

Games

This section of the booklet contains mathematics games that students can play during center time.

How to Use the Games

- Several different game boards are included for each game that span various number ranges. Blank game boards are also provided. Use a board with a number range that matches current or reviews past instructional content.
- All of the games, with the exception of All Aboard, have separate playing card sets, each focusing on a specific mathematics skill. For example, Shapes in Space has different playing card sets for magnitude comparison, addition/subtraction combinations, and place value. Introduce each skill and its corresponding playing cards separately to keep the objective of the game clear.
- Familiarize yourself with the game instructions and materials before introducing them to students. Each game has separate teacher and student instructions. The student instructions are intended to be a secondary support for students after you have modeled and reviewed the games. Most games use a game board, score card, and playing cards. Two games, Memory and Flash Card War, use only cards.
- Unless otherwise noted, each game uses the same score card across all versions of the game.
- A suggested grade level is listed for each game. However, if necessary, adapt the games to fit the needs and abilities of your students across grades by:
 - Using the scaffolding ideas and extension activities listed for many of the games
 - Filling in the blank game board and blank set of playing cards provided with each game with a specific skill or number range
- The games are designed to provide practice in essential mathematics skills. The goal of the games is to review skills, not to have 1 winner.

How to Print the Materials



- All of the materials are provided in PDF form (game boards, playing cards, and score cards). Print the materials on white paper with a color printer, except the All Aboard playing cards, which should be printed on colored paper or cardstock (see game instructions for more information).
- The game boards are available in two sizes to accommodate varying printer capabilities:
 - An 11-inch by 17-inch (tabloid size), whole-page version; if possible, use this version
 - A split-page version with two 8.5-inch by 11-inch (standard letter size) pages to be taped together

- Playing cards are organized by skill and grade level. Print the cards double-sided.
- If possible, laminate the game boards and playing cards to lengthen their life and to allow the use of dry-erase markers with the blank materials, making them reusable.
- Print score cards for each student.
- Print and laminate the additional support materials, such as number lines and hundreds charts, as needed.

Note: Additional materials not provided in this booklet or on the website are needed for some games (e.g., game pieces, pencils or markers, number lines, hundreds charts). Gather any such materials before beginning each game.

General Instructions

Kindergarten, First Grade, and Second Grade

- Take turns.
- Help your friends at your table.
- If you have a question, ask a friend in your group first.
- Roll the die—do not throw it. 
- Decide who goes first. One way to decide is to roll the die and have the player with the highest roll go first.
- Choose your game piece. Again, you can roll the die to see who picks first. 
- Do not shout answers.
- Be respectful.
- Write your name and the date on your score sheet.
- Continue to play the entire time.
- The goals of the games are to practice and to have fun! There is no winner.

Grade 1 and Grade 2 Games by Skill

Acronyms

ASC-Addition/Subtraction Combinations	MC-Magnitude Comparison	V-Vocabulary
PV-Place Value	WPS-Word Problem Solving	NR-Number Recognition

Grade 1 Games

1. <i>It's a Jungle Out There: Number Sense/Magnitude Comparison, 0-20 (MC)</i>	65
2. <i>Shapes in Space</i>	67
a. <i>Magnitude Comparison (MC)</i>	67
b. <i>Addition/Subtraction Combinations (ASC)</i>	70
c. <i>Place Value (PV)</i>	73
3. <i>Help the Baker</i>	76
a. <i>Magnitude Comparison (MC)</i>	76
b. <i>Addition/Subtraction Combinations (ASC)</i>	81
c. <i>Place Value (PV)</i>	86
5. <i>Memory</i>	92
a. <i>Matching Numbers, Place Value (PV)</i>	92
6. <i>Flash Card War</i>	98
b. <i>Place Value/Magnitude Comparison (PV/MC)</i>	100

Grade 2 Games

2. <i>Shapes in Space</i>	67
a. <i>Magnitude Comparison (MC)</i>	67
b. <i>Addition/Subtraction Combinations (ASC)</i>	70
c. <i>Place Value (PV)</i>	73
3. <i>Help the Baker</i>	76
a. <i>Magnitude Comparison (MC)</i>	76
b. <i>Addition/Subtraction Combinations (ASC)</i>	81
c. <i>Place Value (PV)</i>	86
4. <i>All Aboard: Word Problem Solving, Grade 2 (WPS)</i>	91
5. <i>Memory</i>	92
b. <i>Matching Numbers to Number Words, Vocabulary (V)</i>	94
c. <i>Matching Terms to Symbols, Vocabulary (V)</i>	96

Game Instructions

6. *Flash Card War* 98

a. Magnitude Comparison (MC) 98

b. Place Value/Magnitude Comparison (PV/MC)100

c. Addition/Subtraction Combinations, Magnitude Comparisons (ASC/MC)103