

Domino Top-It

(Grades K-2) 2 players

Materials: Double-9 dominoes (or photocopy)
Record Sheet
Pencil

Directions:

1. One player mixes the dominos up and turns them facedown.
2. Each player turns over one domino and says the total number of dots.
3. The player with the largest total takes both dominoes.
4. In case of a tie, each player turns over a new domino and calls out the total. The player with the largest total takes all of the face up dominoes.
5. The game ends when all of the dominoes have been played. The player with the most dominoes wins. 😊

Empty the Bowl

(Grades K-4): 2 players

Materials: 20 Counters (beans, cubes, etc.)
1 die
A bowl
Paper & pencil for recording

Directions:

1. Place 20 cubes, beans or any type of counter in a bowl.
2. On top of your paper, record your prediction of: How many rolls of the die you think it will take to empty the bowl?
3. Roll the die. Remove that amount of counters from bowl.
4. Record the subtraction sentence: (for example, if you rolled a 3 you would take out 3 counters , your subtraction sentence would be: $20-3 = 17$, your second roll you rolled a 2, the sentence would be $17-2 = 15$, and so on...)
5. Continue in this method until the bowl is empty, recording each time.
6. Compare the number of rolls to your prediction.
7. Start over again on the back or on a new piece of paper.

Have fun!!!

Addition Top-It

(Grades K-4) 2 players

Materials: 1 deck of cards

Directions:

1. One player removes cards 11-20 and places them back in box (only use cards 0-10). (For Kindergarten you can use cards 0-5).
2. One player shuffles the cards and places the deck number-side down.
3. Each player turns over 2 cards and calls out the sum (addition) of the numbers. Players check each other's sums.
*** (Students in grades 3-4, for a challenge, you can turn over 3 cards at a time!)***
4. The player with the greatest sum wins the round and takes all of the cards.
5. In case of a tie for the greatest sum, each player turns over 2 more cards and calls out their sum. The player with the greatest sum (addition) takes all of the cards from both plays.
6. The game ends when not enough cards are left for each player to have another turn.
7. The player with the most cards wins.

Multiplication Top-It

(Grades 3-4) 2 Players

Materials: 1 deck of cards

Directions:

1. One player removes cards 11-20 and places them back in box (only use cards 0-10). (For Kindergarten you can use cards 0-5).

*** (For a real challenge include cards 11, 12 & 13) ***

2. One player shuffles the cards and places the deck number-side down.

3. Each player turns over 2 cards and calls out the product (multiplication) of the numbers. Players check each other's products.

4. The player with the greatest product wins the round and takes all of the cards.

5. In case of a tie for the greatest product, each player turns over 2 more cards and calls out their product. The player with the greatest product (multiplication) takes all of the cards from both plays.

6. The game ends when not enough cards are left for each player to have another turn.

7. The player with the most cards wins.

Name That Number

Grades (1-4) 2 Players

Materials: 1 deck of cards

Directions:

1. One player removes cards 11-20 and places them back in box (only use cards 0-10). (For 1st grade you can use cards 0-5).

*** (For a real challenge include cards 11-20) ***

2. One player shuffles the deck and places 5 cards number side up. He or she places the rest of the deck number-side down, turns over the top card, and lays it down next to the deck. The number on this card is the number to be named, or the **target number**.

3. Players take turns trying to name the target number by adding, subtracting, multiplying, or dividing the numbers on 2 or more of the 5 cards that are number side up. A card may be used only once for each turn. (Hint: try to use more than 2 cards to reach the target number.)

4. If the player can name the target number, he or she takes the cards that were used to name it along with the target-number card. Then he or she replaces all of the cards that were taken by drawing from the top of the deck.

5. If the player cannot name the target number, his or her turn is over. He or she turns over the top card of the deck and lays it down on the target-number pile. The number on this card is the new target number.

6. Play continues until all of the cards in the deck have been turned over. The player with the most cards wins.

\$1, \$10, \$100 Exchange Game

(Grades K-3) 2 Players

Materials: Thirty \$1 bills, twenty \$10 bills, one \$100 bill
1 or 2 dice
Game mat

Directions:

1. Players put the money in a “bank” between them.
2. Players take turn rolling the dice (or die), and taking from the bank the number of \$1 bills shown on the dice (or die).
3. Whenever possible players trade from the bank: give the bank 10 bills for 1 bill of the next higher denomination (give the bank 10 \$1 bills, and take 1 \$10 bill or give the bank 10 \$10 bills and take 1 \$100 bill.) Players put the bills in the correct columns on their mats.
4. Players announce how much money they have after each turn. After each turn players announce who has more money. [Challenge for grades 2-4, calculate how much you are ahead of the other player (hint: find the difference by subtracting!)]
5. The first player to make an exchange for a \$100 bill wins.

