apps

		What Parents Need To Know About The App:
	Okta's Rescue Price: FREE! Skill: Counting	You can adjust your child's level to fit their individual needs. Level 1: Target shown, 30 sec limit, and target range of 1–6 Level 3: Target hidden, 60 sec limit, and target range of 1–18 Level 2: Target hidden, 45 sec limit, and target range of 1–12 Select Oktas to save them. You can either draw a curve around them or click them individually. Once you think you've collected the right number, click the chute to send them to a new ocean. Keep collecting as many as you can until the timer runs out.
	Pattern Sets Price: $.99 Skill: Recognizing Patterns	Clicking on "Options" lets you choose the pattern type and the amount of time each pattern FLASHES! The options reset every time the app is exited. Please be careful when you choose a range for your child. If a child is not successful with patterns 1-5, he/she is not yet ready for higher pattern sets. TIP: This is a great app to develop math talk! Ask your child how he/she saw each amount.
	Math Concentration Price: FREE! Skill: Equivalent Representations	Children can play by themselves or against a friend by matching whole numbers, shapes, etc. to equivalent representations. Practice with the clear panes or step up the challenge with the windows closed. How many socks can you win? This app was developed for children in grades preK–5 by Illuminations. It is also available as an online activity along with many other free math resources for children at http://illuminations.nctm.org Kindergarteners and First Graders should stick to the number and shape levels.
	Ah Chute Price: $.99 Skill: Basic Counting	A game designed to promote basic counting and number recognition. Ah Chute also helps children begin to organize numbers into groups of 5 and recognize "5 families" (e.g. 1 & 4, 2 & 3, 1 & 2 & 2, etc.). Players press a Roll 'em button to find out how many chips to play. Then, the players take turns dragging chips from their stack of tiles to their oval holding areas. After both players have moved their chips to the holding area, the top will come off the chutes. Players then drag the chips to the top of the chutes and drop them. Game includes an option to use multi-value chips. The goal is to have your chip be on the top of the chutes. The player with the most chips at the top of a chute wins.
	Missing Numbers Price: $1.99 Skill: Problem Solving	This app has GREAT "Teacher Notes" that parents will also love. Missing Numbers introduces problem solving skills to young students. Problem solving can and should be introduced at this early stage, so that young students can begin to demonstrate mathematical 'talk', through discussion of different ways to solve problems and metacognition. Missing Numbers focuses on problems involving addition and subtraction. Initially students solve problems through counting all the objects visible or through partitioning or segregation and counting all the objects given. Missing Numbers encourages students to use more sophisticated strategies such as counting backward and counting on.

Early Numeracy Math Apps

		What Parents Need To Know About The App:
	Bugs & Numbers Price: $2.99 Skill: Varies	Bugs and Numbers provides an extensive collection of unique games dedicated to learning and practicing a wide range of math skills in a non-traditional way. Organized into three basic stages, the app grows with your child through 18 games ranging from basic counting to early fractions. Designed around a bug city, each game is crafted for a basic set of math skills with an eccentric and fun parallel to our own society. Parent supervision is not required. The app is not customizable, however, you can choose which game you would like your child to play by clicking explore instead of start. Children may not realize it's a math game :)
	Hungry Guppy Price: $3.99 Skill: Early Addition	Hungry Guppy has an awesome Parent Guide that helps you customize the app for your child. • In the Dots levels, young children who don't yet know number symbols can practice addition. They'll learn, for example, that ● + ●● makes ●●●. • In the Mixed levels, kids will learn number symbols. For example, ●●● and 3 have the same meaning, even if the dots are in a different alignment or in funny colors. • In the Numbers levels, learners can practice adding numbers up to 5, seeing the many different ways to make a sum.
	Hungry Fish Price: Free or $7.99 Pro Version Skill: Addition	Hungry Fish has a Parent Guide that helps you customize the app for your child. Most addition games teach in the form 3 + 4 = __; Hungry Fish challenges players to find different ways to make a 7 (1+6, 2+5, 3+2+2, etc.). There are 18 levels of challenge (for 4-year-olds to adults) (but only in the pro-version) and bonuses to customize your fish with new colors and fins. Some learning goals are: • To develop fast, agile mental arithmetic • To learn there are multiple paths to add up to every sum • To build automaticity in adding and subtracting numbers
	Counting Caterpillar Price: $1.99 Skill: Counting	Curriculum based counting practice covers counting in ones to 100, and skip counting in intervals of 2, 5, and 10. The hard level offers revision of these counting techniques in a random selection to challenge comprehension and memory skill The repetitive rhythm of the counting process is highlighted by the action of game. The concept of numbers is represented in various ways, including the characters, the voiceover, and by the actual segments on the caterpillar. A fun way to encourage young ones to count all the way to 100 and to introduce interval counting.
	Domino Addition Price: $1.99 Skill: Early Addition	Little Monkey Apps Dominoes Addition builds upon early subitising skills (recognizing number patterns) and extends this into early addition skills. Dominoes are used to teach basic sums, fill the gap sums and equal sums (equations) using the familiar dot pattern found on dominoes. Little Monkey Apps Dominoes Addition compliments the use of hands on experiences for modeling addition problems in a familiar visual format for young mathematicians. This app has a GREAT "Teacher Note" section that parents will also love. If your child enjoys this app (and Missing Numbers from above), you may want to check out more apps by Aleesha Kondys of Little Monkey Apps!

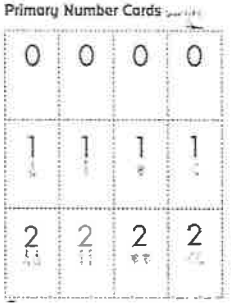
Early Numeracy Math Apps

		What Parents Need To Know About The App:
	Making Sums Price: FREE! Skill: Structuring Numbers	There are two modes provided to support your child as they play the game. The first mode uses a picture of a grid in which apples are placed and both apples and blank spaces can easily be counted. The goal is to choose a pair of numbers that cause all of the un-shaded spaces to be filled with apples. This mode is appropriate for Kindergarteners and First Graders. The focus should always be on sense-making and accuracy before speed. Ask your child to explain how they know what the other number should be and what strategies they are using. Remember that this game is not intended to replace instruction – but rather to supplement it with a self-paced activity to support mastery and fluency.
	Tric-Trac Price: $1.99 Skill: Addition	This is a two-player game, so YOU can play with your child. Players take turns rolling two dice, finding their sum, and then matching the sum to one or more numbers in their hand. Every match eliminates that number or numbers from a player's hand and reduces their score. Players try to eliminate all the numbers in their hand. Play continues until no more sums from the dice can be matched to a number or numbers in a player's hand. The player with the lowest score wins the game! There is a full tutorial available and a guided play option. With Tric-Trac, children practice basic addition facts and number composition.
	Top-It (Addition) Price: $1.99 Skill: Several	This is another two-player game from Everyday Mathematics, so YOU can play with your child. Players take turns drawing two cards, finding their sums, and then comparing the sums. Players score points for correctly finding their sum, identifying the greater sum, and for having the greater sum. The player with the most points at the end of 8 rounds wins! There is a full tutorial available and a guided play option. With Top-It Addition, children practice basic addition facts and number comparisons Like it? Try **Top-It Subtraction** for $1.99
	The Math Tree Price: $.99 Skill: Addition & Subtraction	Add and subtract bluebirds, doves, plums, peaches and more in this captivating introduction to addition, subtraction, and numerical equations. The hands-on, count-as-you go approach is a natural extension of early counting skills, presented with powerful simplicity. Actively tapping and moving items to and from the tree is an engaging way to assist a child's progress from basic counting to simple addition and subtraction using numbers from zero to ten. As the task is completed, the numerical equation is highlighted piece by piece, demonstrating the relationship between the parts. Supervision is not required since the The Math Tree is not customizable. It plays like a story book.
	Counting Ants Math Adventure Price: $1.99 Skill: Counting & Equality	This educational game for 6-12 year olds features seven unique play modes that let kids play while practicing a variety of skills including counting, addition, subtraction, multiplication, division, equality and other advanced concepts like prime numbers. Kindergarteners and First Graders will enjoy the **COUNTING**, **EQUALITY**, and **INEQUALITY** levels. Counting Ants Math Adventure includes 100 different levels and includes Game Center integration. This game plays arcade style. Kids LOVE it!!!

Early Numeracy Math Apps

		What Parents Need To Know About The App:
	Math Bingo Price: $.99 Skill: Addition & Subtraction	There are five different games in Math Bingo: Addition, Subtraction, Multiplication, Division and Mixed. There are three levels of game play in Math Bingo: easy, medium, and hard. Players will be prompted to select a game type and level before game play. Addition and Subtraction are developmentally appropriate for First Graders. Stick to Addition for Kindergarteners. The object of Math Bingo is to get a pattern of five Bingo Bugs in a row by correctly answering math problems. Math problems are presented at the top of the game screen. Feedback is presented at the bottom of the game screen. Correct solutions to problems answered incorrectly will be displayed. Bingo Bugs are the reward. Kids LOVE the Bingo Bugs!
	Love to Count Price: $3.99 Skill: Varies	Love to Count by Pirate Trio helps teach and perfect such skills as: knowing the sequence of numbers from 1 to 10, counting forward and back, understanding the relationship between numbers (1,2,3…) and ordinals (first, second, third…), adding and subtracting, making 10, learning halves, quarters and thirds; recognition of symmetrical division, and recognizing left from right. Parents are provided with a tracking screen which is helpful for evaluating child's progress. Love to Count by Pirate Trio aims to encourage your child to discover and understand maths, rather than learn it by heart.
	Animals Math Balance Price: $.99 Skill: Equality	The game shows kids the concept of numbers using the imagery of a balance scale. There is no single right answer to a Math Balance problem: you can use any combination of numbers to make the scales even. Encourage your child to try different combinations. (2+5=7, 1+2+4=7, 6+1=7, etc) The game can be played over and over again! Parent supervision/set-up is not required.
	Deep Sea Duel Price: FREE! Skill: Making Sums	Okta challenges you to a duel! That crazy octopus wants to play you in a game where the first person to choose cards with a specified sum wins. You can customize how many cards, what types of numbers, and Okta's level of strategy. For the 9-card game, the first player to choose three cards with the target sum is the winner. In the 9-card game, if you choose 5, 1, 4, 7, and 6, and the target sum is 15, you would win because 5+4+6=15. For the 16-card game, the first player to choose four cards with the target sum is the winner. The cards don't have to be chosen in order. Parent supervision is recommended. This is a great game to help develop math talk with your child.
	Sums Stacker Price: $1.99 Skill: Problem Solving	Sums Stacker is a "Math Doodles" challenge that provides plenty of addition and subtraction practice, within a recreational math setting. The mathematical puzzle allows children to play with different representations of numbers, while developing their number sense to create strategies to help them solve problems. There are two modes of play, solve and race, and two difficulty levels. This is a great challenge activity for young children. It is recommended that parents take a tour of the app before passing it on to their child. It may even be a challenge for some adults :)

5-in-a-Row with Three Cards



You need

- Deck of Primary Number Cards (without Wild Cards)
- 20 counters
- Game Board

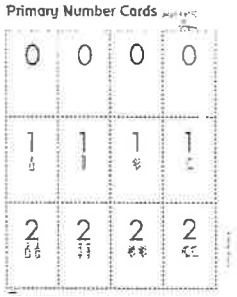
Play with a partner.

1. Turn over the top 3 cards.
2. Player 1 chooses a sum to cover on the game board. Choose any sum you can make with 2 of the numbers.
   3 + 7 =10 7 + 1 =8 3 + 1 =4
3. Turn over 2 more cards. Player 2 chooses a sum to cover on the game board.
4. Keep playing. If all the sums are covered, pick 3 new cards.
5. The game is over when all of the numbers in one row are covered. The numbers can go across, down or diagonal.

More Ways to Play

- Play with different game boards.
- Play with the Wild Cards. A Wild Card can be any number.
- Turn over 5 cards. Choose any sum you can make with 2 of the numbers.

Make 10



You need

- A deck of Primary Cards (attached)
- Math journal

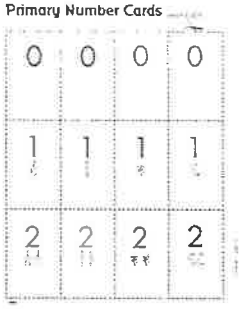
Play with a partner

1. Deal 4 rows of five cards, with the numbers showing.
2. Player 1 finds 2 cards that make 10. Player 1 takes the cards and records the combination.
3. Replace the 2 missing cards from the deck.
4. Player 2 finds two cards that make 10. Player 2 takes the cards and records the combination.
5. Replace the missing cards.
6. Keep taking turns finding 2 cards that make 10 and recording.
7. The game is over when there are no more cards left or no more cards that make 10.

More ways to play

- Play with the Wild Cards. A Wild Card can be any number.
- Replace the cards only when there are no more combinations to 10.
- Find more than two cards that make 10.

Close to 10



You need

- Deck of Primary Cards
- Math journal (attached)
- Counters

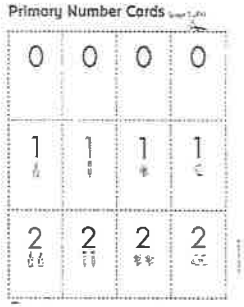
Play with a partner.

1. Deal 5 cards to each player.
2. Take turns. On each turn:
   - Choose 2 cards that make a total as close to 10 as possible.
   - Record the total of the 2 cards, and your score. Your score is the difference between your total and 10.
   - Take that many cubes.
     (3 + 5 = 8, so I take 2 counters)
   - Put those cards aside and take 2 new cards.
3. Write the sum in your journal.
4. The game is over when each player has 5 turns.
5. Your score is the number of counters you have. The person with the lowest score wins!

More Ways to Play

- Play with Wild Cards. A Wild Card can be any number.
- Play Close to 20. Use 3 cards to make the sum instead of 2.

10s Go Fish



You need

- deck of Primary Number Cards
- math journal

Play with a partner. Work together.

1. Each player is dealt 10 cards from the Primary Number Card deck.
2. Each player looks for pairs from his or her cards that make 10. Players put down the pairs of cards that make 10 and they draw new cards from the Primary Number Card deck.
3. Players take turns asking each other for a card that will make 10 with a card in their own hands. If a player gets the card, he or she puts the pair down and picks a new card from the deck.

   If a player does not get the card he/she needs, the player must "Go Fish" and pick a new card from the deck. If the new card from the deck is what the player asked for, he or she puts the pair of cards that make 10 down and takes another card.

   If a player runs out of cards, the player picks two new cards.

   A player's turn is over when no more pairs can be made that make 10.
4. The game is over when there are no more cards.
5. At the end of the game, players record their combinations of 10.

Quick Images

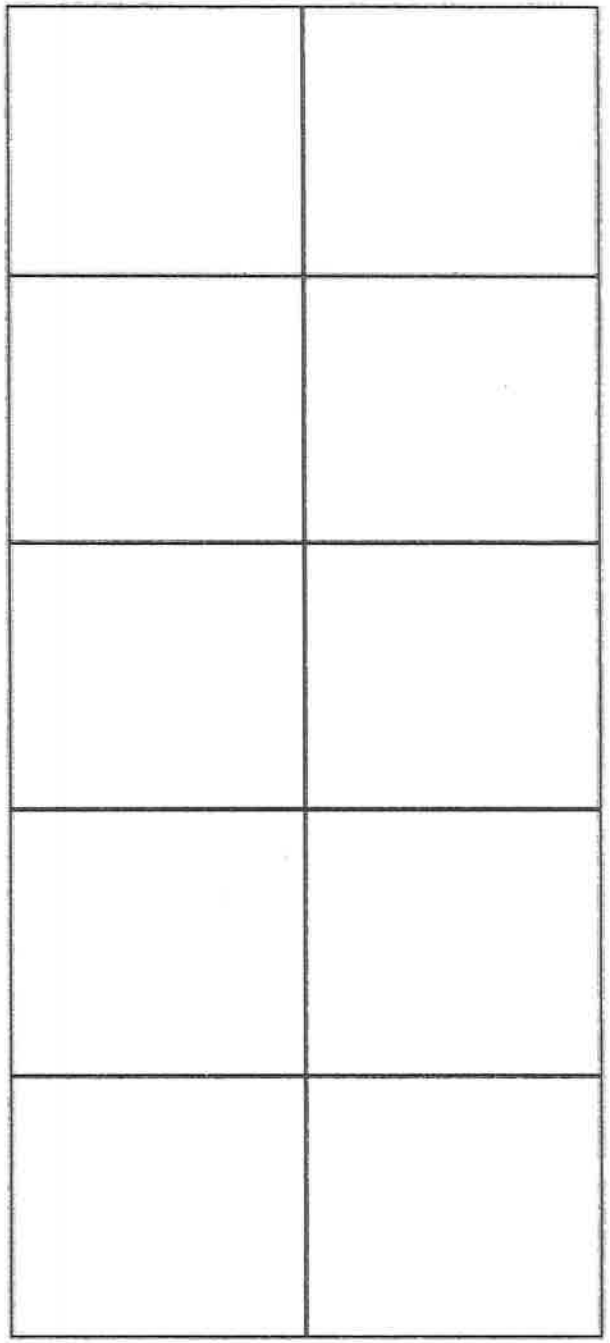
You need

- Quick Image cards
- Cut out the cards

Play with a partner.

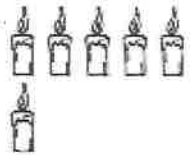
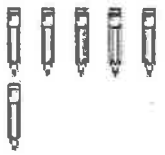
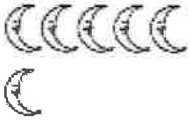
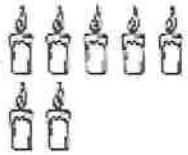
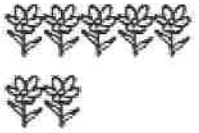
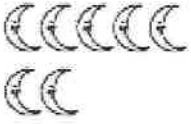
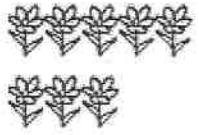
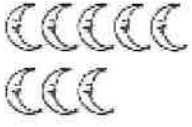
1. Player 1 shuffles the cards.
2. Player 1 turns a card over and shows it for about 3-5 seconds.
3. Player 2 says how many there are WITHOUT counting.
4. Player 2 explains how they know (i.e., all the top row was filled. I know that's 5.)
5. Repeat.

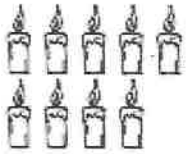
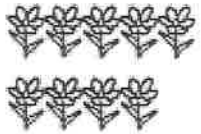
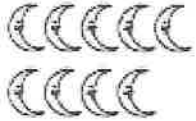
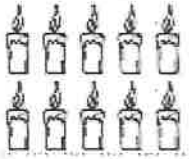
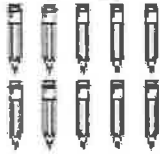
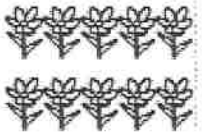
Ten-Frame



Primary Number Cards

0	0	0	0	3 	3 	3 	3 
1 	1 	1 	1 	4 	4 	4 	4 
2 	2 	2 	2 	5 	5 	5 	5 

6 	6 	6 	6 
7 	7 	7 	7 
8 	8 	8 	8 

9 	9 	9 	9 
10 	10 	10 	10 
Wild Card	Wild Card	Wild Card	Wild Card

Hundreds Chart
1-120

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

Five-in-a-Row Gameboard A

2	3	4	5	6
6	7	7	8	9
10	11	12	11	10
9	8	7	7	6
6	5	4	3	2

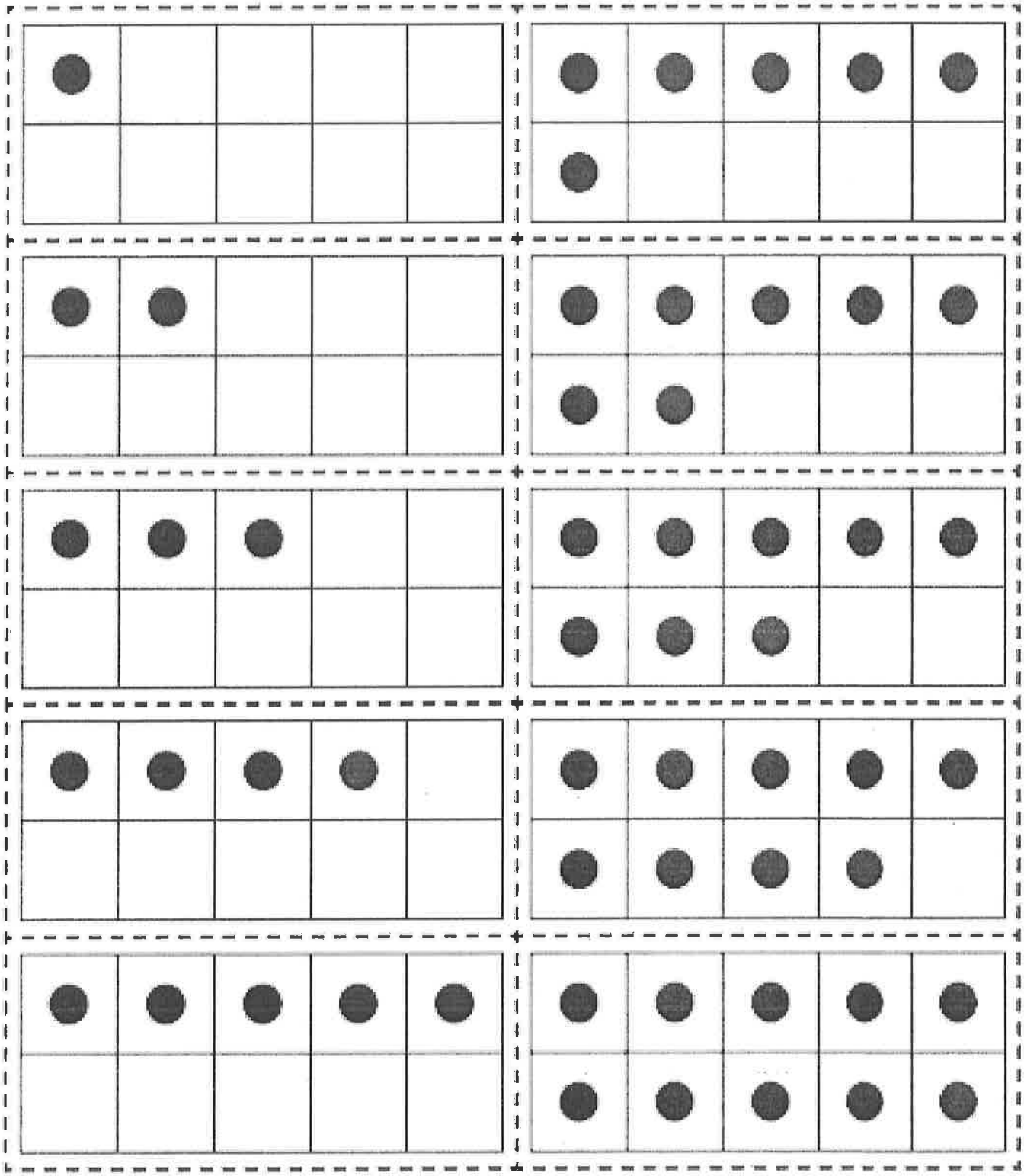
Five-in-a-Row Gameboard B

12	11	10	9	8
7	7	6	5	4
3	2	2	3	4
5	6	6	7	7
8	9	10	11	12

Five-in-a-Row Gameboard C

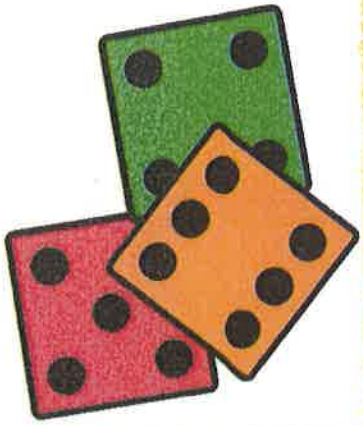
2	2	3	3	4
4	5	5	6	6
6	7	7	7	7
8	8	9	9	10
10	11	11	12	12

Quick Images: Ten-Frames



Dice Games

Created by Lacey Yates
Wild About Teaching!



Number Graphing

- Single dice game
- Meant to assist with number identification
- Students roll the dice and color in the graph.

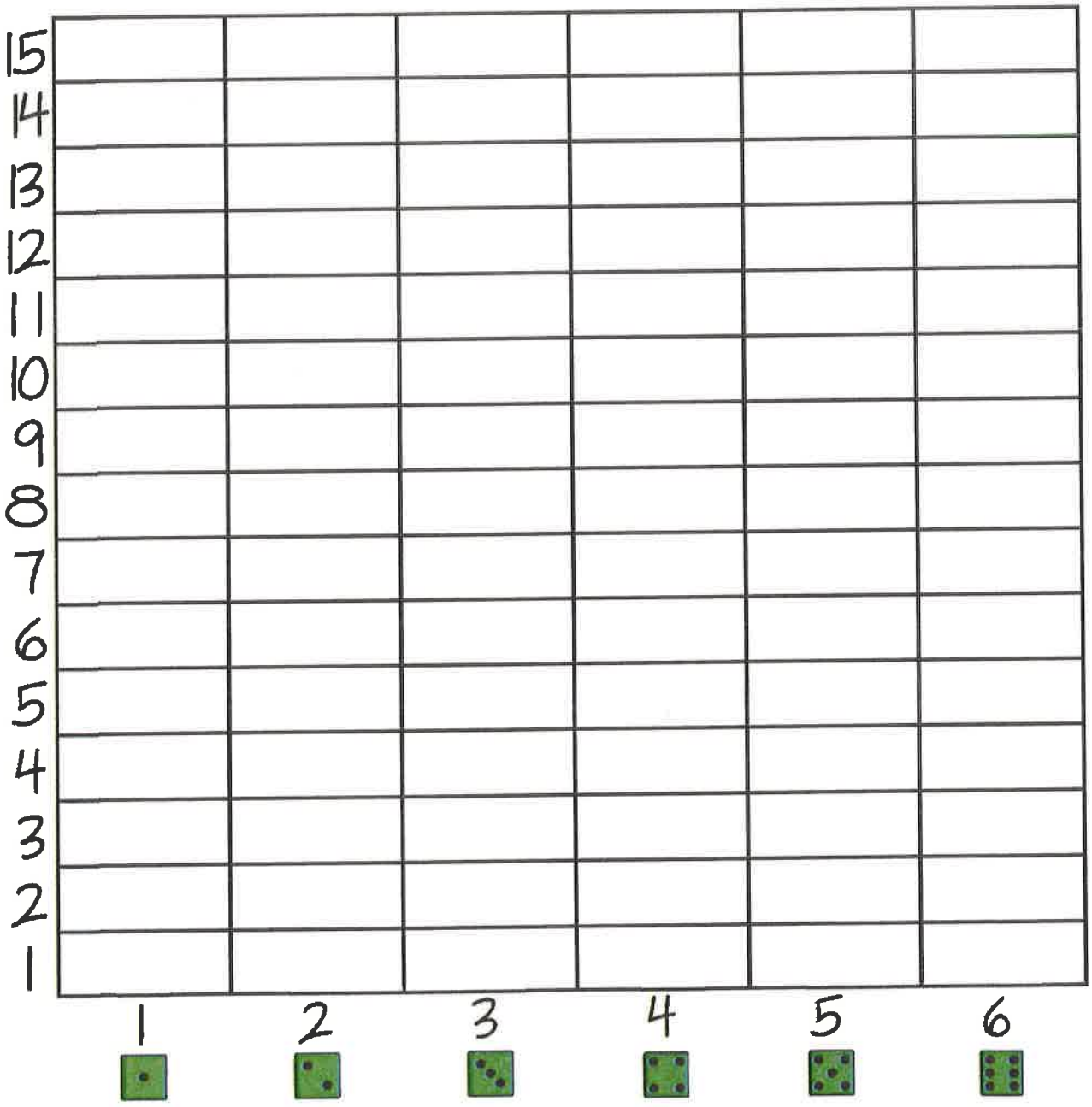
K

Name: _____

Number Graphing

Roll the dice.

Color in the corresponding box.



Which number did you roll the **most**? _____

Which number did you roll the **least**? _____

Race to.....

- Can use single dice, multiple dice or dice-in-dice
- Students roll the dice and color in the chart.
- You can incorporate addition by using multiple dice or dice-in-dice and having students add the dice before coloring in the chart.

K-2

Name: _____

Race to 20!

Roll the dice.
Color in the corresponding box.

Start

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Finish!

Name: _____

Race to 20!

Roll the dice.
Color in the corresponding box.

Start

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Finish!

© L. Yates

Name: _____

Race to 50!

Roll the dice. Color.

Start

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

Finish!

Name: _____

Race to 50!

Roll the dice. Color.

Start

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

Finish!

© L. Yates

Name: _____

Race to 100!

Roll the dice.

Color in the corresponding box.

Start

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Finish!

Before and After

- Meant for use with single dice
- Meant to reinforce number order
- Students roll the dice, write the number in the box and then write the number that comes before and the number that comes after.

*For a challenge, use 2-3 dice

Name: _____

Before and After

Roll the dice.
Write the number in the box.
Write the number that comes BEFORE and
the number that comes AFTER.

1. ____ ☐ ____

2. ____ ☐ ____

3. ____ ☐ ____

4. ____ ☐ ____

5. ____ ☐ ____

6. ____ ☐ ____

7. ____ ☐ ____

8. ____ ☐ ____

9. ____ ☐ ____

10. ____ ☐ ____

More or Less?

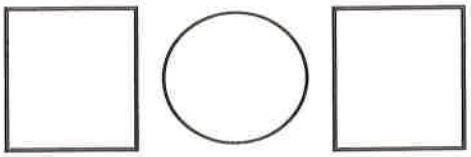
- Can be used with single dice, multiple dice, or dice-in-dice.
- Students roll the dice (twice if using one die) and write the two numbers in the boxes.
- Students then identify whether the expression is made true by a > (greater than), < (less than), or = (equal to) sign.

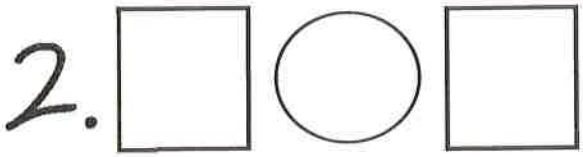
K-2

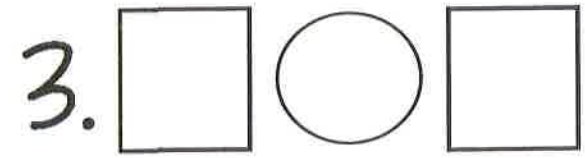
Name: _____

more or less?

Roll the dice.
Write the number in the first box.
Roll the dice again and write it in the second box.
In the circle, write < , > , or =.

1. 

2. 

3. 

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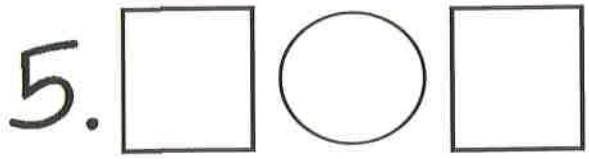
5. 

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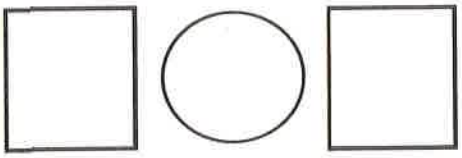
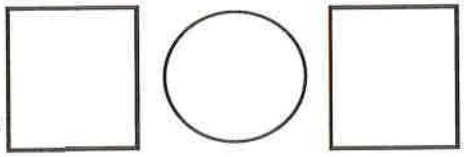
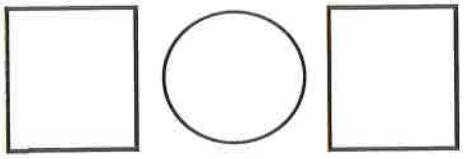
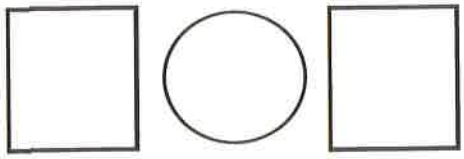
7. 

8. 

9. 

10. 

Add it Up!

- Can be used with single dice, multiple dice, or dice-in-dice.
- Students roll the dice (twice if using one die) and write the two numbers in the boxes.
- Students then add the numbers and write the sum on the line.

K-2

Name: _____

Add it Up!

1. ☐ + ☐ = ____

2. ☐ + ☐ = ____

3. ☐ + ☐ = ____

4. ☐ + ☐ = ____

5. ☐ + ☐ = ____

6. ☐ + ☐ = ____

Take it Away!

- Can be used with single dice, multiple dice, or dice-in-dice.
- Students roll the dice (twice if using one die) and write the two numbers in the boxes.
  - -This requires students to identify which number is bigger first. Be sure that students write the bigger number in the first box.
- Students then subtract the numbers and write the answer on the line.

K-2

Name: _____

Take it AwAy!

1. ☐ - ☐ = ____

2. ☐ - ☐ = ____

3. ☐ - ☐ = ____

4. ☐ - ☐ = ____

5. ☐ - ☐ = ____

6. ☐ - ☐ = ____

A Collection of Math Games

Acing Math

(One Deck At A Time!)

PEP

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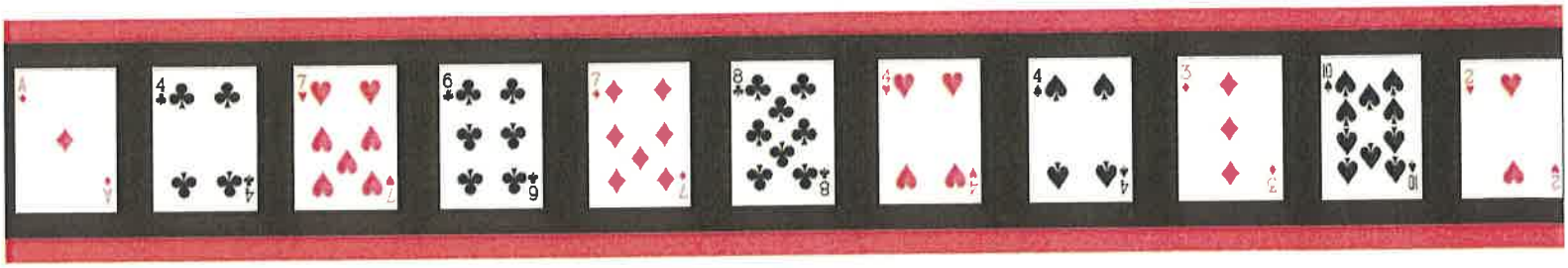


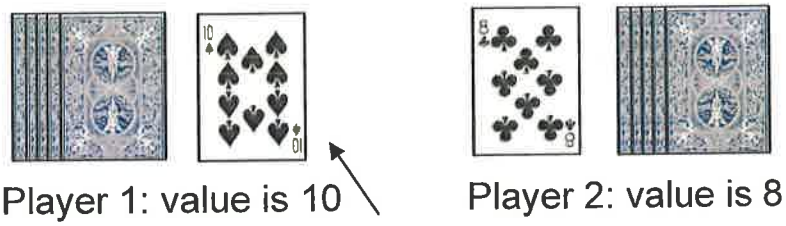
Number Battle (Grades K - 3)

Players: Groups of two

Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11 (teacher decides)

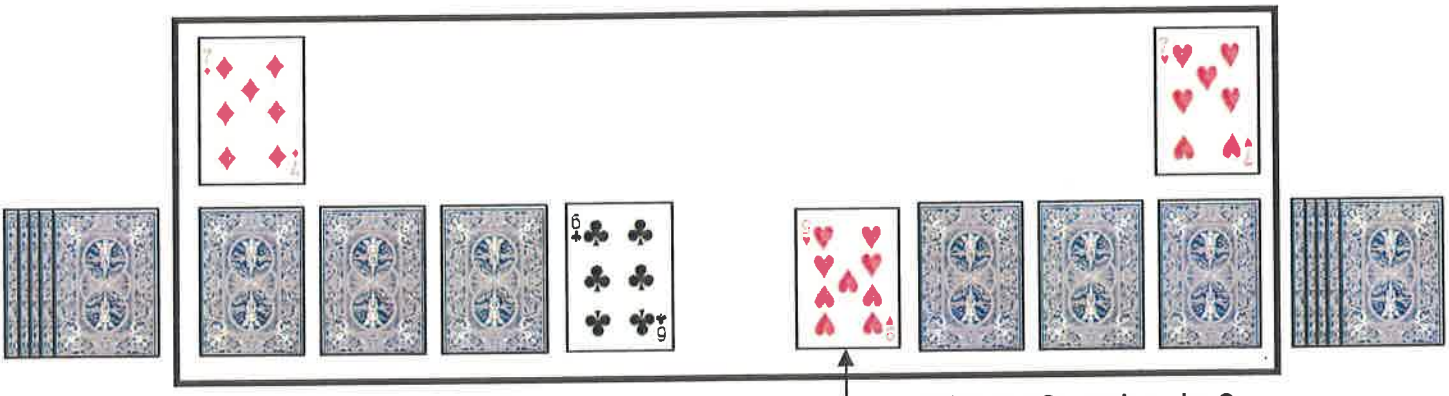
Skill: Number recognition, order, and sequencing

How to Play: This classic game, *commonly called WAR*, helps students recognize relative values of numbers. Players split a deck of cards and simultaneously flip over their top cards.



Player 1: value is 10 Player 2: value is 8

The highest-value card wins the pair.



Player 1: value is 6 Player 2: value is 9

The highest-value card wins the pair.

If the cards have the same value, each player lays three cards face down, then a new card face up. The card with the highest value wins all the cards from the round, including the face-down cards.

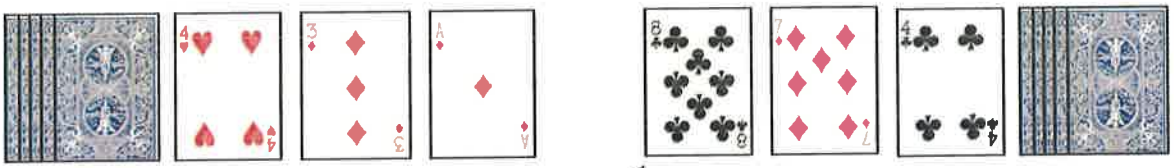
Place Value Number Battle (Grades 1 - 6)

Players: Groups of two

Materials: Deck of cards with the face cards and 10s removed, Ace worth one

Skill: Number recognition, place value, order, and sequencing

How to Play: Players split a deck of cards and simultaneously flip over their top three cards to create a 3-digit number. Players may move the cards and place in any position of the number they wish.



Player 1: number is 431

Player 2: number is 874

The highest number wins all six cards.

* Note that you can increase the number of cards to flip if you are working on larger numbers.

Addition Number Battle (Grades 1 - 3)

Players: Groups of two

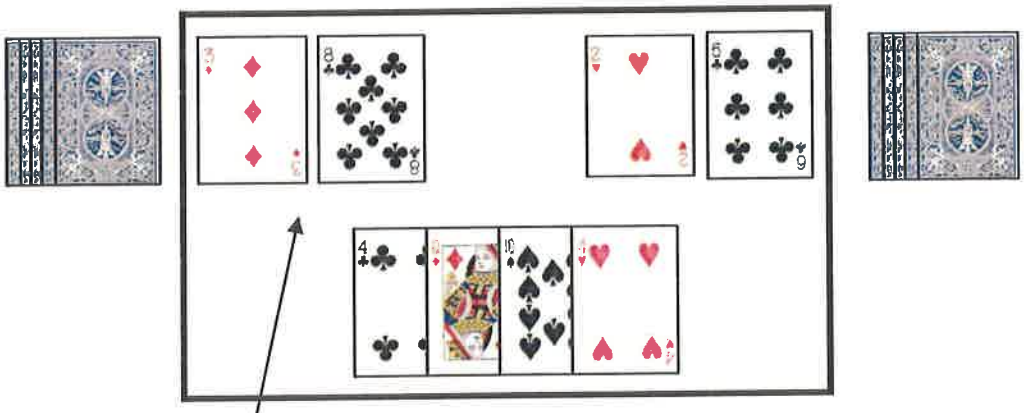
Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11 (teacher decides)

Skill: Number recognition and addition

How to Play: Players split a deck of cards and simultaneously flip over their top two cards.

Player 1: sum is 13 Player 2: sum is 18

The highest sum wins all four cards.



Player 1: sum is 11 Player 2: sum is 8

If the cards sums have the same value, the cards are placed in a center pile. The next hand is played normally and the winner of the next addition number battle takes the center pile as well.

Subtraction Number Battle (Grades 1 - 3)

Players: Groups of two

Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11 (teacher decides)

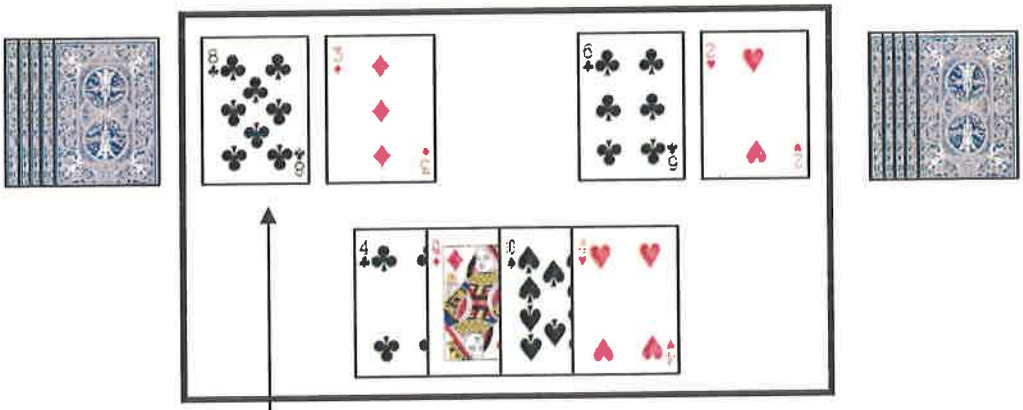
Skill: Number recognition and subtraction

How to Play: Players split a deck of cards and simultaneously flip over their top two cards and subtract the smaller number from the larger number.

Player 1: difference is 7

Player 2: difference is 0

The greatest difference wins all four cards.



Player 1: difference is 5

Player 2: difference is 4

If the cards differences have the same value, the cards are placed in a center pile. The next hand is played normally and the winner of the next subtraction number battle takes the center pile as well.

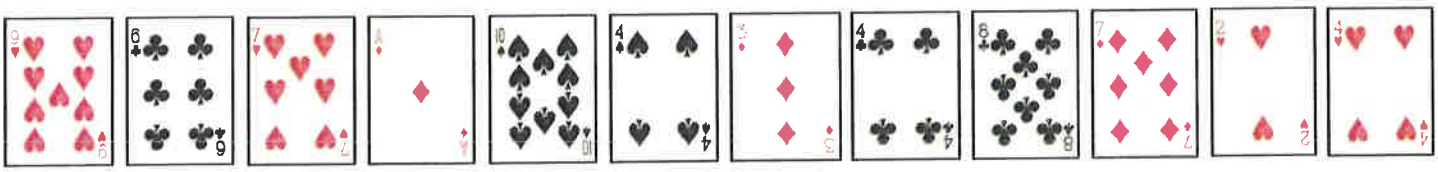
Give Me 10 (Grades 1-3)

Players: Groups of two or more

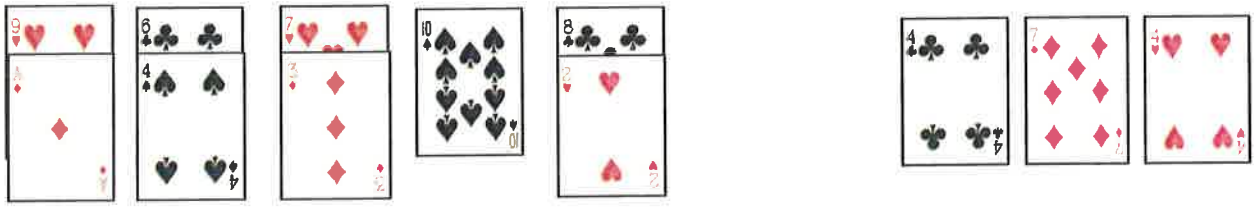
Materials: Deck of cards with the face cards removed, Ace worth one

Skill: Number recognition and addition

How to Play: Deal 12 cards face up.



Players take turns finding and removing combinations of cards that add up to 10.



When both the players agree that no more tens are possible, the next 12 cards are dealt face up.

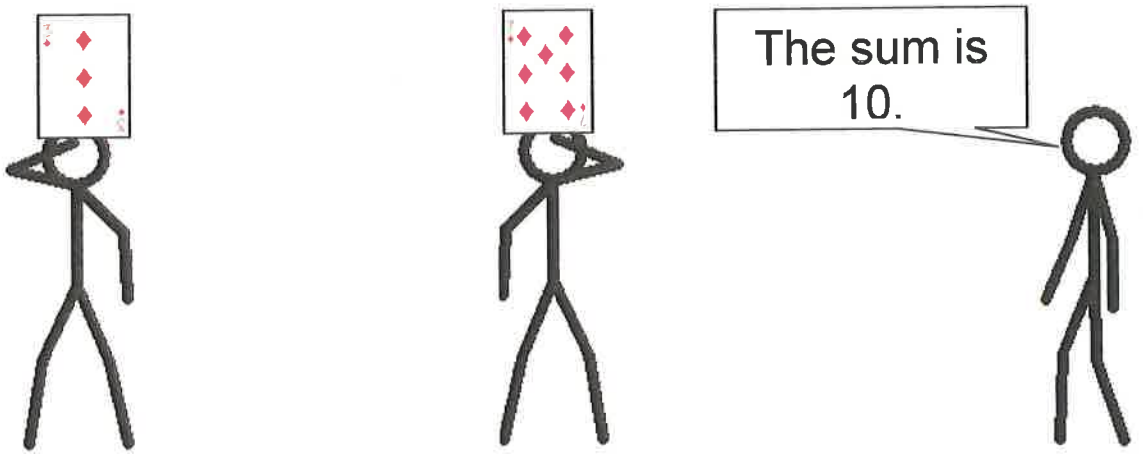
Reading Addition Minds (Grades 1 - 5)

Players: Groups of three (groups of four or five for more advanced)

Materials: Deck of cards

Skill: Addition, sum

How to Play: In this game for three players, one student is the leader and the other two are the "mind readers".



The two players each draw a card and, without looking at it, hold it up to their foreheads so that everyone else can see it, but themselves. The leader announces the sum of the two cards. Each "mind reader" must figure out which card is on his or her own forehead and say it aloud. When both "mind readers" have figured out their cards, a new leader is chosen and the game continues.

With Reading Addition Minds, all players get practice with sums and addends in every round.

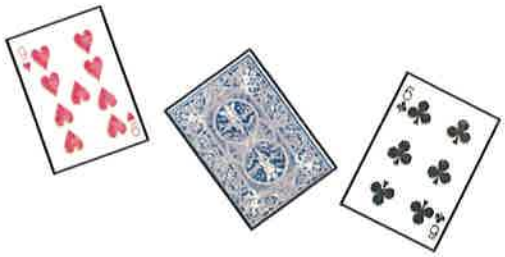
Addition Toss Up (Grades 2 - 5)

Players: Groups of two or more

Materials: Deck of cards, Ace worth 11, Jack worth 12, Queen worth 13, King worth 14, scratch paper

Skill: Addition

How to Play: Each player draws three cards from the deck. On the count of three, each player tosses their cards into the air.



Player 1: sum is 15

Player 2: sum is 12

Each player adds only their own cards that land face up. Points are earned for every card that lands face up. The first player to reach a designated amount of points wins (50 or 100).

* Make sure students don't toss their cards too close to one another or too high.