
Part Whole Bingo

Play with a partner. You will each need your own game board.

- 1) Partner 1 rolls two dice and finds the sum.
- 2) Partner 1 takes the same amount of connecting cubes and places them on the board. For example, if partner 1 rolls a 5 and a 2 and takes 7 connecting cubes. Partner 1 then decides where to place the 7 cubes. All 7 cubes can be placed on the 7 track, or divided to cover the 5 and 2 tracks, the 6 and 1 tracks or the 2, 2, and 3 tracks etc. Cubes may not be placed on only part of a track; the track must be covered completely.
- 3) Partner 2 then takes a turn.
- 4) Continue play until both boards are covered.
- 5) Players can keep track of what they rolled and what they covered on the recording sheet.

I rolled

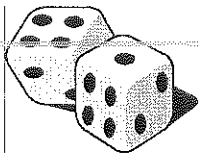
I covered

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

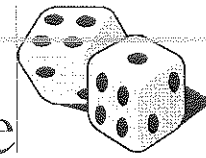
Did you cover all the spaces? yes no

What was left?

What would you need to roll in order to finish the game?



Kindergarten Yahtzee



2
3
4
5
6
7
8
9
10
11
12

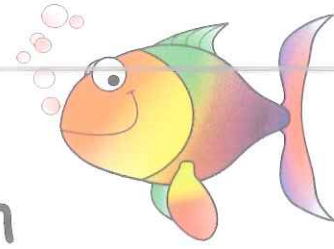
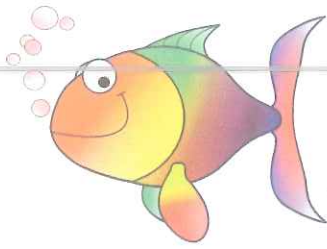
Directions:

- 1) Partner 1 rolls two dice and finds the sum.
- 2) Put a counter on the sum.
- 3) Partner 2 rolls two dice and finds the sum.
- 4) Put a different counter on the sum.
- 5) Continue playing until one of the game boards is filled up.

It takes two.... To build a number!

- 1) Player 1 chooses a card and shows it to his/her partner.
- 2) Player 1 pushes over some beads on the math rack.
- 3) Player 2 must push over the remaining beads to equal the number.
For example: if the number card chosen is 8, player one might move 5 beads. Player two would then move 3 beads on the bottom to equal 8.



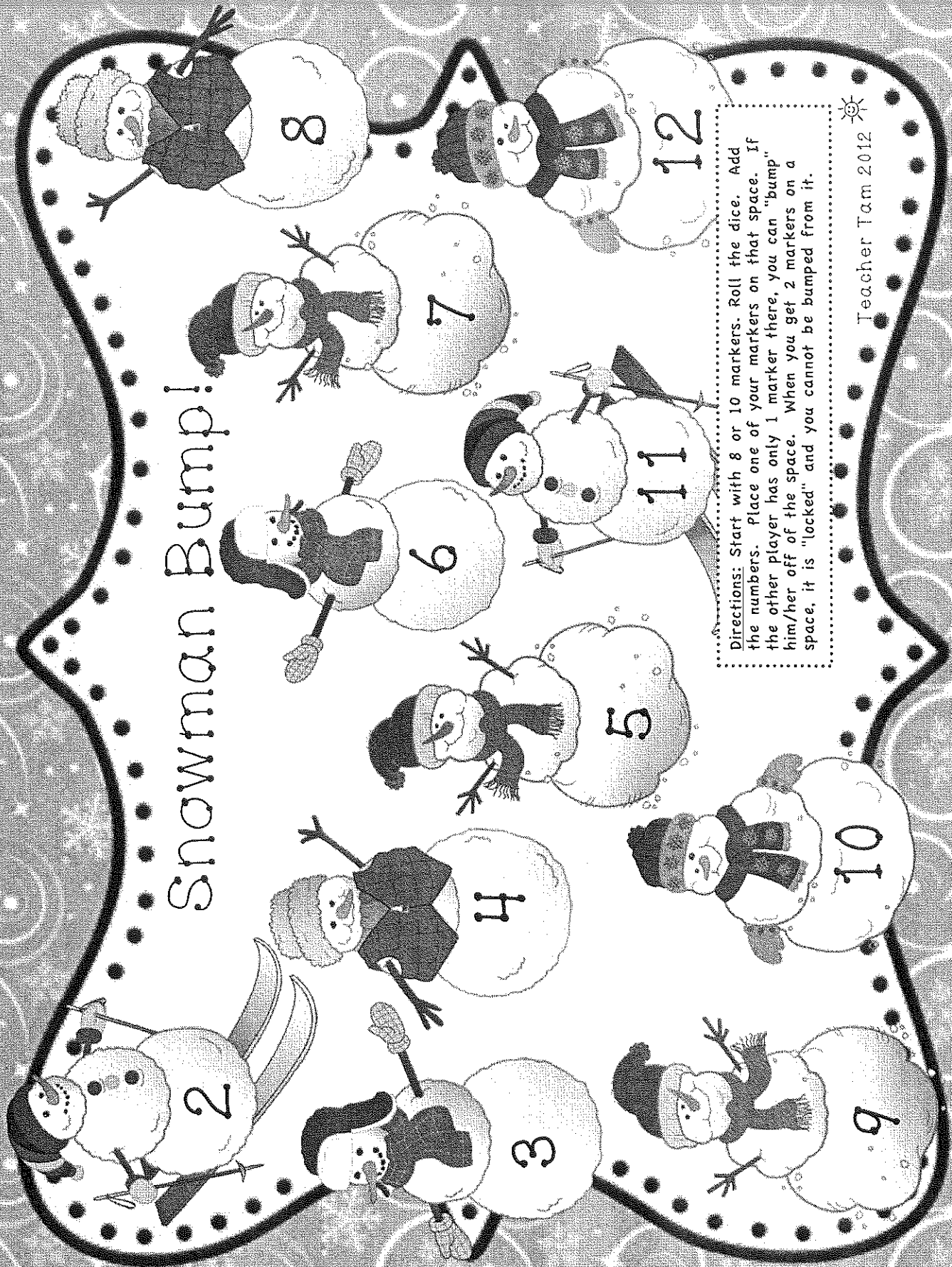


Tens Go Fish

Materials: Deck of number cards 0-10 (four of each), 3-4 players.

- 1) Each player is dealt five cards. The rest of the cards are placed face down in the center of the table.
- 2) If you have any pairs of cards that total 10, put them down in front of you, and replace those cards with cards from the deck.
- 3) Take turns. On your turn, ask one other player for a card that will go with a card in your hand to make 10.
- 4) If you get a card that makes 10, put the pair of cards down. Take one card from the deck. Your turn is over.
If you do not get a card that makes 10, take a card from the deck. Your turn is over.
- 5) If there are no cards left in your hand, but still cards in the deck, take two cards.
- 6) The game is over when there are no more cards.

Snowman Bump!



Directions: Start with 8 or 10 markers. Roll the dice. Add the numbers. Place one of your markers on that space. If the other player has only 1 marker there, you can "bump" him/her off of the space. When you get 2 markers on a space, it is "locked" and you cannot be bumped from it.



Teacher Tam 2012

Race to 100 Game Rules:

Materials:

- 2 Dice
- Game Board
- Game Piece (coins, small animals, counters, etc.)

How to play:

- Player one rolls the two dice and adds the numbers together. Player one moves his or her game piece that many spaces on the game board. Player two does the same. Play continues until the first person reaches 100.
- If players land on the same number that is ok.

Variations in play:

- If a player rolls a doubles fact ($2+2$, $3+3$, $4+4$, etc.) they get to roll again.
- When the first player reaches 100 have both players start at 100 and roll their way back to 1.

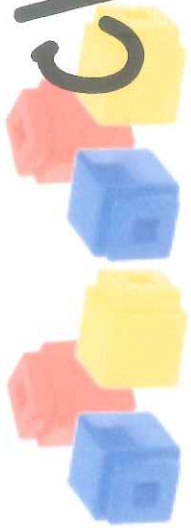
* Gameboard on back

Race to 100

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

* Directions on back.

Clear the Board

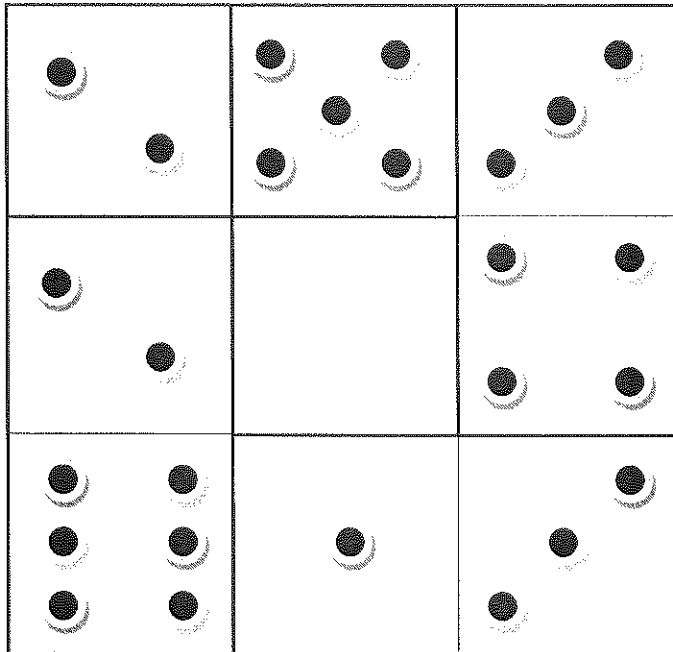


2	3	4	5	6	7	8	9	10	11	12										

Play with a partner or small group. Each child has a board and 10 cubes. Place the cubes on the board above the numbers. You can place more than one cube above a number. The player rolls 2 dice and adds the dice together. If there is a cube above that sum, the player takes one cube off that sum. Whoever clears his/her board first, wins.

Magic Squares

1. A Magic Square uses four dominoes.
2. Each side of the square totals the magic number.



3. A Magic 10 Square could look like the one above.
4. Try making a magic 10 square a different way.
5. Record your solutions on the recording sheet.

Questions Parents Can Ask:

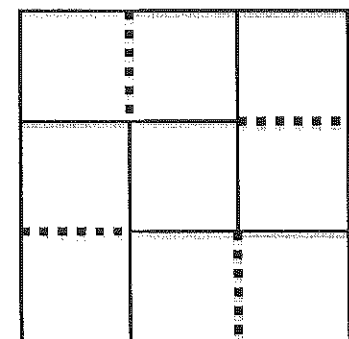
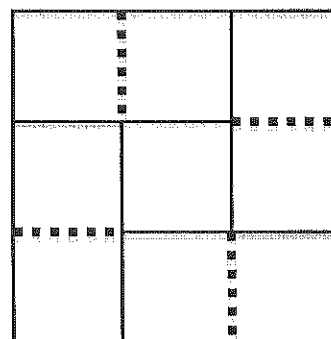
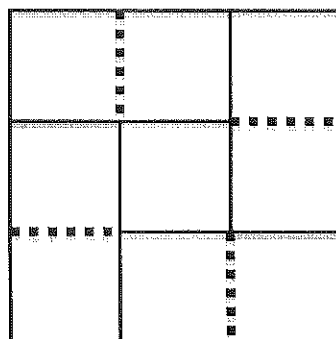
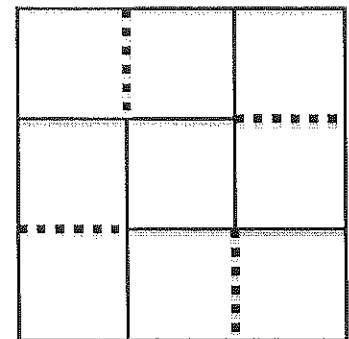
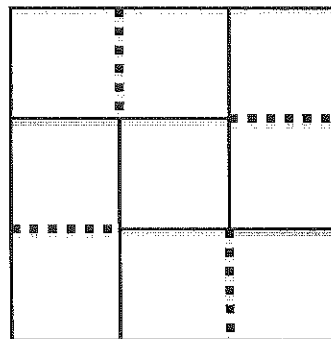
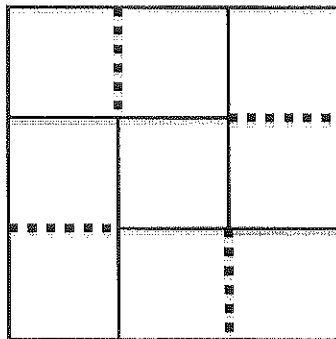
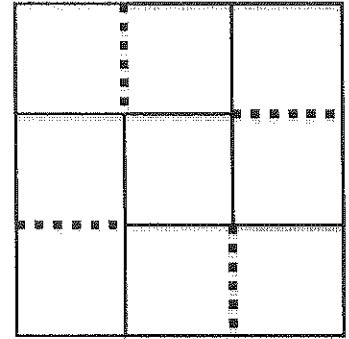
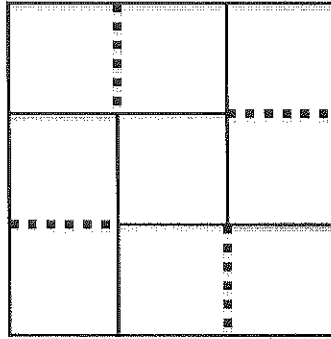
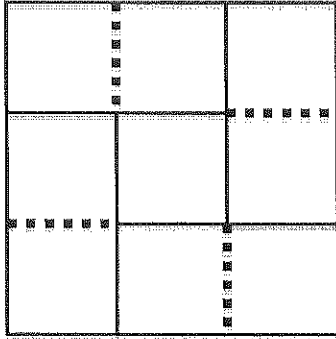
- Which dominoes will fit into our magic square?
- Can we replace some dominoes and still make our magic square?
- What strategies are you using to complete the magic square?
- What other ways can you make a magic 10 square?

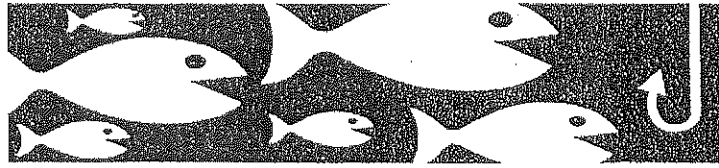
Challenge:

- Pick another number. Try making a magic square for that number.
- Try making a multiplication magic square so that the product of each side is always 36.
- What numbers did you use? Not use? Why?

Magic Square Recording Sheet

How many Magic Squares can you make? Record the different possibilities below. What strategy or strategies did you use? Discuss with your partner.





Something's Fishy

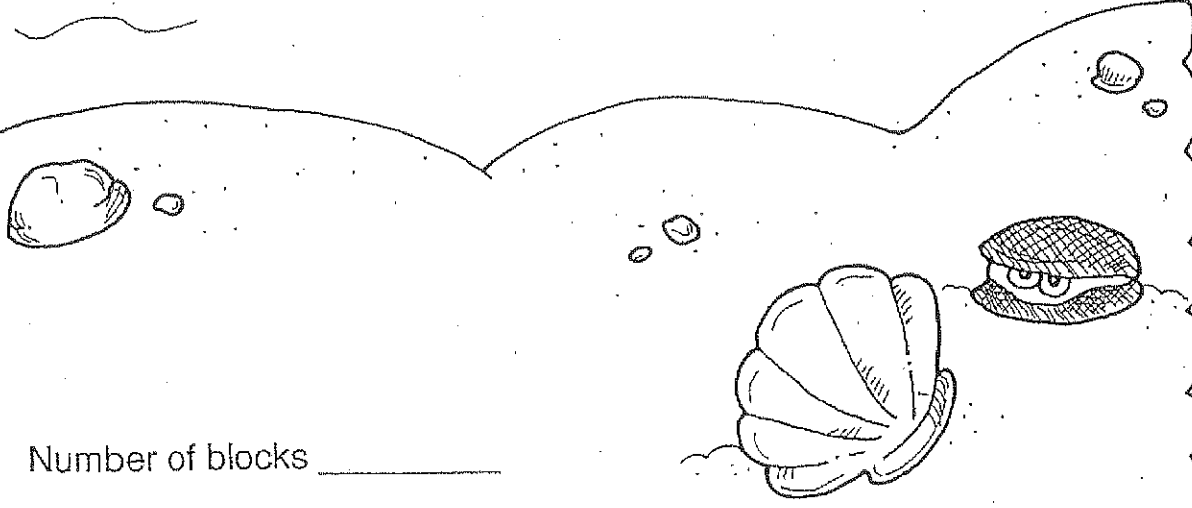
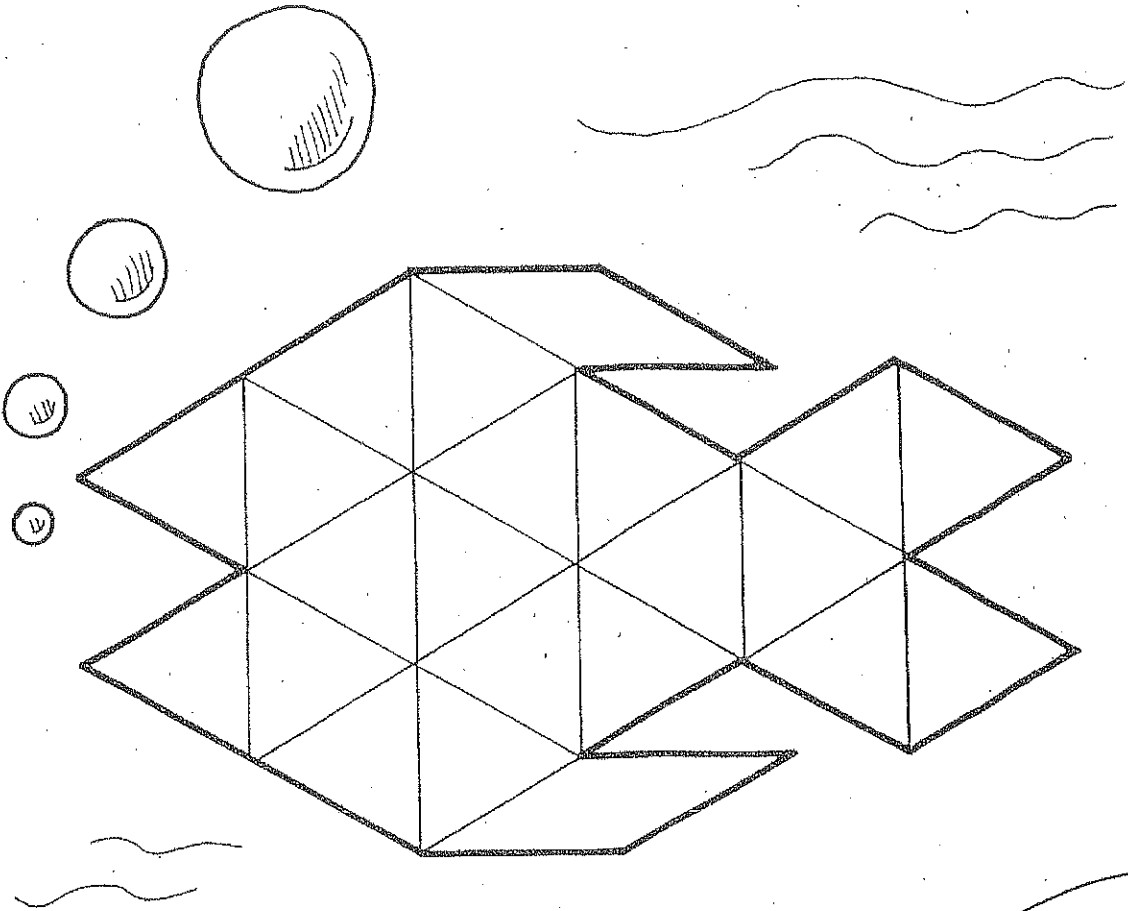
There are 14 different ways to cover the fish with pattern blocks. The least number of blocks needed is 9; the greatest number of blocks needed is 22. It is possible to cover the fish with every number of blocks in between.

Find as many different ways that you can to cover the fish. Choose one of the ways and show it on the recording sheet using pattern block stickers.



Something's Fishy

Name _____



Number of blocks _____

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

Materials: pencils, 2 dice, and the cover up game board

Game:

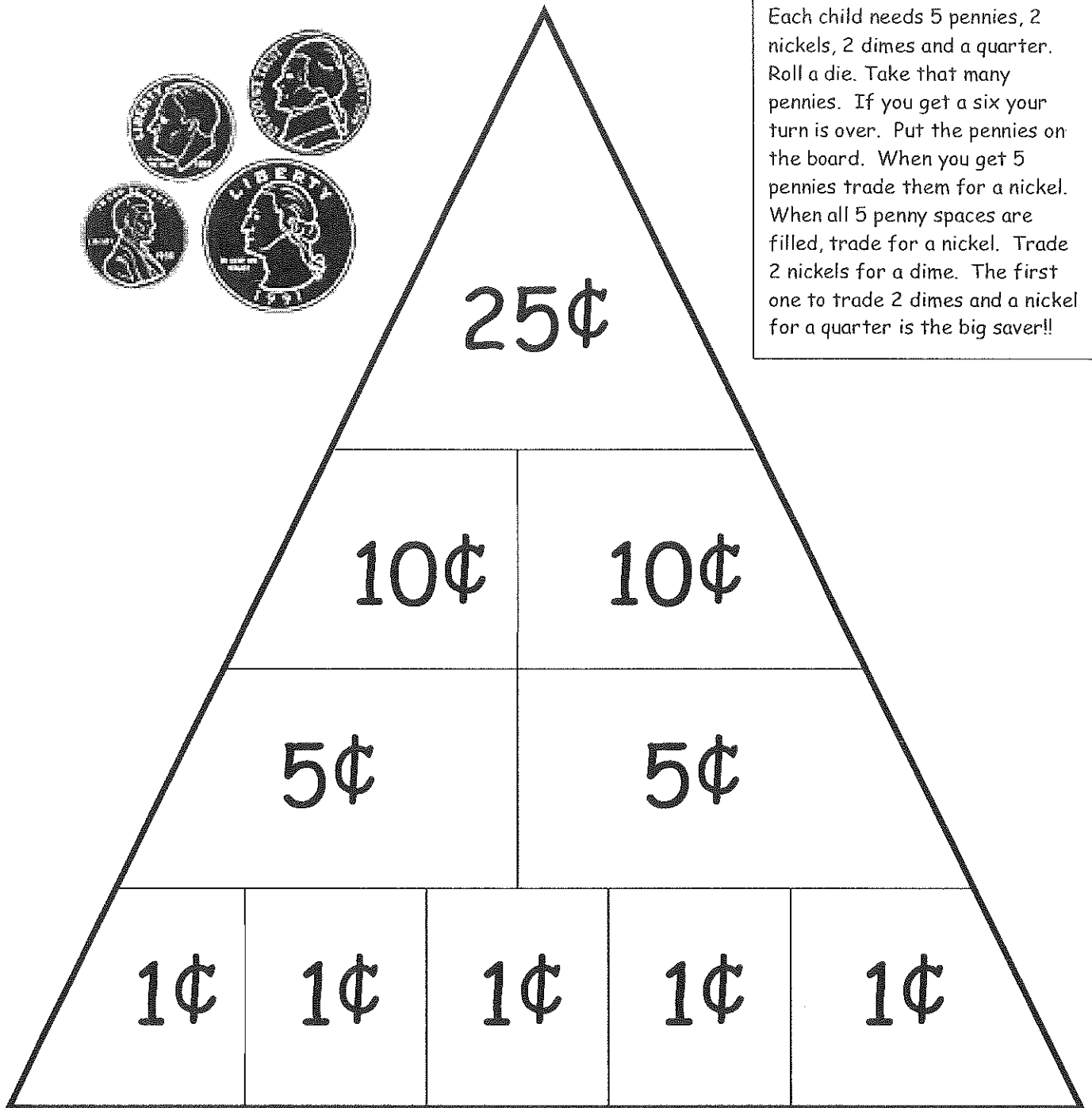
1. Roll the dice. Cross out one or more numbers that add up to the total rolled. Ex. If you roll a total of 6, you can cross out 6, or 5 and 1 or 4 and 2.
2. You might not always have a move. If you can't cross out the total rolled you lose a turn.
3. First player to cross out all their numbers wins.

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



Each child needs 5 pennies, 2 nickels, 2 dimes and a quarter. Roll a die. Take that many pennies. If you get a six your turn is over. Put the pennies on the board. When you get 5 pennies trade them for a nickel. When all 5 penny spaces are filled, trade for a nickel. Trade 2 nickels for a dime. The first one to trade 2 dimes and a nickel for a quarter is the big saver!!



The Coin Exchange Game

Game 9: Cross Out Singles

Objective

In this game, players fill in the nine squares on their game boards with the numbers rolled. Once all squares are complete, players find the sums of the number strings (the rows, columns, and diagonal). They cross out any sums that appear only once, then total the remaining sums. This is their score. The objective is to be the player with the highest score out of three rounds.

Materials

- 1 die
- *Cross Out Singles* Game Boards (REPRODUCIBLE 13), 1 per pair

Players

1 or more

Directions

1. Player 1 rolls the die. All players record the number in a square on the first array of their recording sheet. Remember, once a number is written it may not be changed.
2. Another player rolls the dice. All players record the number in a square on the first array of their recording sheet.
3. Repeat Step 3 until all nine squares on players' arrays have been filled.
4. Players then find the sums of the number strings (the rows, columns, and diagonal) and write the sums in the corresponding circles.
5. All players examine their sums. They cross out the sums that appear only once (in only one circle).

6. The total of the sums not crossed out is the player's score for that round. For example:

3	5	3	11
1	2	6	9
6	4	1	11
10	11	10	6

$$11 + 11 + 10 + 11 + 10 = 53$$

The player's score for this round is 53.

7. Repeat Steps 1–6. After three rounds are completed, players review their scores. The player with the highest score after three rounds is declared the winner.



CROSS OUT SINGLES GAME BOARDS

Version 1 (3 x 3 Array)

NAME _____

○ ○ ○ ○

○ ○ ○ ○

○ ○ ○ ○

1 _____ 2 _____ 3 _____

Total _____

NAME _____

○ ○ ○ ○

○ ○ ○ ○

○ ○ ○ ○

1 _____ 2 _____ 3 _____

Total _____



CROSS OUT SINGLES GAME BOARDS

Version 2 (4 x 4 Array)

NAME _____

○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

1 _____ 2 _____ 3 _____

Total _____

NAME _____

○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

1 _____ 2 _____ 3 _____

Total _____



Behind the Wall

1. Two players need a file folder and Pattern Blocks.
2. The players sit facing one another with the file folder between them.
3. One player makes a design with Pattern Blocks. The other, who cannot see the design because of the file folder wall, recreates the original design from verbal instructions given by the creator.
4. When the players feel that the design has been recreated, they lift the wall and compare designs.
5. Players reverse roles and play the game a second time. Was it easier to give or receive instructions?

