

K-2 Conventional Math Essential Element Games

Counting and Cardinality	Numbers and Operations in Base 10
<u>Count to tell the Number of Objects/One to One Correspondence</u> - Print Resources Teddy Bear's Picnic How Does Your Garden Grow? Cover Up Here Doggie Jumping Frogs Numbers Clap Turtle Number Walk Simple Gameboard Simple Path Gameboard Game Path Directions - Electronic Resources NumTanga Junior Ten Frame Mania Birthday Candle Counting Counting Fish George's Busy Day Monkey Jump George's Busy Day Bubble Pop George's Busy Day Flower Garden NumberShapes <u>Know Number Names and Count Sequence</u> - Print Resources Circle Count Number Path Games Lily Pad Number Path Game Explore Number Order Hidden Card X-Ray Vision Go Fish Numbers - Electronic Resources Blast Off Numerical Order Connect the Dots Monster Math Match Number Bingo NumberShapes	<u>Comparing Quantities</u> - Print Resources High Card Compare Going Buttons - Electronic Resources How Much? How Many? Comparing Number Values Jr. Molly's More or Less Quest George's Busy Day Bug Catcher <u>Creating Number Sets</u> - Print Resources Balancing Game Dot Memory Hungry Numbers Line Em Up - Electronic Resources George's Busy Day Meatball Launcher <u>Composing and Decomposing Numbers</u> - Print Resources Make it Ten On and Off Let's Make Ten! - Electronic Resources George's Busy Day Museum of Tens <u>Number After</u> - Print Resources Before or After
Operations and Algebraic Thinking	Geometry
<u>Addition and Subtraction</u> - Print Resources Plus One BINGO	<u>Matching and Sorting Shapes</u> - Print Resources Shape Lotto Game

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◦ Plus Two BINGO ◦ Find Six ◦ Find Ten ◦ AL's Race for the Ten ◦ Finger Speed Sums and Differences ◦ Closest to Ten ◦ Add Up to Five BINGO ◦ Roll Two Numbers (to 6) ◦ Roll Two Numbers (to 12) ◦ How Many More Buttons ◦ Lady Bug Spots • Electronic Resources ◦ Marble Math ◦ Balloon Pop Subtraction ◦ First to Five ◦ NumberShapes <u>Dividing into Equal Groups</u> • Electronic Resources ◦ George's Busy Day- Fair Shares <u>Repeated Addition with Objects</u> • Print Resources ◦ Spin and Roll for Repeated Addition	◦ What's My Rule? ◦ Go Fish Shapes ◦ Snap ◦ Wild Shapes • Electronic Resources • Shape Puzzles <u>Identifying Positions of Objects</u> • Print Resources <u>Identifying 2D Shapes</u> • Print Resources ◦ The Shape Path
Measurement and Data	Estimation
<u>Classifying and Sorting Objects by Attribute</u> • Print Resources • Electronic Resources ◦ Sorting Box <u>Representing and Interpreting Data using Picture Graphs</u> • Print Resources • Electronic Resources ◦ Fuzz Bugs Graphing <u>Comparing Lengths</u> • Print Resources ◦ Building Towers ◦ Wormy Measurement <u>Ordering Lengths</u>	• Electronic Resources ◦ How Many Marbles

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• Print Resources <u>Time Concepts</u> • Electronic Resources ◦ Day and Night Sorting <u>Time to the Hour on Digital Clocks</u> • Print Resources ◦ Digital Clock Top It <u>Measuring with Nonstandard Units</u> • Print Resources ◦ Nonstandard Units Measurement Game <u>Recognizing that Money has Value</u> • Electronic Resources ◦ Break the Bank Sorting <u>Relating Addition and Subtraction to Length</u> • Print Resources ◦ How Long Is It? - (Kathy Richardson; Developing Number Concepts Book 1)	
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Adaptations for Physical or Vision Impairments

- All Turn-it Spinner in place of dice or standard spinner
<https://www.ablenetinc.com/all-turn-it-spinner>
- Place dice in a small clear container and have the student shake it
- Enlarged gameboard
- Enlarged game pieces
- [Large dice](#)
- [Tactile dice](#)
- Partner directed assistance (verbally or using AAC to say to partner- "Move my piece 5 spaces please")
- [APH Game Kit](#)