

EDM First Grade Math Games

Unit 1

Monster Squeeze
Penny Dice
Bunny Hop 0-10
Top-It
Rock, Paper, Scissors
Bunny Hop 0-20
Rolling for 50

Unit 2

Roll and Total
Ten Frame Top-It
High Roller
Subtraction Bingo

Unit 3

Domino Top-It

Unit 4

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Fishing for 10
What's Your Way?

Unit 5

The Digit Game
Penny-Dime Exchange
Top-It with Relation Symbols
Addition Top-It
Before and After
Base-10 Exchange
The Difference Game
Animal Weight Top-It
Stop and Go

Unit 6

Penny-Dime-Dollar Exchange

Unit 7

Beat the Calculator
Salute!
Shaker Addition Top-It
Attribute Train
Tric Trac
Time Match

Unit 8

I Spy
Make My Design
Before and After

Unit 9

Top-It with School Store Cards

Monster Squeeze

NAME _____

DATE _____

- Materials** 2 monster brackets, number line
- Players** 4 or more (1 leader, 2 monster movers, 1 or more number guessers)
- Skill** Comparing numbers
- Object of the Game** To find the mystery number

Directions

- ① The leader thinks of a mystery number.
- ② The leader calls out 2 numbers.
 - One number is smaller than the mystery number.
 - The other number is larger than the mystery number.
- ③ The monster movers cover these two numbers.
- ④ One player guesses a number between the monsters.
- ⑤ The leader tells whether the mystery number is smaller or larger than the guessed number.
- ⑥ One of the monster movers covers the guessed number.
- ⑦ Players keep guessing until they guess the mystery number.
- ⑧ The player who guesses the mystery number is the next leader.

Number-Line Sections

NAME _____		DATE _____	
1	2	3	4

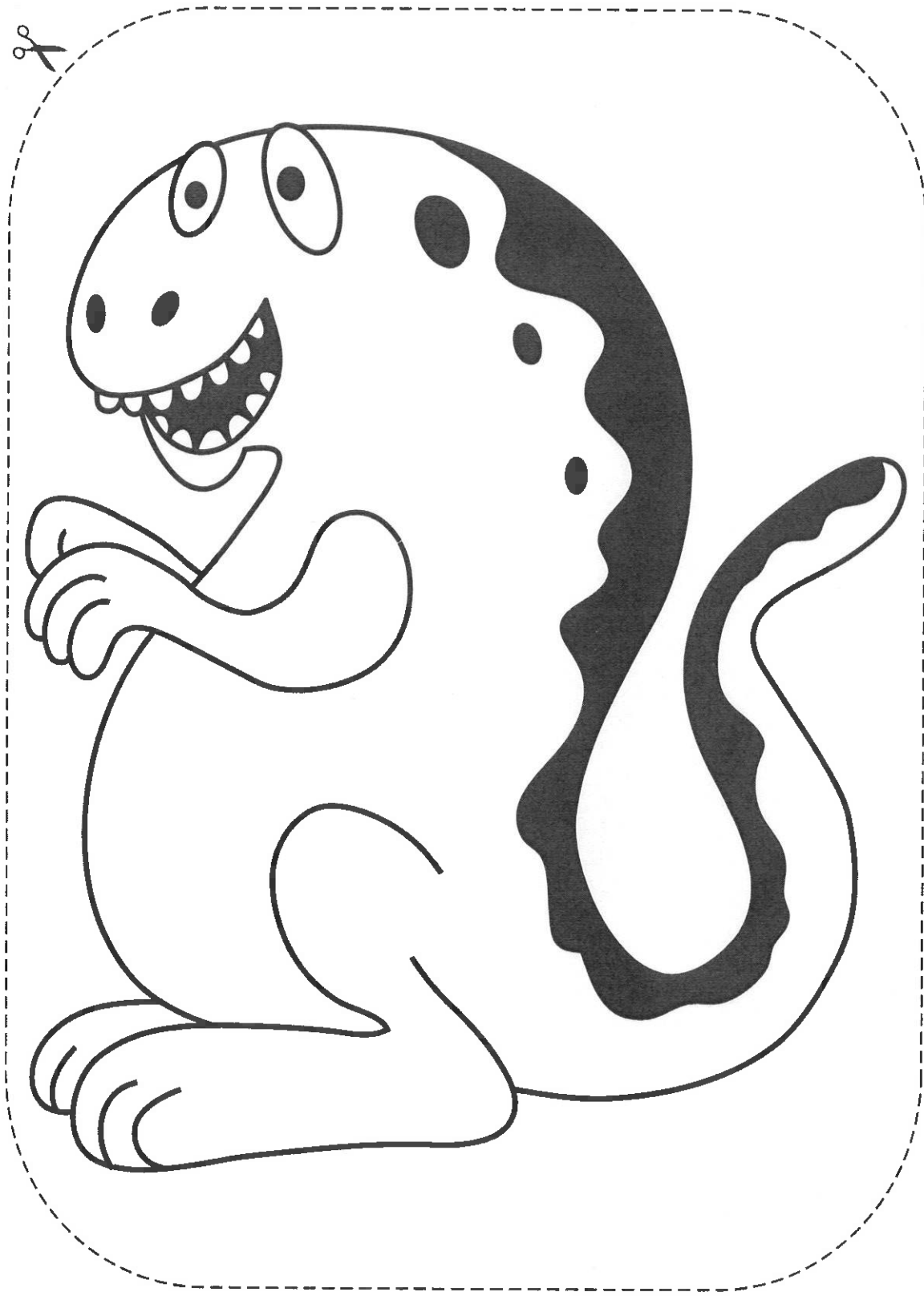
TAB TAB TAB TAB

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Monster Squeeze Monster (right)

NAME		DATE	
------	--	------	--

1	2
4	3



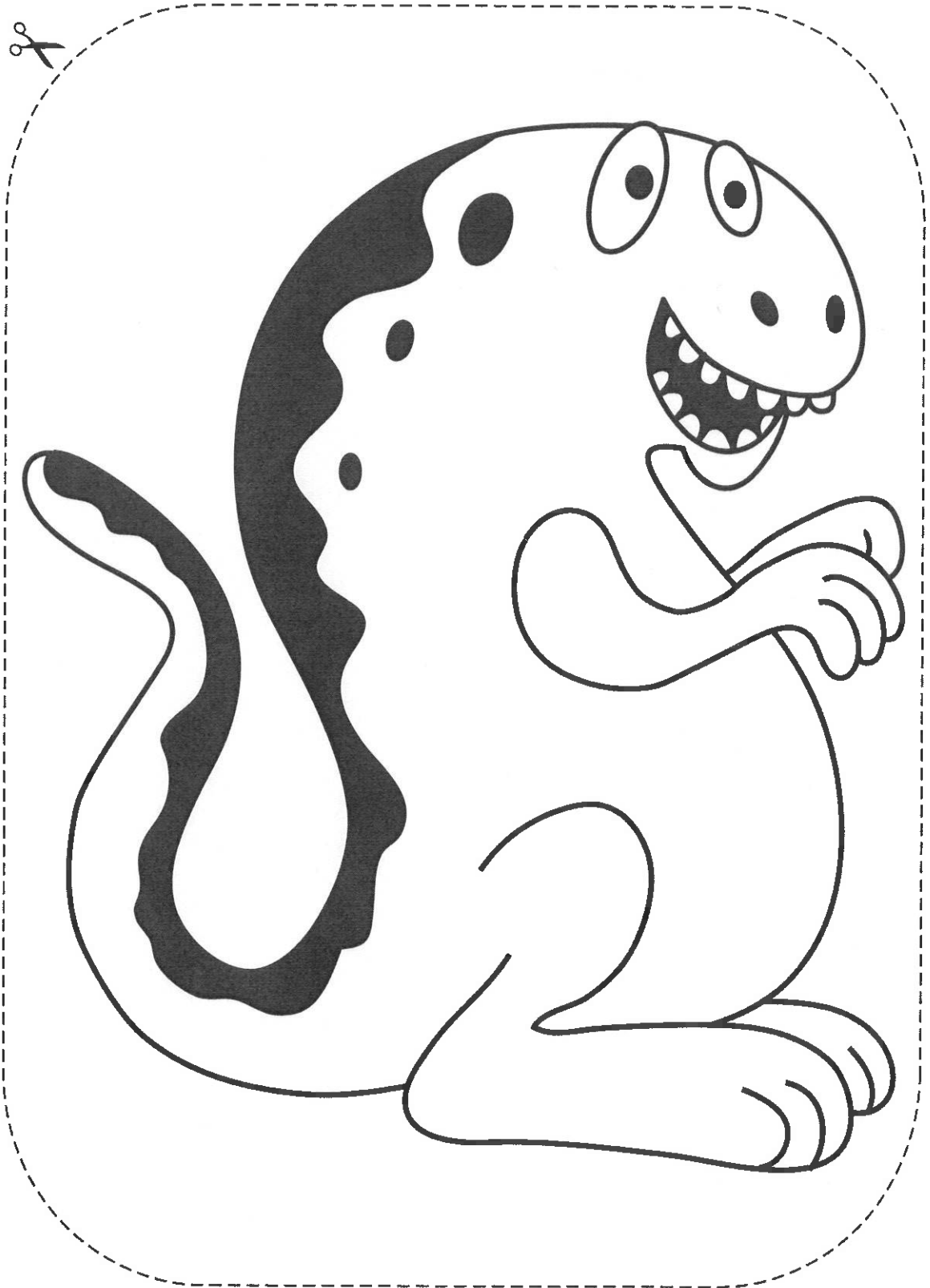
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Monster Squeeze Monster (left)

1	2
4	3

NAME

DATE



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Penny-Dice

1	2
4	3

NAME

DATE

Materials 1 dot die, 20 pennies
Players 2 to 4
Skill Counting to 20
Object of the Game To have the most (or the fewest) pennies

Directions

- ① Put 20 pennies in the center of the table.
- ② Players take turns.
 - When it is your turn, roll the die.
 - Take the number of pennies shown on the die.
- ③ Play until all of the pennies have been picked up.
 - To pick up the last pennies, the number shown by the die must match the number of pennies still in the center.
- ④ Compare your groups of pennies.
- ⑤ Flip a penny to find out who wins.
 - If you flip HEADS, the player with the most pennies wins.
 - If you flip TAILS, the player with the fewest pennies wins.

Other Ways to Play

- Use 1 die and 30 pennies.
- Use 2 dice and 40 pennies.

Bunny Hop

NAME _____

DATE _____

Materials 1 dot die
 1 *Bunny Hop* number line
 1 bunny marker for each player

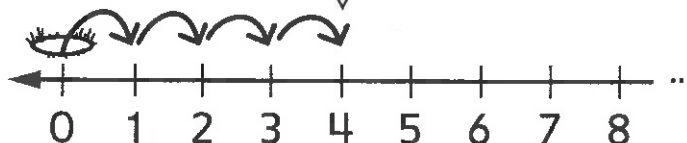
Players 2

Skill Counting

Object of the Game To get to the carrot and back to the bunny hole first

Directions

- ① Both players start at the hole.
- ② Take turns.
- ③ When it is your turn, roll the die.
- ④ Move your bunny that number of hops.
 - First hop toward the carrot. You must roll the exact number to land on the carrot.
 - Then hop back to the hole. You must roll the exact number to land on the hole.
- ⑤ Whoever hops the bunny back to the hole first wins.

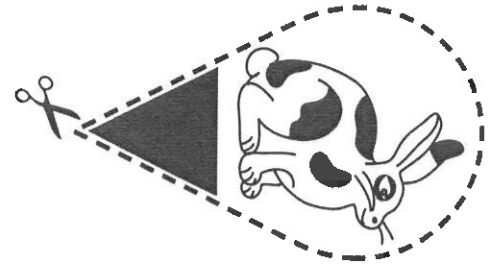
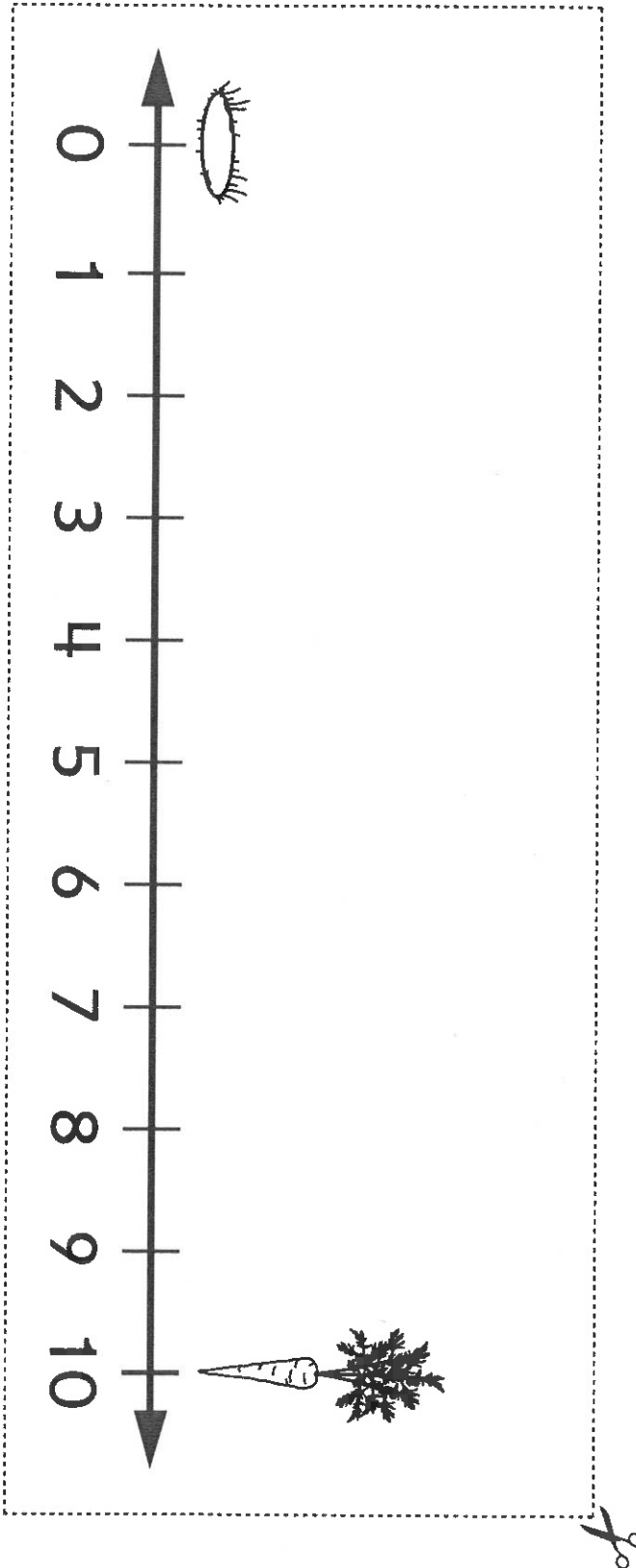


Bunny Hop 0-10

1	2
4	3

NAME _____

DATE _____



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Top-It

1	2
4	3

NAME

DATE

- Materials** 2 sets of number cards 0–15
Players 2 or more
Skill Comparing numbers
Object of the Game To collect more cards

Directions

- ① Shuffle the cards. Put them facedown in a deck.
- ② Each player turns over a card and says the number.
- ③ The player with the larger number takes both cards.
- ④ If two cards show the same number, pick new cards.

The player with the larger number takes all the cards for that round.

- ⑤ The game is over when all cards have been played.
- ⑥ The player with more cards wins.

Other Ways to Play

- Use dominoes or 2 sets of number cards 0–22.
- Use the $<$, $>$, and $=$ cards.
 1. After each player turns over a card, put the $<$, $>$, or $=$ card between the cards and read the number sentence out loud.
 2. Follow the same rules as regular *Top-It*.

Number Cards 0-15



15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

0

Rock, Paper, Scissors

1	2
4	3

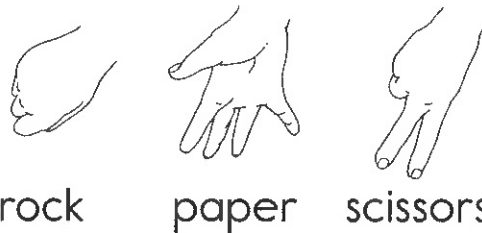
NAME

DATE

Materials Math Masters, page G11
Players 2
Skill Recording data with tally marks
Object of the Game To win the most rounds

Directions:

- ① Make *rock*, *paper*, or *scissors* behind your back.



- ② Count to three with your partner.
Then show your hand.
- ③ Use the rules to find the winner.
- ④ Put a tally mark in the chart to show the winner.
- ⑤ Repeat 20 times.

Rules:




- Scissors beat paper because scissors cut paper.
- Paper beats rock because paper wraps around rock.
- Rock beats scissors because rock makes scissors dull.
- If both players choose the same, it is a tie.

Rock, Paper, Scissors Tally Chart



NAME

DATE

Tallies			
			Tied Game






Rock, Paper, Scissors Tally Chart



NAME

DATE

Tallies			
			Tied Game

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Bunny Hop



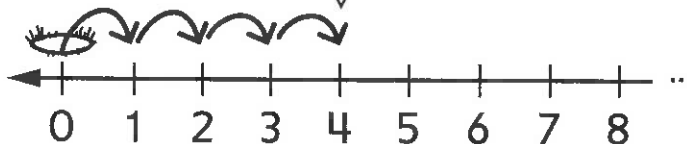
NAME _____

DATE _____

- Materials** 1 dot die
1 *Bunny Hop* number line
1 bunny marker for each player
- Players** 2
- Skill** Counting
- Object of the Game** To get to the carrot and back to the bunny hole first

Directions

- ① Both players start at the hole.
- ② Take turns.
- ③ When it is your turn, roll the die.
- ④ Move your bunny that number of hops.
 - First hop toward the carrot.
You must roll the exact number to land on the carrot.
 - Then hop back to the hole.
You must roll the exact number to land on the hole.
- ⑤ Whoever hops the bunny back to the hole first wins.




1 2
4 3


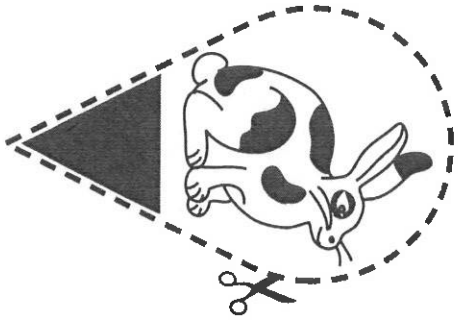

Bunny Hop 0-20

NAME _____ DATE _____


TAB



9 10 11 12 13 14 15 16 17 18 19 20



0 1 2 3 4 5 6 7 8



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NAME

DATE

Rolling for 50

- Materials** a dot die
a marker for each player
Math Masters, page G16
- Players** 2
- Skill** Count on the number grid
- Object of the Game** To be the first player to reach 50

Directions

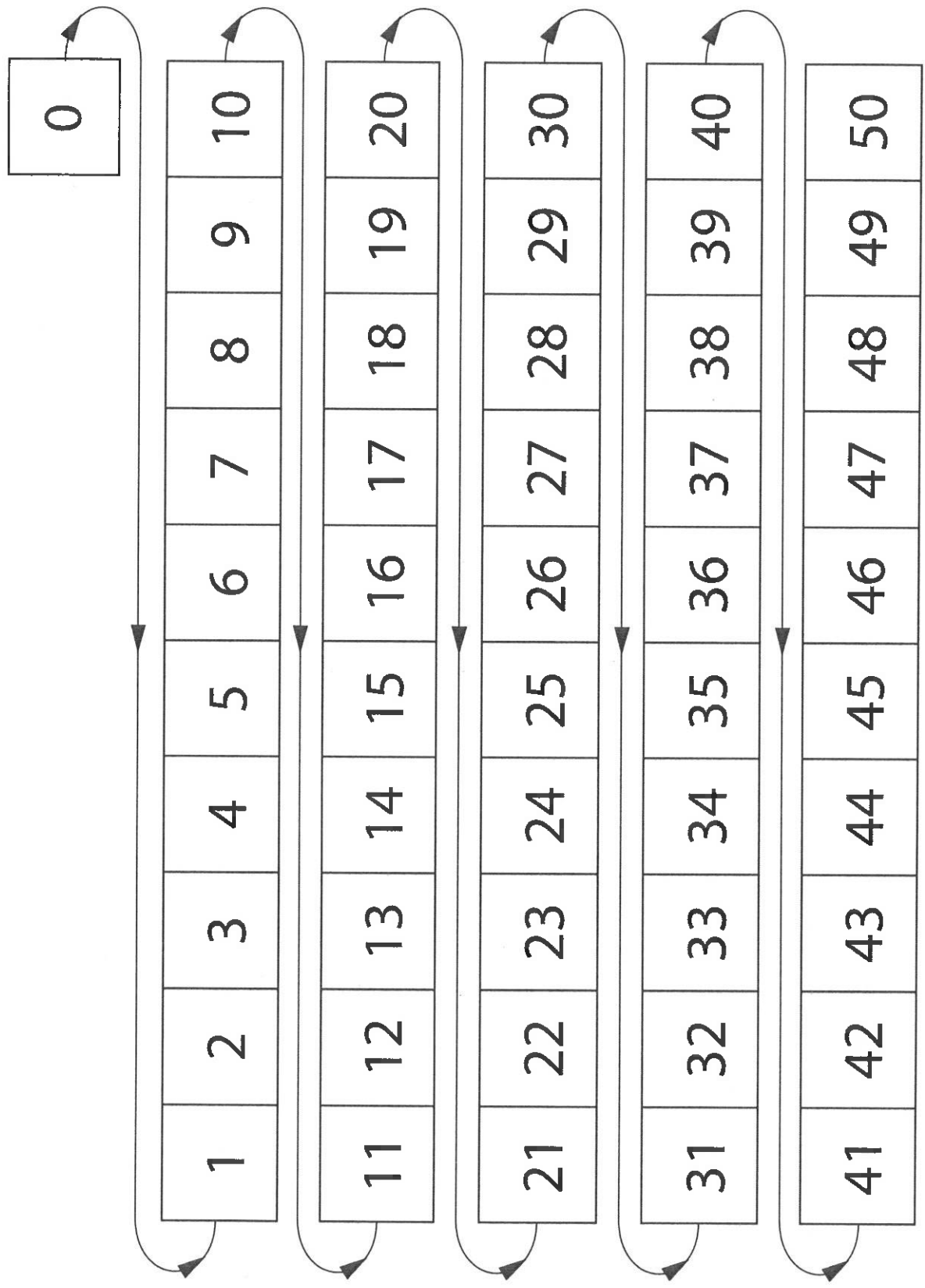
Take turns.

- ① Put your marker on 0.
- ② Roll the die.
Look in the table to see how many spaces to move.
- ③ The first player to reach or pass 50 wins.

Roll	Spaces
1	3 up
2	2 back
3	5 up
4	6 back
5	8 up
6	10 up

Rolling for 50 Gameboard

NAME _____		DATE _____	
1	2	4	3



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Roll and Total



NAME _____

DATE _____

- Materials** 2 dice (1 labeled with the numbers 3–8 and 1 dot die)
- Players** 2
- Skill** Finding sums of 1-digit numbers
- Object of the Game** To fill one column

Directions

- ① Work with a partner. Take turns.
- ② Roll both dice and find the sum.
- ③ Shade the first empty box above the sum in the table below.
- ④ Play until one column is filled to the top.

4	5	6	7	8	9	10	11	12	13	14

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Ten-Frame Top-It

1	2
4	3

NAME

DATE

Materials Ten-Frame Top-It Cards (*Math Masters*, pages G19–G21)

Players 2

Skill Comparing numbers represented on ten frames

Object of the Game To collect more cards

Directions

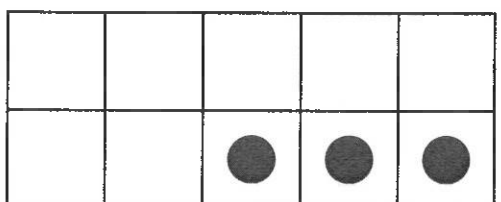
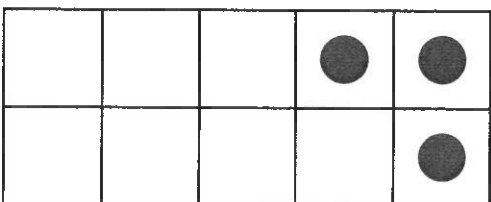
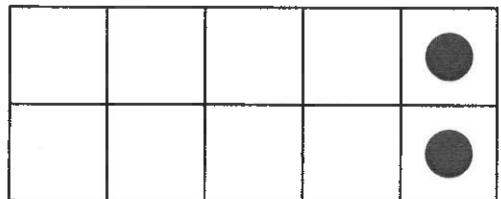
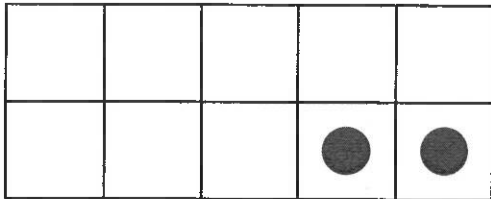
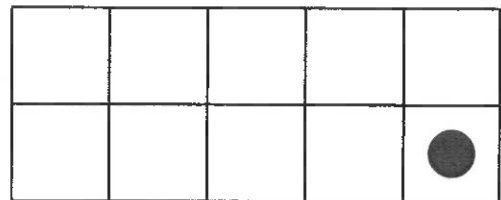
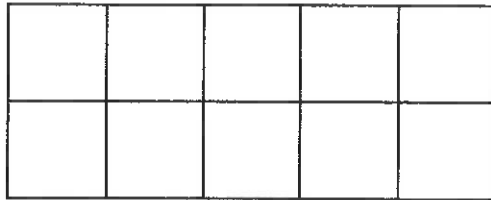
- ① Shuffle the cards.
Put them facedown in a deck.
- ② Each player turns over a card and says the number on the ten frame.
- ③ The player with the larger number takes both cards.
- ④ If two cards show the same number, pick new cards.
The player with the larger number takes all the cards for that round.
- ⑤ The game is over when all the cards have been turned over.
- ⑥ The player with more cards wins.

Ten-Frame Top-It Cards 1-6

1	2
4	3

NAME _____

DATE _____



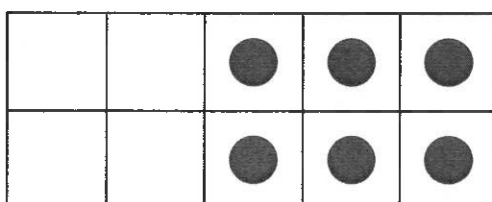
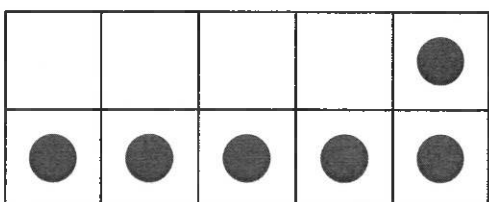
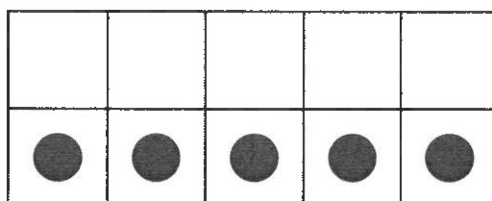
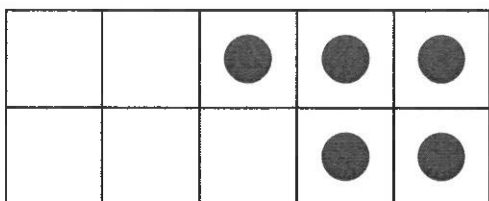
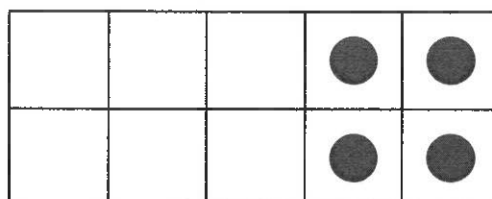
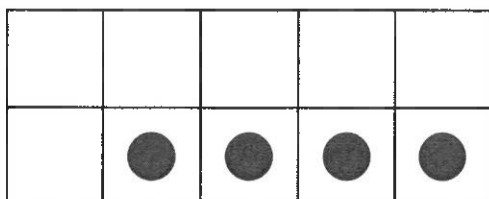
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Ten-Frame Top-It Cards 7-12

1	2
4	3

NAME _____

DATE _____



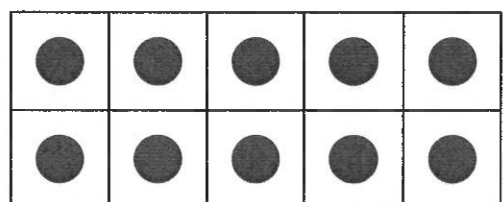
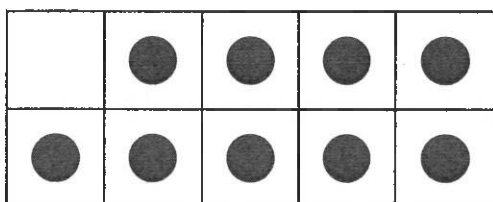
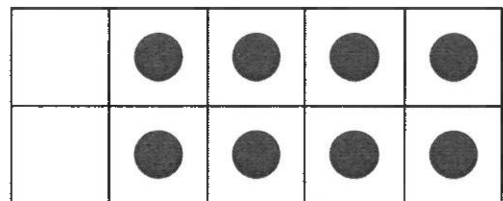
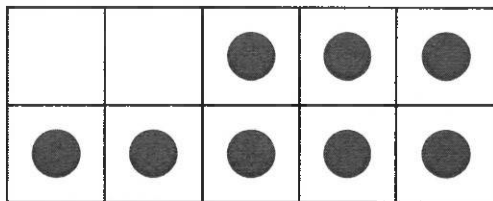
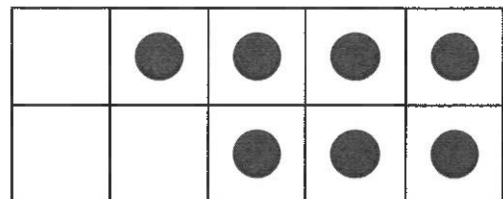
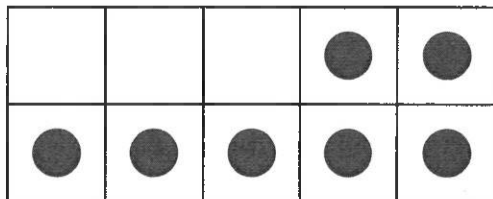
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Ten-Frame Top-It Cards 13-18

1	2
4	3

NAME _____

DATE _____



High Roller

NAME _____

DATE _____

Materials 2 dice
High Roller Record Sheet
 (*Math Masters*, page G27)

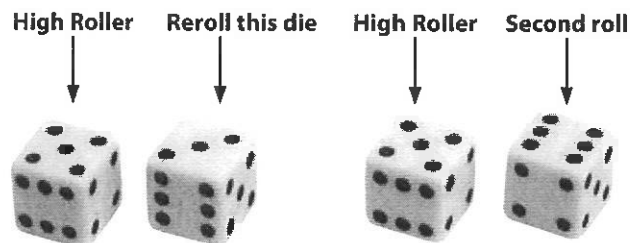
Players 2

Skill Adding numbers

Object of the Game To have the larger sum

Directions

- ① Take turns. Roll both dice.
- ② Record your first roll in the first two squares.
- ③ Cross out the smaller number.
- ④ Roll the die that shows the smaller number again.
- ⑤ Record your second roll in the third square.
- ⑥ Record the sum of the two dice on the line.
- ⑦ The player with the larger sum wins the round.
- ⑧ Play 5 rounds. The player who wins the most rounds is the winner.



High Roller Record Sheet



NAME _____

DATE _____

	Player 1	Player 2				
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Subtraction Bingo

1	2
4	3

NAME

DATE

Materials number cards 0–10 (4 of each),
*Subtraction Bingo Game Mats (Math
Masters, pages G24 and G25)*, counters

Players 2

Skill Subtraction Facts 0–10

Object of the Game To get four in a row

Directions

- ① Shuffle the cards. Place the deck number-side down on the table.
- ② Take turns. When it is your turn:
 - Flip over two cards and subtract.
Call out the difference.
 - Your partner checks your answer.
 - You and your partner each put a counter on one space on your game mat containing the difference.
- ③ Continue playing until one player covers 4 spaces in a row. That player calls out “Bingo!” and is the winner.



Subtraction Bingo Mat A

NAME _____		DATE _____	
------------	--	------------	--

3	6	1	10
4	5	4	2
4	0	5	9
1	7	8	2

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Subtraction Bingo Mat B



NAME _____

DATE _____

0	7	3	9
4	2	10	5
6	8	6	1
3	1	4	5

Number Cards 0-15



15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

0

Domino Top-It

NAME _____

DATE _____

- Materials** 1 set of dominoes, *Domino Top-It Record Sheet* (*Math Masters*, page G29)
- Players** 2
- Skill** Finding and comparing sums
- Object of the Game** To collect more dominoes

Directions

- ① Place all of the dominoes facedown.
- ② Each player turns over a domino.
Each player says the total number of dots.
- ③ The player with the larger total takes both dominoes.
If the totals are the same, each player turns over another domino.
The player with the larger total takes all the dominoes from that round.
- ④ The game is over when all of the dominoes have been turned over.
- ⑤ The player with more dominoes wins.

Domino Top-It Record Sheet

1	2
4	3

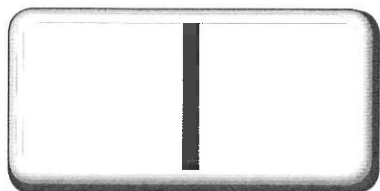
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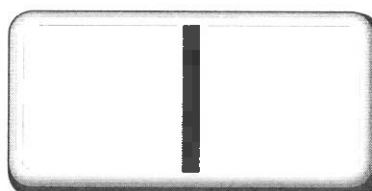
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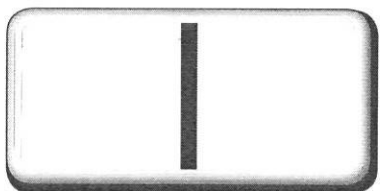
Draw dots in the dominoes for each turn.

Write the totals below the dominoes.

Circle the winning domino.

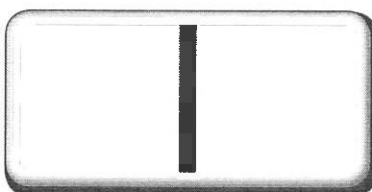


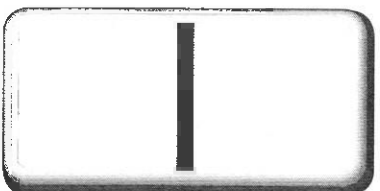














Roll and Record Doubles



NAME

DATE

Materials Roll and Record Doubles Record Sheet
(Math Masters, page G31), 1 dot die

Players 2

Skill Finding addition doubles

Object of the Game To fill one column

Directions

- ① Work with a partner.
- ② Roll the die.
Use that number to make a double.
- ③ Shade the first empty box above the sum for the double.
- ④ Take turns until one column is filled.

Another Way to Play

Use number cards 0–10.

Roll and Record Doubles Record Sheet



NAME

DATE

										12
										10
										8
										6
										4
										2

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Roll and Record Doubles 1-10 Record Sheet



NAME _____

DATE _____

2	4	6	8	10	12	14	16	18	20

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Fishing for 10

NAME _____

DATE _____

- Materials** 4 sets of number cards (0–10), *Fishing for 10* Record Sheet (*Math Masters*, page G33)
- Players** 2–4
- Skill** Practicing combinations of 10
- Object of the Game** To collect as many combinations of 10 as you can

Directions

- ① Shuffle the cards and put them number-side down in a pile.
- ② Each player takes 5 cards.
 - Remove pairs of cards that add to 10 from your hand.
 - Place them number-side up on the table.
- ③ Draw cards from the pile so you have 5 cards again.
- ④ Take turns. When it is your turn:
 - *Fish* by asking another player for a card you need to make a combination of 10.
 - If that player does not have the card you need, *go fish*, or draw a card from the pile.
 - Place any combinations of 10 in your hand number-side up on the table.
- ⑤ Make sure everyone's cards add to 10.
- ⑥ Play until there are no more cards in the pile and nobody can make another combination of 10.
- ⑦ Record 6 of your combinations of 10 on your *Fishing for 10* Record Sheet.

Fishing for 10 Record Sheet



NAME

DATE

Write number sentences to show combinations of 10.

$_____ + _____ = 10$

$_____ + _____ = 10$

$_____ + _____ = 10$

$_____ + _____ = 10$

$_____ + _____ = 10$

$_____ + _____ = 10$

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Fishing for 10 Record Sheet



NAME

DATE

Write number sentences to show combinations of 10.

$_____ + _____ = 10$

$_____ + _____ = 10$

$_____ + _____ = 10$

$_____ + _____ = 10$

$_____ + _____ = 10$

$_____ + _____ = 10$

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Number Cards 0-15



15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

0

What's Your Way?

1	2
4	3

NAME

DATE

Materials 10 coins, number grid
Players 2
Skill Finding 10 more and 10 less than a number
Object of the Game To get more coins

Directions

- ① Player 1 names a number on the number grid.
- ② Player 2 flips a coin.

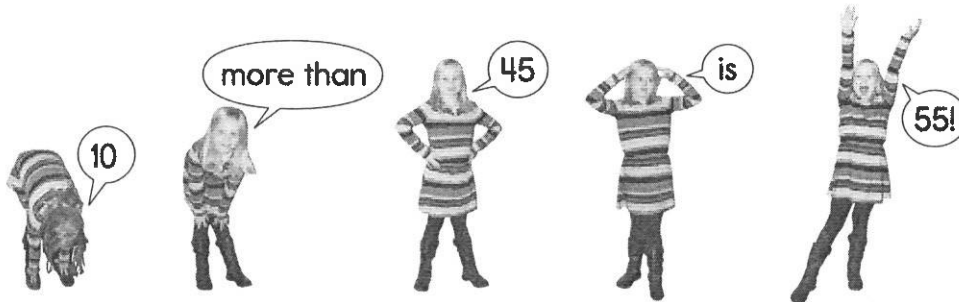


Find 10 more.



Find 10 less.

- ③ Player 2 stands up and acts out finding 10 more and 10 less.



- ④ Player 1 asks, "What's your way?" Player 2 explains how he or she found the answer.
- ⑤ If Player 2 said the correct sum, he or she keeps the coin. If Player 2 is wrong, he or she puts the coin back in the pile.
- ⑥ Switch roles. The player with more coins wins.

The Digit Game



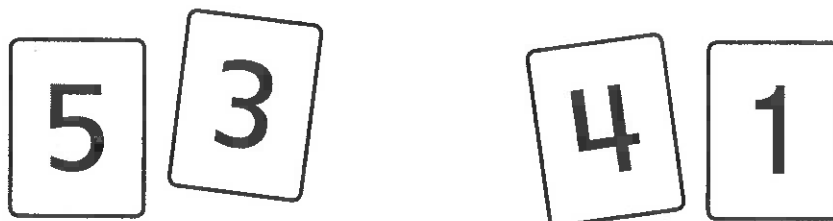
NAME _____

DATE _____

Materials number cards 0–9 (4 of each)
Players 2
Skill Comparing 2-digit numbers
Object of the Game To collect more cards

Directions

- ① Shuffle the cards.
Place them facedown on the table.
- ② Each player turns over 2 cards and makes the larger of the two possible 2-digit numbers with his or her cards.
- ③ Each player says his number and what each digit represents.
- ④ The player with the larger number takes all the cards.
- ⑤ The game ends when no cards are left.
- ⑥ The player with more cards wins.



53 wins.

Variation: Each player takes 3 number cards and creates the largest 3-digit number possible. The player with the larger number takes all the cards.

Number Cards 0-15



15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

0

Penny-Dime Exchange



NAME _____

DATE _____

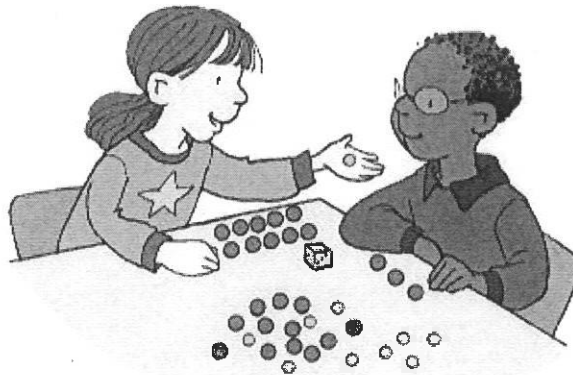
- Materials** 1 dot die, 30 pennies, 5 dimes,
1 sheet of paper labeled "Bank"
- Players** 2
- Skill** Exchanging ones for tens
- Object of the Game** To collect more dimes

Directions

- ① Put the pennies and dimes in the bank.
Take turns.
- ② Roll the die. Take that number of pennies from the bank.
- ③ When you have 10 pennies, say, "Exchange!"
Put the 10 pennies back in the bank and take 1 dime.
- ④ Keep playing until there are no more dimes in the bank.
- ⑤ The player with more dimes wins.

Another Way to Play

Put more money in the bank and use 2 dice.



Top-It

1	2
4	3

NAME

DATE

- Materials** 2 sets of number cards 0–15
Players 2 or more
Skill Comparing numbers
Object of the Game To collect more cards

Directions

- ① Shuffle the cards. Put them facedown in a deck.
- ② Each player turns over a card and says the number.
- ③ The player with the larger number takes both cards.
- ④ If two cards show the same number, pick new cards.

The player with the larger number takes all the cards for that round.

- ⑤ The game is over when all cards have been played.
- ⑥ The player with more cards wins.

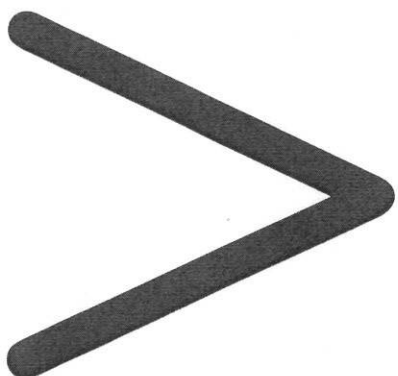
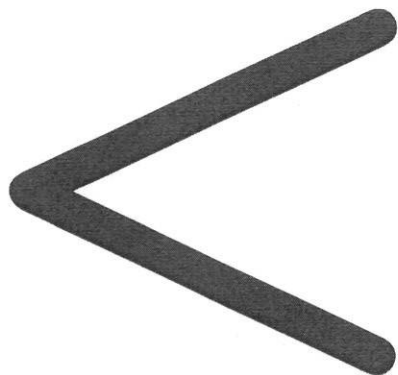
Other Ways to Play

- Use dominoes or 2 sets of number cards 0–22.
- Use the $<$, $>$, and $=$ cards.
 1. After each player turns over a card, put the $<$, $>$, or $=$ card between the cards and read the number sentence out loud.
 2. Follow the same rules as regular *Top-It*.

Relation Symbols

NAME

DATE



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Number Cards 0-15



15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

0

Number Cards 16-22 and Symbol Cards



16	17	18	19
20	21	22	+
-	×	÷	=
<	?	wild card	wild card

Addition Top-It



NAME

DATE

Materials number cards 0–9 (4 of each),
Addition Top-It Record Sheet
(*Math Masters*, page G38)

Players 2 to 4

Skill Addition facts

Object of the Game To collect the most cards

Directions

- ① Shuffle the cards.
- ② Place them number-side down on the table.
- ③ Each player turns over 2 cards and calls out the sum.
- ④ Record number sentences for the sums and compare them with $>$, $<$, or $=$ on the record sheet.
- ⑤ The player with the largest sum takes all the cards.
 - If the sums are equal, both players turn over 2 more cards and call out the sum.
 - The player with the larger sum then takes all the cards for that round.
- ⑥ The game ends when no cards are left.
- ⑦ The player with the most cards wins.

Addition Top-It Record Sheet



NAME

DATE

Record number sentences for your cards.
Use $<$ and $>$ to show which sum is larger.
If the sums are equal, use $=$.

Round	Player 1	$<$, $>$, $=$	Player 2
<i>Sample</i>	$4 + 6 = 10$	$<$	$8 + 3 = 11$
1			
2			
3			
4			
5			
6			

Number Cards 0-15



15

14

13

12

11

10

9

8

7

6

5

4

3

2

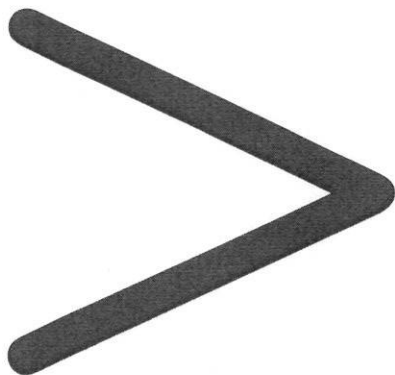
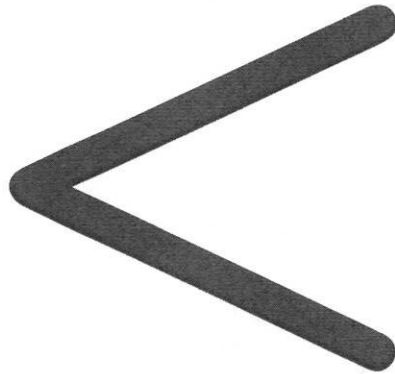
1

0

Relation Symbols

NAME

DATE



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Before and After

1	2
4	3

NAME

DATE

Materials number cards 0–10 (4 of each)
Players 2
Skill Identifying numbers that are 1 less or 1 more
Object of the Game To have fewer cards

Directions

- ① Shuffle the cards. Deal 6 cards to each player.
- ② Place 2 cards number-side up on the table.
Put the rest of the deck number-side down.
- ③ Players take turns. When it is your turn:
 - Look for a number in your hand that comes *1 before* or *1 after* one of the numbers on the table.
Put your number on top of the number on the table.
Play as many cards as you can.
Take cards from the deck so you have 6 cards again.
 - If you can't play any cards when your turn begins:
Place 2 cards from the deck number-side up on top of the 2 cards on the table.
Try to play cards from your hand again.
If you still can't play your cards, your turn is over.
- ④ The game is over when:
All the cards have been taken from the deck.
No one can play any more cards.
- ⑤ The player holding fewer cards wins.

Number Cards 0-15



15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

0

Base-10 Exchange













NAME _____

DATE _____

- Materials** Tens-and-Ones Mat (Activity Sheet 4), base-10 blocks, 1 dot die
- Players** 2
- Skill** Place value: exchanging ones for tens
- Object of the Game** To get 10 longs

Directions

- ① Take turns rolling the die.

If you roll:	then take:
	1 long 
	2 longs 
	3 cubes 
	4 cubes 
	5 cubes 
	6 cubes 

- ② Put the cubes on your Tens-and-Ones Mat. When you can, exchange 10 cubes for 1 long.
- ③ The first player to get 10 longs wins.

Tens-and-Ones Mat

NAME	DATE



Tens 10s





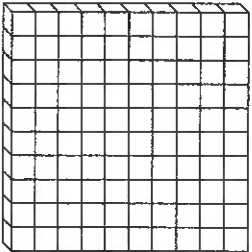
Ones 1s

Place-Value Mat



NAME _____

DATE _____

 <p>Ones</p>	
 <p>Tens</p>	
 <p>Hundreds</p>	

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The Difference Game



NAME _____

DATE _____

Materials 4 each of number cards 1–10,
40 pennies, Bank

Players 2

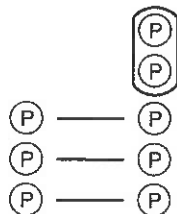
Skill Finding differences

Object of the Game To take more pennies

Directions

- ① Shuffle the cards.
Place the deck facedown on the table.
Put 40 pennies in the Bank.
- ② Each player draws a number card and takes that number of pennies from the Bank.
- ③ Find out how many more pennies one player has than the other.
- ④ The player with more pennies keeps the extra pennies, or the difference.
- ⑤ The rest of the pennies go back into the bank.
- ⑥ The game ends when there are not enough pennies to play another round.
- ⑦ The player with more pennies wins.

3



5

2 more pennies

Number Cards 0-15



15

14

13

12

11

10

9

8

7

6

5

4


3

2

1

0

Tens-and-Ones Mat

	
NAME	DATE



Tens 10s



Ones 1s

Animal Weight Top-It

1	2
4	3

NAME

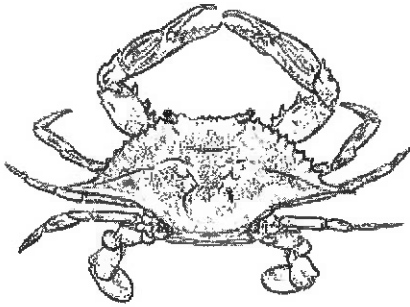
DATE

- Materials** 2 sets of Animal Cards, base-10 blocks, number grid
- Players** 2 to 4
- Skill** Adding 2-digit numbers
- Object of the Game** To collect the most cards

Directions

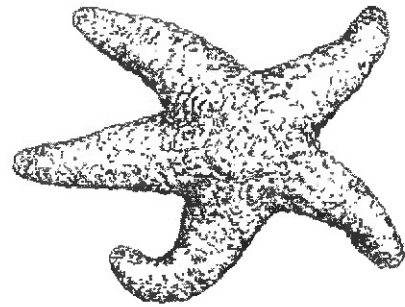
- ① Play with a partner.
- ② Shuffle and place the cards in a stack, weight-side down.
- ③ Both players take two cards from the top of the deck.
- ④ Find the total weight of the animals on your two cards.
- ⑤ The player whose animals weigh more all together takes all the cards.
- ⑥ The game is over when all the cards have been used.
- ⑦ The player with more cards wins.

Animal Cards



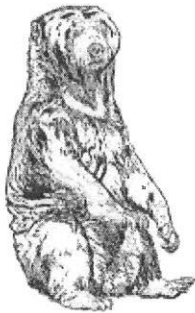
Blue Crab

4 in.



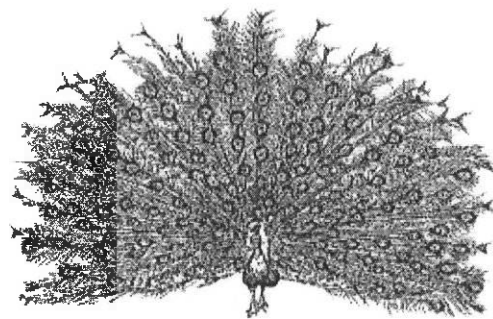
Starfish

6 in.



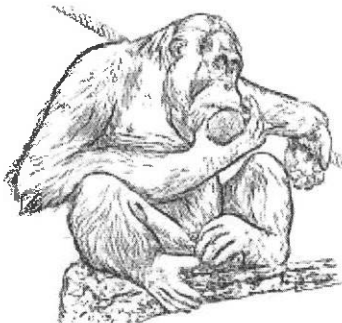
Sun Bear

54 in.



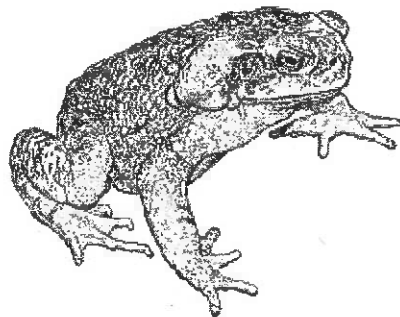
Peacock

60 in.



Orangutan

48 in.



Toad

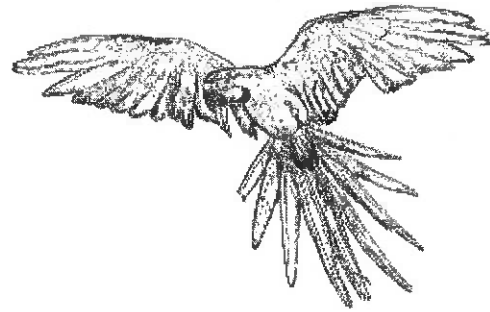
5 in.

Animal Cards



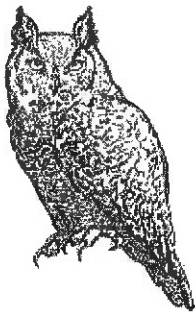
Squirrel

5 in.



Parrot

31 in.



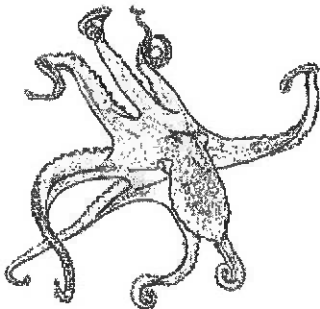
Owl

20 in.



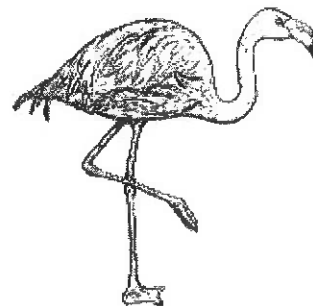
Skunk

8 in.



Octopus

36 in.



Flamingo

40 in.

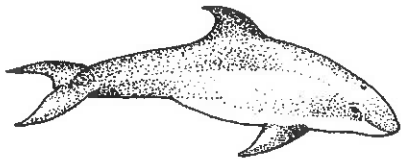
Animal Cards



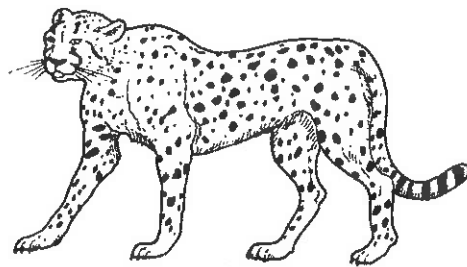
7-year-old boy
50 in.



First-grade girl
43 in.



Porpoise
72 in.



Cheetah
48 in.

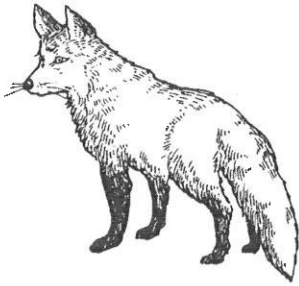


Beaver
30 in.



Penguin
36 in.

Animal Cards



Fox
20 in.



Cat
12 in.



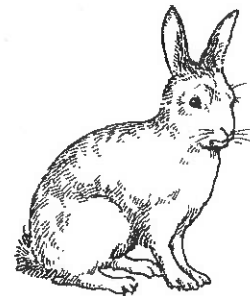
Raccoon
23 in.



Koala
24 in.



Eagle
35 in.



Rabbit
11 in.

Stop and Go

NAME _____

DATE _____

- | | |
|---------------------------|---|
| Materials | 6 GO Cards (+ 9, + 8, + 7, + 6, + 10, + 20),
6 STOP Cards (− 0, − 0, − 10, − 10, − 20, − 20),
<i>Stop and Go</i> Record Sheet |
| Players | 2 (the GO player and the STOP player) |
| Skill | Adding and subtracting 2-digit numbers |
| Object of the Game | To get to 50 (or to stop the other player from getting to 50) |

Directions

- ① The GO player puts the GO cards number-side down and takes 1 GO card.
- ② The GO player adds 20 to the amount on the GO card and records the sum on the *Stop and Go* Record Sheet.
- ③ The STOP player puts the STOP cards number-side down and takes 1 STOP card.
- ④ The STOP player subtracts the amount on the STOP card from the sum and records it on the Record Sheet.
- ⑤ The players take turns adding and subtracting.
 - If the GO player reaches 50, the GO player wins.
 - If the STOP player pushes the GO player back to 0, the STOP player wins.
 - If the players run out of cards before the GO player reaches 50, the STOP player wins.

Stop and Go Cards

1	2
4	3

NAME _____

DATE _____

FRONT



+9

+8

+7

+6

+10

+20

-0

-0

-10

-10

-20

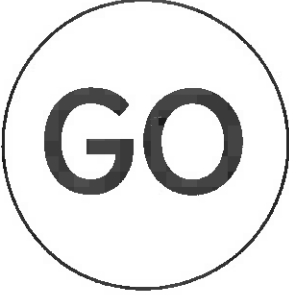

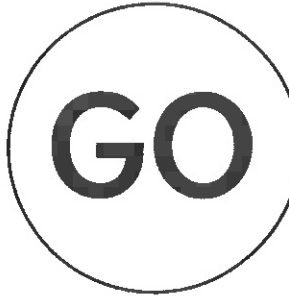

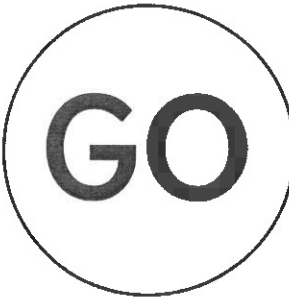

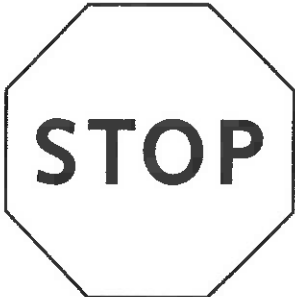
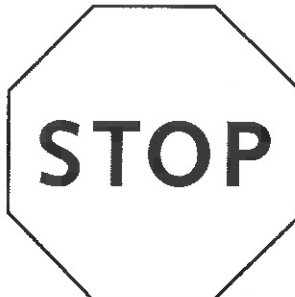
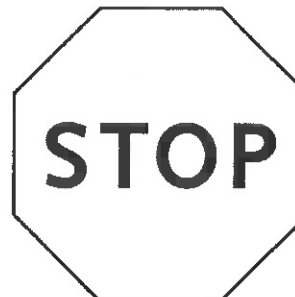
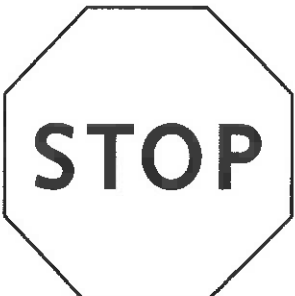
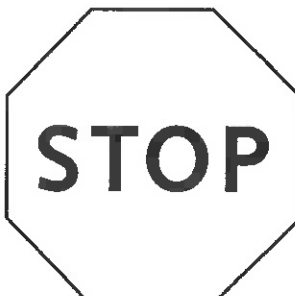

-20

Stop and Go Cards

NAME _____		DATE _____	
------------	--	------------	--



BACK

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Stop and Go Record Sheet

1	2
4	3

NAME _____

DATE _____

GO $20 + \square = \square$

STOP $\square - \square = \square$

GO $\square + \square = \square$

STOP $\square - \square = \square$

GO $\square + \square = \square$

STOP $\square - \square = \square$

GO $\square + \square = \square$

STOP $\square - \square = \square$

GO $\square + \square = \square$

STOP $\square - \square = \square$

GO $\square + \square = \square$

Vertical Number Grid



NAME

DATE

-9	-8	-7	-6	-5	-4	-3	-2	-1	0
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

Penny-Dime-Dollar Exchange

NAME	DATE

Materials 1 dollar, 20 dimes, 20 pennies
 1 Place-Value Mat with Money per player
(Math Masters, page TA30)
 2 dot dice
 1 sheet of paper labeled "Bank"

Players 2

Skill Making place-value exchanges

Object of the Game To exchange for a dollar

Directions

- ① Place all of the money in the bank.
- ② Players take turns. When it is your turn:
 - Roll the dice.
 - Take that number of cents from the bank. Place the coins on the mat.
 - If you have 10 or more pennies in the Pennies column, exchange 10 pennies for 1 dime.
 - If you have 10 or more dimes in the Dimes column, exchange 10 dimes for 1 dollar.
- ③ The winner is the first player to make the exchange for a dollar.

\$1.00 100¢	\$0.10 10¢	\$0.01 1¢
Dollars 100s Flats	Dimes 10s Longs	Pennies 1s Cubes

to bank

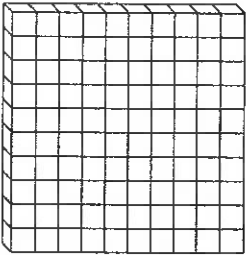


\$1.00 100¢	\$0.10 10¢	\$0.01 1¢
Dollars 100s Flats	Dimes 10s Longs	Pennies 1s Cubes

from bank

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Place-Value Mat with Money

NAME	DATE
------	------

 \$1.00 100¢	 \$0.10 10¢	 \$0.01 1¢	Dollars 100s Flats Dimes 10s Longs Pennies 1s Cubes
---	--	---	--

Beat the Calculator

1	2
4	3

NAME

DATE

- Materials** Fact Triangles
1 calculator
- Players** 1 “Caller,” 1 “Calculator,” and 1 “Brain”
- Skill** Mental addition
- Object of the Game** To add numbers faster than a player using a calculator

Directions

- ① Mix the Fact Triangles. Place them facedown on the table.
- ② The Caller:
 - takes a Fact Triangle from the pile.
 - covers the sum.
 - says the fact *without* the sum.For example, “3 + 4 is equal to what?”
- ③ The Calculator solves the problem *with* a calculator. The Brain solves it *without* a calculator. The Caller decides who found the sum first.
- ④ Play about 10 rounds. Then trade roles.

Another Way to Play

The Caller covers other numbers on the Fact Triangles. Players find the covered number. They can subtract to find the missing addend.

Fact Triangles 1

The diagram shows a large hexagon divided into six triangles by dashed lines. Each triangle contains a number, a dot, and a plus or minus sign. The numbers are: top-left (2), top-right (4), middle-left (2), middle-right (3), bottom-left (7), bottom-right (10). The dots are: top-left (4), top-right (6), middle-left (5), middle-right (2), bottom-left (9), bottom-right (8). The signs are: top-left (+), top-right (-), middle-left (+), middle-right (-), bottom-left (-), bottom-right (+).

Fact Triangles 2

The diagram consists of a large hexagon divided into six triangles by three dashed lines meeting at the center. Each triangle contains numbers and mathematical symbols (+, -) for a fact triangle activity.

- Top Triangle:** Left side: 10; Right side: 5; Top vertex: 15; Center: 14; Symbols: +, -
- Top-Right Triangle:** Right side: 5; Bottom vertex: 10; Center: 14; Symbols: +, -
- Right Triangle:** Right side: 10; Bottom vertex: 3; Center: 13; Symbols: +, -
- Bottom-Right Triangle:** Bottom vertex: 3; Left side: 10; Center: 14; Symbols: +, -
- Bottom Triangle:** Bottom vertex: 3; Left side: 10; Right side: 10; Center: 18; Symbols: +, -
- Bottom-Left Triangle:** Bottom vertex: 10; Right side: 10; Center: 17; Symbols: +, -
- Left Triangle:** Left side: 10; Top vertex: 10; Center: 19; Symbols: +, -
- Top-Left Triangle:** Left side: 10; Right side: 10; Center: 16; Symbols: +, -

Fact Triangles 3

The hexagon is divided into six triangles by dashed lines. Each triangle contains numbers and mathematical symbols for fact practice. The triangles are arranged as follows:

- Top Triangle:** Vertices are 4 (top-left), 12 (top-right), and 8 (bottom). Inside: $8 \cdot 10$, $10 \cdot 12$, and $4 \cdot 12$. Symbols: $+$, $-$.
- Middle-Left Triangle:** Vertices are 4 (top-left), 5 (top-right), and 8 (bottom). Inside: $4 \cdot 5$, $4 \cdot 8$, and $5 \cdot 8$. Symbols: $+$, $-$.
- Middle-Right Triangle:** Vertices are 6 (top-left), 5 (top-right), and 7 (bottom). Inside: $5 \cdot 6$, $5 \cdot 7$, and $6 \cdot 7$. Symbols: $+$, $-$.
- Bottom-Left Triangle:** Vertices are 6 (top-left), 8 (top-right), and 3 (bottom). Inside: $6 \cdot 8$, $6 \cdot 3$, and $8 \cdot 3$. Symbols: $+$, $-$.
- Bottom-Middle Triangle:** Vertices are 8 (top-left), 10 (top-right), and 10 (bottom). Inside: $8 \cdot 10$, $10 \cdot 10$, and $8 \cdot 10$. Symbols: $+$, $-$.
- Bottom-Right Triangle:** Vertices are 11 (top-left), 11 (top-right), and 7 (bottom). Inside: $11 \cdot 11$, $11 \cdot 7$, and $11 \cdot 7$. Symbols: $+$, $-$.

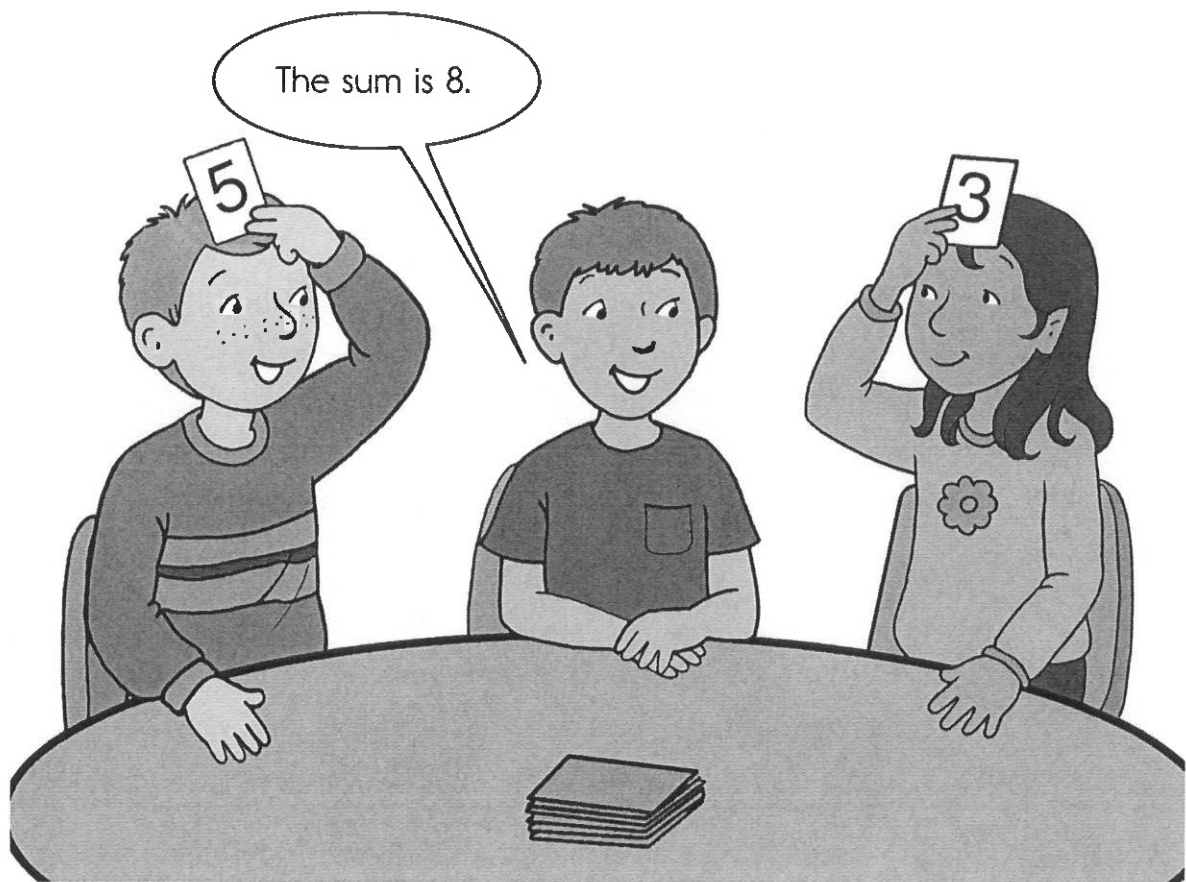
Salute!

- Materials** □ number cards 0–10 (4 of each)
- Players** 3
- Skill** Practicing addition and subtraction facts
- Object of the Game** To solve for the number on your card.

Directions

- 1 One person begins as the Dealer. The Dealer gives one card to each of the other two Players.
- 2 Without looking at their cards, the Players hold them on their foreheads with the number facing out.
- 3 The Dealer looks at both cards and says the sum of the two numbers.
- 4 Each Player looks at the other Player's card. They use the number they see and the sum said by the Dealer to figure out what the number on their card must be. They say that number out loud.

- 5 Once both Players have said their numbers, they can look at their own cards.
- 6 Rotate roles and repeat the game.
- 7 Play continues until everyone has been the Dealer five times, or until the entire deck of cards has been used.



The players use the number they see and the sum to try to figure out what their own number is.

Salute!

Record Sheet

1	2
4	3

NAME _____

DATE _____

Cards: _____, _____

Sum: _____

Fact Family:

$_____ + _____ = _____$

$_____ + _____ = _____$

$_____ - _____ = _____$

$_____ - _____ = _____$

Cards: _____, _____

Sum: _____

Fact Family:

$_____ + _____ = _____$

$_____ + _____ = _____$

$_____ - _____ = _____$

$_____ - _____ = _____$

Cards: _____, _____

Sum: _____

Fact Family:

$_____ + _____ = _____$

$_____ + _____ = _____$

$_____ - _____ = _____$

$_____ - _____ = _____$

Cards: _____, _____

Sum: _____

Fact Family:


$_____ + _____ = _____$

$_____ + _____ = _____$

$_____ - _____ = _____$

$_____ - _____ = _____$

Number Cards 0-15



15	14	13	12
11	10	<u>9</u>	8
7	<u>6</u>	5	4
3	2	1	0

Shaker Addition Top-It



NAME _____

DATE _____

Materials Two dot dice or two 10-sided dice; counters
Players 2 to 5
Skill Fact review and practice
Object of the Game To collect the most counters

Directions

- ① Make a pile of counters.
- ② Take turns shaking and rolling the dice.
 - Add the numbers.
 - Say the sum aloud.
 - If you say the wrong answer, you cannot win the round.
- ③ The player with the highest correct sum takes a counter from the pile.
If there is a tie, the tied players each take a counter.
- ④ Play as long as you have time.
Record 5 rounds of play.
Circle the winning fact in each round.
- ⑤ The player with the most counters when the game is over wins.

Shaker Addition Top-It Record Sheet

1	2
4	3

NAME _____

DATE _____

$\begin{array}{r} \square \\ + \square \\ \hline \square \end{array}$	$\begin{array}{r} \square \\ + \square \\ \hline \square \end{array}$	$\begin{array}{r} \square \\ + \square \\ \hline \square \end{array}$	$\begin{array}{r} \square \\ + \square \\ \hline \square \end{array}$	$\begin{array}{r} \square \\ + \square \\ \hline \square \end{array}$
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Attribute Train

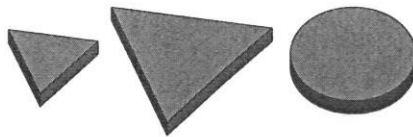
NAME _____

DATE _____

Materials Attribute blocks
Players 2
Skill Comparing attributes
Object of the Game To continue the train until all blocks are played

Directions

- ① Pick any block to start the train.
- ② Your partner picks a block that is different in only one way. The difference can be in the shape, size, thickness, or color.
- ③ You pick the next block that is different in only one way.
- ④ Keep taking turns.
- ⑤ The game ends when all the blocks have been played.



Each block is different in only one way.

Other Ways to Play

- Pick blocks that change in all but one attribute.
- Follow a pattern for every round. Change color, size, shape, and then thickness.

Tric-Trac

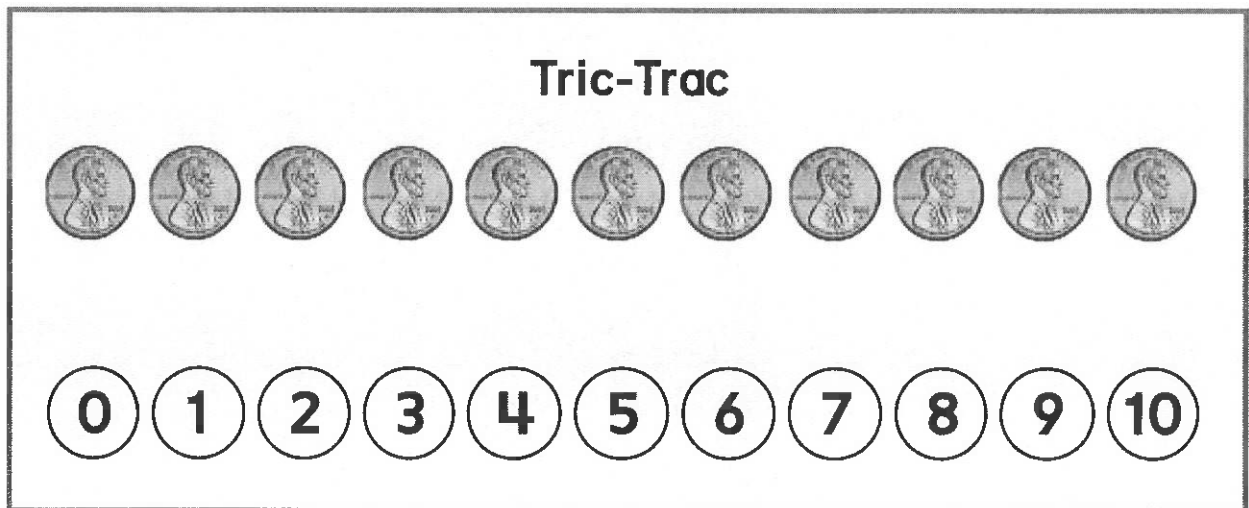
- Materials** 2 six-sided dice
 22 pennies
 1 *Tric-Trac* Game Mat for each player
- Players** 2
- Skill** Addition facts 0–10
- Object of the Game** To have the lower sum.

Directions

- 1 Cover the empty circles on your game mat with pennies.
 - 2 Take turns. When it is your turn:
 - Roll the dice. Find the total number of dots. This is your sum.
 - Move 1 of your pennies and cover your sum on your game mat.
- OR
- Move 2 or more of your pennies and cover any numbers that can be added together to equal your sum.

- 3 Play continues until no more numbers can be covered on your game mat. Your partner may continue playing, even after you are finished.
- 4 The game is over when neither player can cover any more numbers on his or her game mat.
- 5 Find the sum of your uncovered numbers. The player with the lower sum wins.

Set-up *Tric-Trac* Game Mat



Tric-Trac Game Mat

NAME		<table border="1"><tr><td>1</td><td>2</td></tr><tr><td>4</td><td>3</td></tr></table>	1	2	4	3
1	2					
4	3					
DATE						



NAME _____

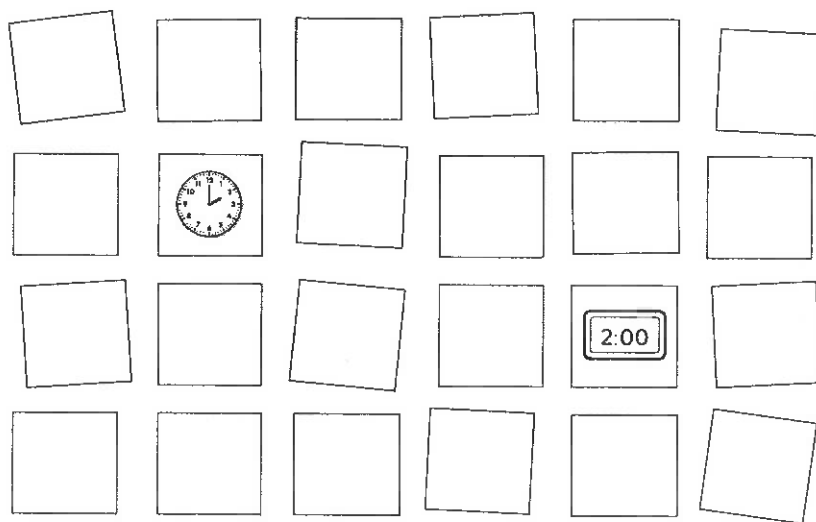
DATE _____

Time Match

Materials Time Match Cards
Players 2 or more
Skill Telling time
Object of the Game To match as many cards as you can

Directions

- ① Mix the cards, and place them facedown on the table. Take turns.
- ② Flip over 2 cards.
- ③ If the cards match, keep them and take another turn. If the cards do not match, flip them back over.
- ④ When all the cards have been matched, the player with the most matches wins.

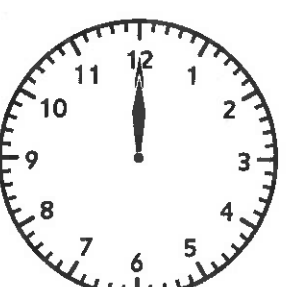
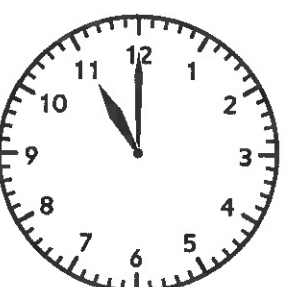
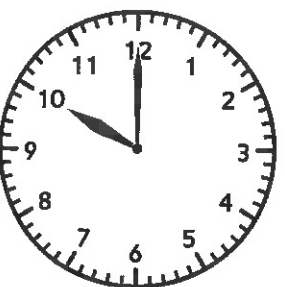
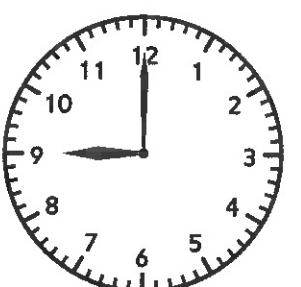
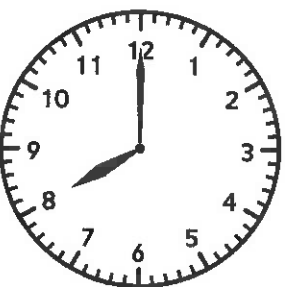
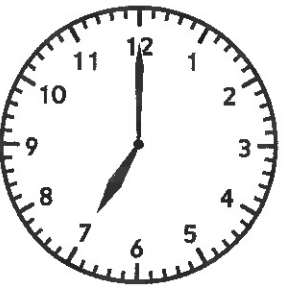
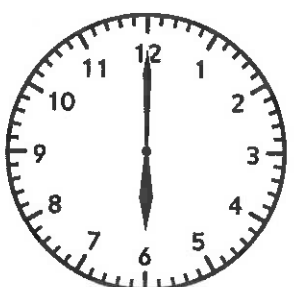
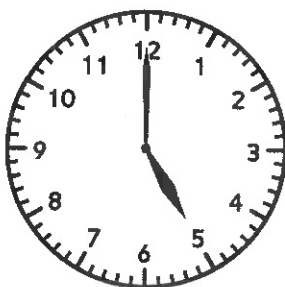
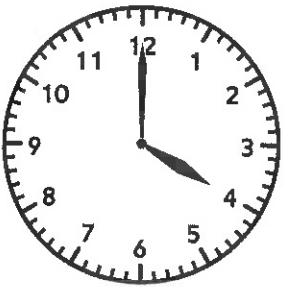
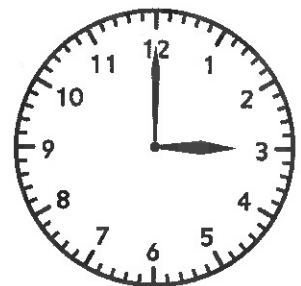
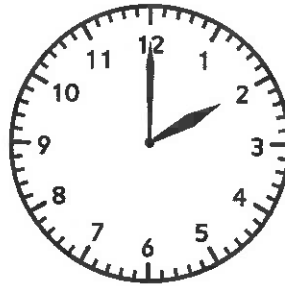
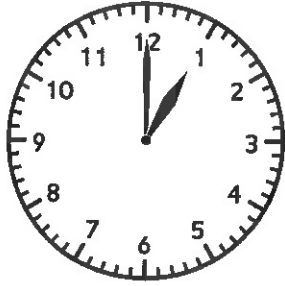


Time Match Cards

1	2
4	3

NAME _____

DATE _____



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Time Match Cards (continued)



NAME _____		DATE _____	
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3 o'clock

5 o'clock

11 o'clock

7 o'clock

6 o'clock

12 o'clock

1:00

4:00

9:00

10:00

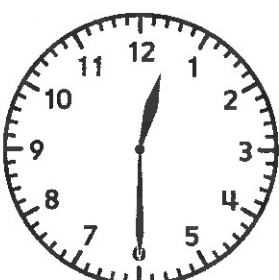
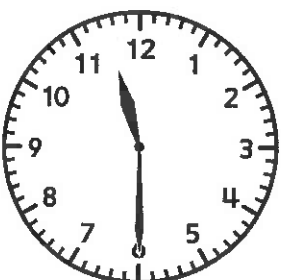
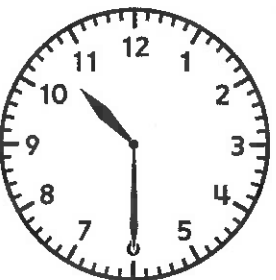
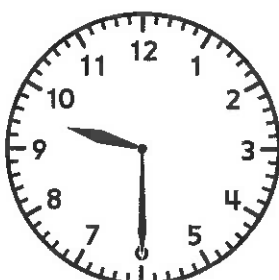
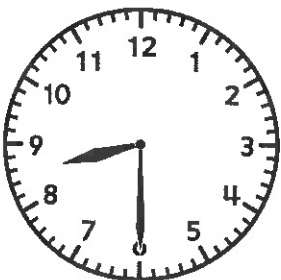
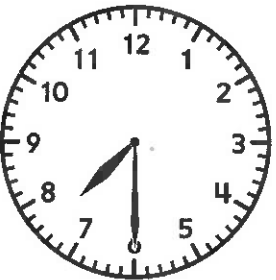
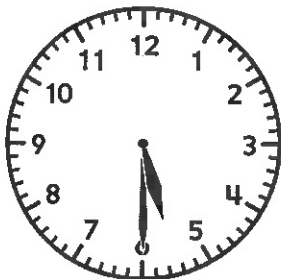
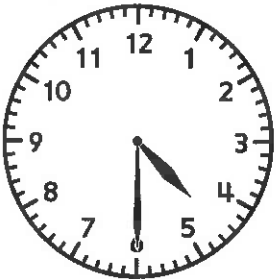
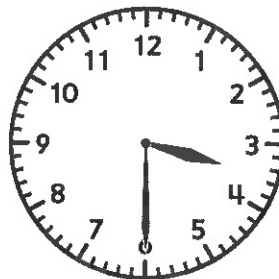
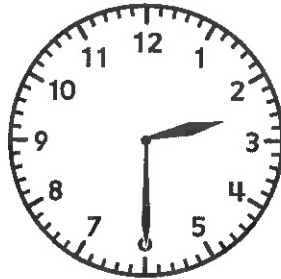
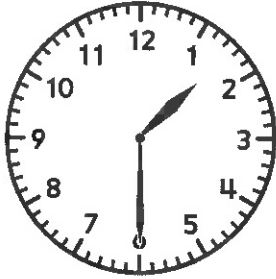
8:00

2:00

Time Match Cards (continued)



NAME _____		DATE _____	
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Time Match Cards (continued)



NAME _____

DATE _____



Half-past
2 o'clock

Half-past
3 o'clock

Half-past
4 o'clock

Half-past
6 o'clock

Half-past
10 o'clock

Half-past
11 o'clock

1:30

5:30

7:30

8:30

9:30

12:30

I Spy

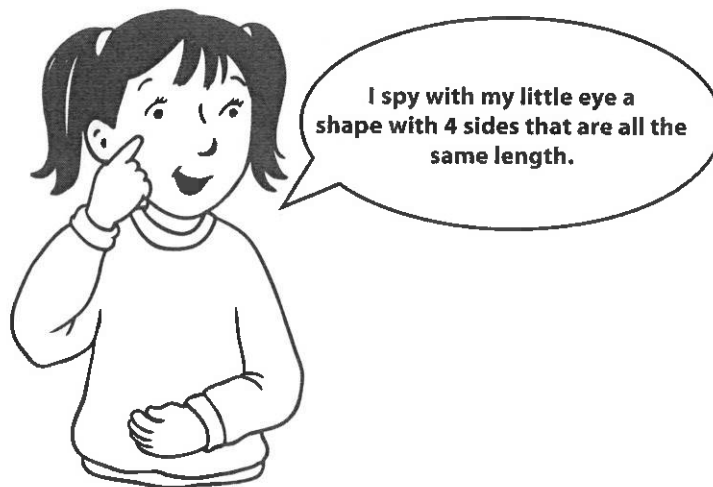
NAME _____

DATE _____

Materials None
Players 2 to 4
Skill Describing and identifying shapes
Object of the Game To correctly guess the shape

Directions

- ① Play with a partner or in a small group.
Take turns being the Spy.
- ② When you are the Spy:
 - Look for a shape in the room.
Don't tell anyone the name of the shape you spy.
 - Say, "I spy with my little eye a shape with. . . ."
Then give clues that describe your shape.
Be sure to use defining attributes.
- ③ Other players guess which shape was spied.
- ④ Play again with another player as the Spy.



Make My Design

1	2
4	3

NAME

DATE

Materials Pattern blocks, folder
Players 2
Skill Create composite shapes
Object of the Game To create the same shape as your partner

Directions

- ① Player 1 chooses 6 blocks.
Player 2 chooses the same 6 blocks.
- ② Players sit face-to-face with a folder between them.
They stand the folder to hide the designs.
- ③ Player 1 creates a shape with the blocks.
- ④ Using only words, Player 1 tells Player 2 how to “Make My Design.” Player 2 can ask questions.
- ⑤ Players remove the folder and look at the two designs.
Players discuss how closely the designs match.
- ⑥ Players trade roles and play again.

Composing New Shapes from Pattern Blocks 2

Lesson 8-5



NAME

DATE

③ Make a shape from three fat rhombuses and 1 hexagon.

④ Make a shape from two trapezoids and two triangles.

Before and After



NAME

DATE

Materials number cards 0–10 (4 of each)
Players 2
Skill Identifying numbers that are 1 less or 1 more
Object of the Game To have fewer cards

Directions

- ① Shuffle the cards. Deal 6 cards to each player.
- ② Place 2 cards number-side up on the table.
Put the rest of the deck number-side down.
- ③ Players take turns. When it is your turn:
 - Look for a number in your hand that comes *1 before* or *1 after* one of the numbers on the table.
Put your number on top of the number on the table.
Play as many cards as you can.
Take cards from the deck so you have 6 cards again.
 - If you can't play any cards when your turn begins:
Place 2 cards from the deck number-side up on top of the 2 cards on the table.
Try to play cards from your hand again.
If you still can't play your cards, your turn is over.
- ④ The game is over when:
All the cards have been taken from the deck.
No one can play any more cards.
- ⑤ The player holding fewer cards wins.

Number Cards 0-15



15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

0

Top-It (with School Store Cards)

Materials	<input type="checkbox"/> School Store <i>Top-It</i> Cards <input type="checkbox"/> number grid
Players	2
Skills	Add and compare sums of 2-digit numbers
Object of the Game	To collect more cards

Directions

1. Cut out the School Store *Top-It* Cards.
2. Shuffle the cards. Put them facedown in a deck.
3. Each player turns over two cards and adds the prices on each card.
4. The player with the higher total cost takes all the cards.
5. The game is over when all cards have been played.
6. The player with more cards wins.

School Store Top-It Cards



Lesson 9-8



NAME

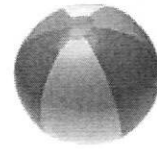
DATE



6¢



80¢



50¢



2¢



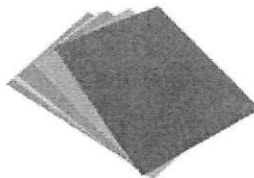
28¢



8¢



17¢



38¢



29¢



31¢



25¢



30¢

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Vertical Number Grid



NAME _____

DATE _____

-9	-8	-7	-6	-5	-4	-3	-2	-1	0
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