

Get ready to discover math all around you!

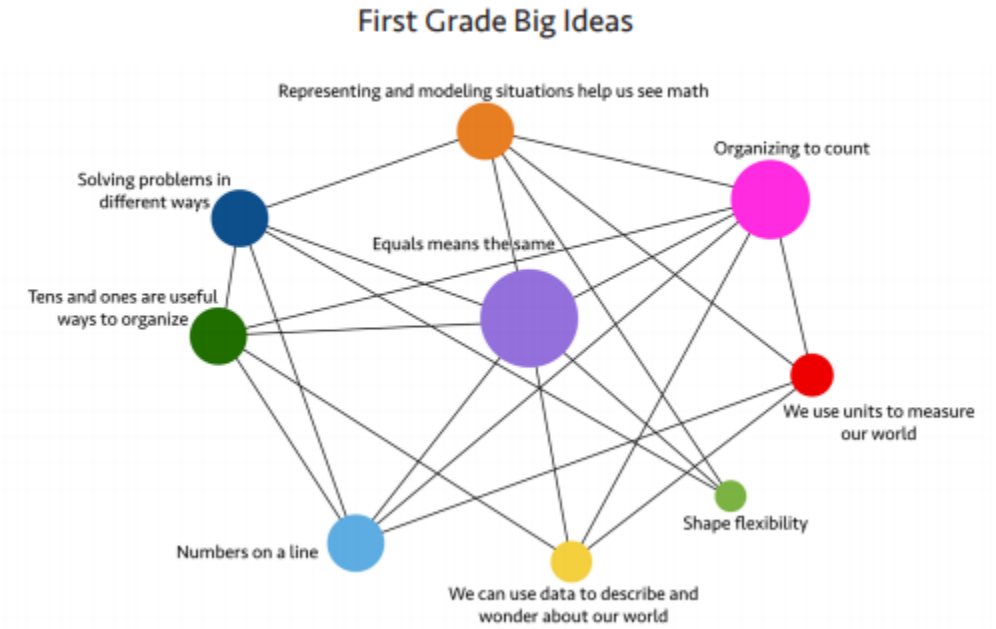
Just as students benefit from reading throughout the summer, it would also benefit them to engage in math activities. Research shows that students better maintain and strengthen their math skills through regular and meaningful practices.

Inside, you will find creative mathematics activities to try at home. The goal is for your child to have fun thinking and working collaboratively to communicate mathematical ideas. The activities reflect a range of difficulty with the intent that your child can choose the activities that are at a "just right" level. While working on these activities, ask your child how he found a solution or why she chose a particular strategy.

This packet consists of 2 menus (June and July) and an alternate summer math menu that allows you to fill in your own activities. Each month's activities are organized into 32 "math boxes." You can choose which activities you and your child would like to complete on whichever day you want. We encourage your child to complete 20 boxes per month, coloring in each box as it is done. We recommend that you integrate an average of 15-20 minutes of math activities into your child's day by completing these activities.

We hope that you enjoy the activities, extend them, create new ones, and have fun!

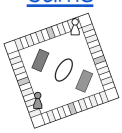
Happy Mathematizing Young Mathematicians!
Rockwood's Elementary Math Team



Boaler, Muson, Williams, What is Mathematical Beauty, 2019

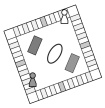
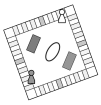
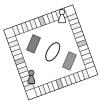
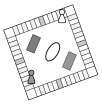
Math Menu #1

Pick an activity to do each day

Complete the Kakooma Activity 	As you walk or drive in the car, try to find all the numbers 0, 1, 2, 3....in order. How many do you see along the way? How high can you go?	101 and You're Out 	Play a computer math game from the list 
Read a Math Book 	I Spy 	Play a computer math game from the list 	Salute 
Snap Two It Addition 	Pig Game 	Biggest Difference 	Complete the DigiCross Activity 
Draw a picture using 2 circles, 3 triangles, and 1 rectangle. Count the # of sides and the # of corners in your picture.	Complete the Numtanga Activity 	Close Call 	Subtraction Track 
Magic Trick 	Help set the table for a meal. How many forks, spoons, and knives do you need? Counts by 2s	Complete the Snake Activity 	Pyramid Game 
Jump 3 times: once like a bunny, once like a frog, and once like a child. Measure each jump. Which jump was the shortest? Longest?	Memory 	Shut the Box 	Read a Math Book 
Top It 	With chalk, make a repeating pattern design on a sidewalk or driveway near you. Can you label your pattern? (ex: ABAB, AABAAB...)	Roll to $1 	Oh No! 99! 
Seven Up 	Tick Tac Toe Sums Game 	0 And You're Out 	Skip count by 10's from 16 to 136. Skip count by 5's from 30 to 125. Skip count by 2's from 10 to 50. Repeat using different starting and ending numbers

Math Menu #2

Pick an activity to do each day

Toss Up 	Roll to 20 	Take a handful of coins; count the number of pennies, nickels, dimes and quarters. How many of each do you have?	Erase 
Read a Math Book 	Complete the Equato Activity 	Roll 2 dice. Add the 2 numbers together and write a number sentence. Play this 10 times.	Pig Game 
Salute 	Make a chart of the weather this week. How many sunny days? Rainy days? Cloudy days? How many more sunny days than rainy days?	Write your last name. If A=1, B=2, C=3, etc...What is your last name worth?	How Many Are Hiding? 
Guess My Number 	Oh No! 99! 	On the Double 	Play a computer math game from the list 
Play a computer math game from the list 	Play Adding 10. Roll a die. Add 10 to the number rolled. Record your number sentence. Repeat 10 times.	Hide Out! 	Count backwards from 30 to 0. Count backwards by 10's from 80 to 0. Count backwards by 5's from 40 to 0. Repeat using different starting numbers.
Guess My Number 	Blow a marble, a bottle cap, and a pencil across a table or the floor. Measure how far they go. Which goes the farthest? By how much?	Tic Tac Toe Sums 	Count 100 objects (example: Cheerios, raisins, rocks). How many ways can you group your objects? (By 2's, 5's, and 10's...)
101 and You're Out 	Roll to $1 	Line up 4 different figures or animals. Record the order. Now change the order. How many different ways can you line up 4 figures?	Go Fish for 10s 
Count how many times you can hop on your right foot, then your left. Which foot could you hop on longer? How much longer?	Circles and Stars 	With chalk, make a repeating design pattern on a sidewalk or driveway near you. Can you label your pattern? (Example, ABAB, AABB ...)	Seven Up 

Alternate Math Activities

Activity #	Date Completed	Description of Activity
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

Student Signature _____

Parent Signature _____

Online Resources

Bedtime Math bedtimemath.org or download the app	Daily nonfiction articles with accompanying leveled math problems.
GregTangMath.com gregtangmath.com/games or download the ios app	Online games that promote flexibility and fluency with numbers.
math before bed Mathbeforebed.com	Daily numeracy discussions to build flexibility and fluency.
Would You Rather...? Choose a path. Justify it. Wouldyourathermath.com	Thought provoking prompts that promote mathematical thinking and justification.
Okta's Rescue https://www.nctm.org/Classroom-Resources/Illuminations/Interactives/Oktas-Rescue/	Counting Skills
Math Playground Give your Brain a Workout https://www.mathplayground.com/	Grade Level Math Games
HOODA MATH http://www.hoodamath.com/	Grade Level Math Games
ABCya https://www.abcya.com/	Grade Level Math Games
Sheppard Software we make learning fun http://sheppardsoftware.com/math.htm	Grade Level Math Games
Math Games https://www.mathgames.com/	Grade Level Math Games

FUNBRAIN https://www.funbrain.com/math-zone	Grade Level Math Games
Education.com https://www.education.com/games/number-sense/	Number Sense Games Grade Level Math Games
m.v. http://themathviking.com/links/	Grade Level Math Games Problem Solving Engaging Math Tasks Virtual Math Tools
Brain POP Jr. https://jr.brainpop.com/	Animated Educational Site for Various Content Curriculum Including teaching videos, games, quizzes, and activities

Parent Note for Math Books

Children love books! They bring experiences to life. Books can build engagement and bring fluency to math concepts in exciting ways. When we read stories that children connect with, their interests grow.

Books are another vital math tool for parents to use when building and practicing math skills. Books provide new examples and ways of explaining math concepts. The right book has the power to bring math concepts to life in a way that is unique for children.

Books can connect math concepts to the world around us. They often present story problems similar to what we have experienced and give us the opportunity to solve them. Books help us see how math occurs every day and all around us.

Books can INSPIRE and ENCOURAGE us to see problems differently and spark interest in new learning!

Math Book List

Most, if not all, of these titles can be found at your local library. If that is not convenient, there are many teacher readers that have posted themselves reading most of these titles on YouTube as well. Check it out!

Books that Focus on Early Numeracy	
12 Ways to get to 11 By Eve Merriam	More or Less By Stuart Murphy
Tally O'Mally By Stuart Murphy	One Odd Day By Doris Fisher
Me Even Day By Doris Fisher	Even Steven and Odd Todd By Kathryn Cristaldi
Seven Blind Mice By Ed Young	100 Hungry Ants By Elinor Pinczes
Curious George Learns to Count from 1 to 100 By H.A. Rey	How Many Seeds in a Pumpkin? By Margaret McNamara
One is a Snail, Ten is a Crab By April Sayre	How Many Feet in the Bed? By Diane Hamm
98, 98, 100! Ready or Not, Here I Come! By Teddy Slater	Centipede's 100 Shoes By Tony Ross
Place Value By David Adler	What's the Place Value By Shirley Duke
Books that Focus on Measurement and Time	
Measuring Penny By Loreen Leedy	Super Sand Castle Saturday By Stuart J. Murphy
Actual Size By Steve Jenkins	Math Counts Size By Henry Arthur Pluckrose
Just a Little Bit By Ann Tompert	Who Sank the Boat By Pamela Allen
Me and the Measure of Things By Joan Sweeney	Size By Henry Pluckrose
It's About Time By Stuart Murphy	The Clock Struck One: A Time-Telling Tale By Trudy Harris
Telling Time By Jules Older	The Clock Struck One By Trudy Harris
Telling Time with Big Mama Cat By Dan Harper	What Time is it, Mr. Crocodile? By Judy Sierra
Books that Focus on Addition and Subtraction	
Equal Shmequal By Virginia Kroll	The Action of Subtraction By Brian Cleary

The MIssion of Addition By Brian Cleary	If You Were a Plus Sign By Trisha Shaskan
If You Were a Minus Sign By Trisha Shaskan	Mission Addition By Loreen Leedy
Subtraction Action By Loreen Leedy	Domino Addition By Lynette Long
Monster Musical Chairs By Stuart J. Murphy	Ten For Me By Barbara Mariconda
Elevator Magic By Stuart J. Murphy	Monster Math Picnic By Grace Maccarone
Books that Focus on Geometry	
The Greedy Triangle By Marilyn Burns	Shapes! By National Geographic Kids
When a Line Bends...A Shape Begins By Rhonda Greene	Shapes that Roll By Karen Nagel
Go, Shapes, Go! By Denise Fleming	Shape Up! Fun with Triangles and Other Polygons By David Adler
The Shape of Things By Dale Dodds	Shapes, Shapes, Shapes By Tana Hoban
Books that Focus on Money	
A Dollar, A Penny, How Much and How Many? By Brian Cleary	Trouble with Money By Stan Berenstain
You Can't Buy a Dinosaur with a Dime By Harriet Ziefert	Jelly Beans for Sale By Bruce McMillan
Dollars and Sense By Stan Berenstain	Alexander, Who Used to Be Rich Last Sunday By Judith Viorst
Books that Focus on Data/Graphing	
The Great Graph Context By Loreen Leedy	Family Reunion By Bonnie Bader

I Spy

2 players

1 deck of cards (no faces or Joker), Ace=1

Game Set Up:

Have the players deal out all of the cards out in a 13 X 4 array .

How to Play:

Player one spies two cards adjacent to one another. Without touching the cards, he says "I spy two cards that have a sum of 18."

Player two finds the cards and gets to pick them up.

Player two now gets to spy two cards and give the next clue.

Variation: Have students play the same game using subtraction, multiplication, or division as their clues. Another extension is to have students choose three cards instead of two.

Close Call

2 players

1 deck of cards (no faces or 10 cards), Joker=0, Ace=1

Game Set Up:

Players sit across from one another with the deck of cards facing down.

How to Play:

Both students choose 4 cards. They use those cards to make 2 2-digit numbers.

The goal is to get two 2-digit numbers that when added together come closest to 100, without going over.

The person that has a sum closest to 100 wins that round.

Variation: Continue having students each draw 4 cards, but have them choose two cards that when added are as close as possible to 10. Another variation is to have them each draw 4 cards, but have them choose two cards that when subtracted are as close to zero as possible.

Memory

2-4 players

1 deck of cards (no faces, 10 cards, or Joker), Ace=1

Game Set Up:

Option 1: Lay out only the red cards facing down in an array fashion.

Option 2: Lay out the entire deck

How to Play:

Option 1: Students take turns flipping over two cards trying to make matching numbers (basic memory game). If they get a match, they keep the cards.

Option 2: Students take turns flipping over two cards trying to make a match of 10 when the two cards are added together.

Option 3: Students take turns flipping over two cards. The first person to multiply the two numbers correctly, gets to keep the match.

Oh No! 99!

2-4 players

1 deck of cards (no joker)

Card Values: A-10 face value

Jack: Minus 10

Queen: Wild Card! Represents any card on the deck!

King: Add 0

Game Set Up:

One player shuffles the cards and deals four cards to each player. The rest stay in a stack facing down.

How to Play:

Players take turns playing one card at a time, adding or subtracting the value of their card to the total group score (keep track on a 100 chart or blank piece of paper).

Each time a player plays a card, he or she must replace it with the top card on the face-down stack.

Players are out of the game if their cards would force the total group score to go over 99.

The last player left in the game wins!

Salute

3-4 players

1 deck of cards (no faces or Joker), Ace=1

Game Set Up:

One player is the general, the other two players are soldiers.

How to Play:

The general hands the soldiers each one card. Without looking at it, they place it on their forehead so the other players can see the card.

The general states, "The sum of your cards is..." (variation: if playing multiplication/division version, he states, "the product of your cards is...")

The soldiers look at the other cards and say, "My addend is..." (or "My factor is...")

Both soldiers need to identify their cards. Continue game by changing roles.

Magic Trick

1 deck of cards (no face cards or Joker)

Game Set Up:

Have a friend pick a card and keep its identity a secret.

How to Play:

Place about 8 cards face up in front of you.

Cover (put new cards, face up, on top of) sums of 10.

For this trick, sums of 10 must only have 2 (or less in the case of 10 alone) addends.

Once cards are covered up, they no longer matter, the player is only concerned with the cards showing.

Start a new pile if there is no way to make 10.

Once all cards have been used, stack piles together that have sums of 10 showing.

You should have one card left. The missing addend to that card is the secret number.

Extension: What does It mean if you have no cards left?

101 and You're Out

Players: 1-2

Materials: Dice and Paper

How to Play: A 6 sided dice will be rolled six times. With each roll, students write the number that comes up on their game board. They write the first number on line 1 of their game board in either the 10s or 1s column; they write the second number on line 2 in either column; and they continue to play for six rolls. Once students write a number, they can't change it. After writing six numbers, they fill in any blanks in the 1s column with zeros, and then add to find the sum. The winner is the player with the sum that is closest to 100 without going over.

Seven Up

Materials: 1 deck of cards with the Ace

(no face cards or Joker)

Players : 1

How to Play:

To play, students deal seven cards face up in a row. They remove all 10s, either individual cards with 10 on them or **pairs** of cards that add to 10. Each time players remove cards, they replace them with cards from the remaining pack. When it's not possible to remove any more cards, they deal one card on top of any of the ones that are there. The game ends when it's no longer possible to make 10s or all of the cards are used up.

Snap Two It-Addition

Players: 2

Materials: A deck of cards (Ace=1) remove face cards

How to Play: Divide the cards evenly between the two

players. Each player turns over two cards, makes a two-digit number and says it out loud. Players each turn over a third card and add it to their two-digit number. The player with the higher number wins all of the cards. Play continues until one player collects all of the cards.

Variation: One variation is to move up to three-digit numbers, adding two-digit numbers. Another is to change to cards 1-4 for no regrouping, 1-9 for regrouping.

You could play this as a subtraction game as well. The player with the lowest number would win instead of the highest

number.

0 And You're Out

Players: 2

Materials: Dice, Paper, Pencil

How to Play: Each player starts with one hundred points on their paper. Player

number one rolls the die and subtracts this number from their one hundred points, either by counting backwards or using counters. Player number two rolls the die and also subtracts this number to roll down to zero

is the winner.

Subtraction Track

Players: 2-4

Materials: 2 dice, paper, pencil

Set up: Each player draws a game board as follows:

1	2	3	4	5
	X	X	X	

How to Play: Player number one rolls the dice and subtracts the smaller die from the larger die. Player one crosses off the answer on their game board. Player number two may then take their turn. Players continue to alternate turns. If a player is

unable to cross off their answer, they earn a strike. Three strikes and the player is out. Play continues until all players are out,

or when one player crosses off all of the numbers on their

gameboard. If all players strike out, the player with the most numbers crossed off is the winner.

Variation: Feel free to 7-sided, 9-sided, 12-sided, or even

18-sided dice to work on fluency above 6. Alter the numbers

on the game board accordingly.

Biggest Difference

Players: 2

Materials: 4 Dice Each, Paper, Pencil

How to Play: each player rolls 4 dice (could use a deck of cards instead). They each make two, two-digit numbers. The idea is to get the biggest difference possible between the two numbers. Whoever gets the biggest difference, earns a point. Players then roll again!

Variation: Primary students play with cards 1-10 or roll two dice. 3-5 could be working with 3,4, or 5 digit numbers

Hide Out!

Players: 2

Materials: 2 dice, paper, pencil

How to Play: Player 1 rolls both dice while player 2 turns around. Player 1 adds the dice in his head and records the answer on a scrap piece of paper. Player 1 hides 1 of the dice under a cup with the number rolled face up. Have player 2 turn around and tell them the sum of both dice. Player 2 has to try and find out what number is on the dice that is hiding under the cup by using the dice outside the cup as help. Ex. The sum is 9. I can see a dice that has 5 on it...so a 4 must be hiding under the cup because 5 + 4 = 9!

Variation: Have students play the same game using subtraction or multiplication. Another extension is to have students use three dice instead of two.

Pyramid Game

Players: 2

Materials: 1 deck of cards, All picture cards = 10, Ace = 1

Set up: • Layout 15 cards face up, into the shape of a pyramid, as shown

How to Play: The aim of the game is to remove as many cards from the pyramid as possible. Only cards that are "free" (not covered by other cards) may be used. • Keep the rest of the pack face up on the table • Look for pairs of cards in the pyramid or on the top of the pile that make 10. Remove these from the pyramid or the pile and put to one side. • Keep looking for free cards that make 10. If you cannot find any in the pyramid, turn over 1 card from the pack. The pack can be used with cards from the pyramid to add to 10

Variation: Bonds to 11: Find pairs that add to 11 • Bonds to 12: find pairs that add to 12.• Bonds to 13: King = 13, Queen = 12, Jack = 11, Ace = 1, Find all pairs that add to 13.

Toss Up!

Players : 2

Materials: 1 deck of cards, paper, pencil

How to Play: Take turns drawing 3 cards from the pack and tossing them into the air. Players earn points equal to the value of every card that lands face up. (aces=1, jacks=11, queens=12 and kings=13.) The first player to reach 100 points wins!!

Variation: Toss just two cards. Subtract the lesser card if both cards land face up. · Multiply cards instead of adding them. Play to 500 points

SNAKE

TANGY TUESDAY PUZZLE PACK
1.4.37

Name: _____

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Fill in each blank box in order, combining the numbers from the previous two boxes.

3	+11				-4		-1	
		-5		+2				-4
	+9						-8	
-7				+2		+13		
	+3		+2				-13	3

17	-14		+4		-1		+6	
								+5
	-14		+11		-7	9		
+18								-8
	-15		+13		-9		+3	

NUMTANGA

TANGY TUESDAY PUZZLE PACK
1.4.37

Name: _____

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In each empty box, write the matching value between adjacent cards.

13	20+8
	fourteen

28	10+9
	fifteen

17	10+1
	twenty four

29	10+3
	seventeen

19	20+1
	eighteen

15	10+8
	twelve

18	20+9
	eleven

14	10+5
	sixteen

12	10+4
	nineteen

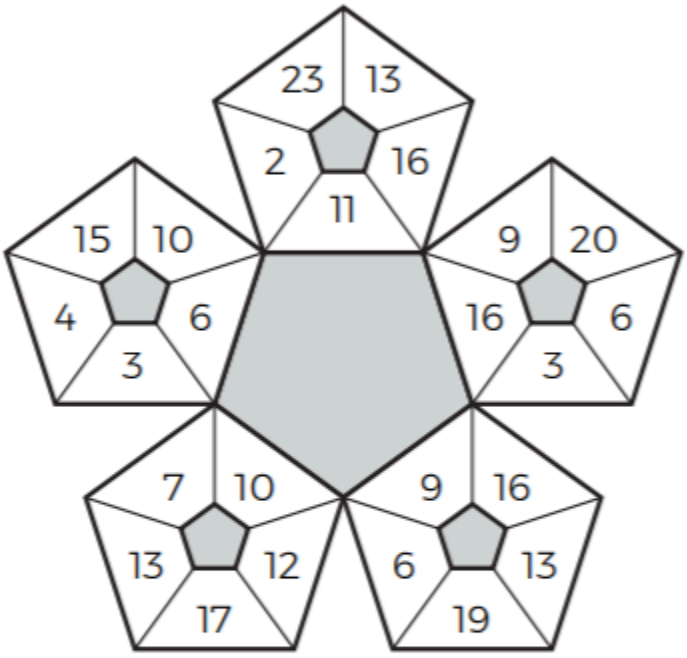
KAKOOMA

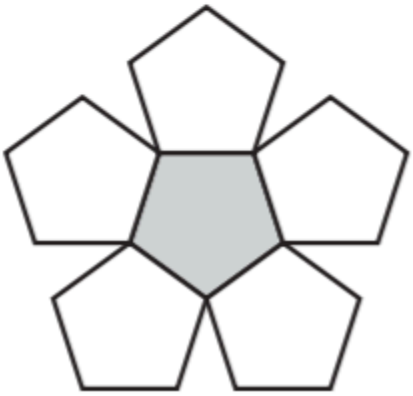
TANGY TUESDAY PUZZLE PACK
1.4.37

Name: _____

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In each 5-number pentagon, find the number that is the sum of 2 other numbers.
Use all 5 sums to create 1 final addition puzzle and solve.





Final answer:



EQUATO

TANGY TUESDAY PUZZLE PACK
1.4.37

Name: _____

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Fill in the empty boxes to make every horizontal and vertical equation correct.
Read equations left to right and top to bottom. Use every number in the bank once.

2 3 4 5 6

9	–		=	
–		+		=
	+		=	7
=		=		–
	=	8	–	4

Digicross

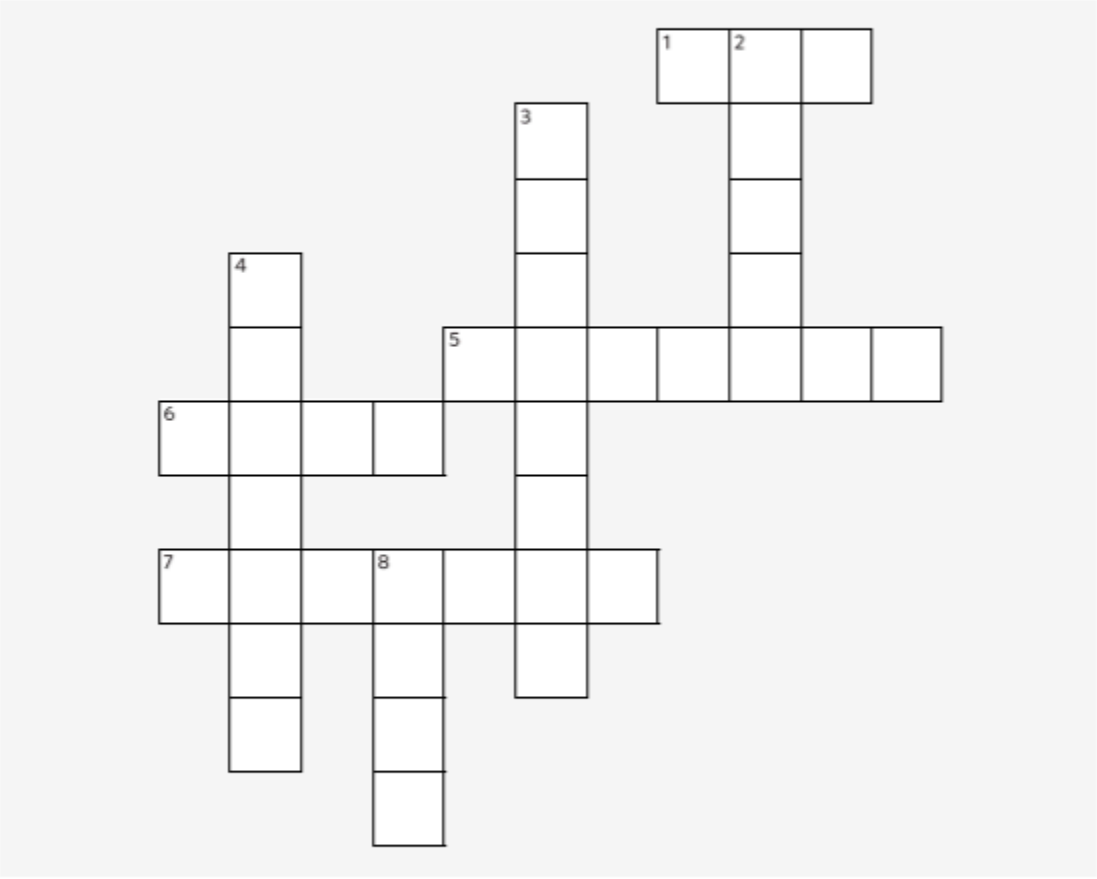
DIGICROSS

TANGY TUESDAY PUZZLE PACK
1.4.37

Name: _____

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Complete the crossword by filling in a word that fits each clue.



thirteen ten sixteen greater tens morning true eight

ACROSS
1. 16 - 6
5. 63 is ____ than 61
6. 10 - 2 = 3 + 5
7. 8 + 8

DOWN
2. 5 + 3
3. 10 + 3
4. kids wake up in the ____
8. 58 has 5 ____

youcubed at Stanford University

Tic-Tac-Toe Sums

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
13	14	15	16	17	18
4	19	5	20	6	21

1 2 3 4 5 6 7 8 9 10 11 12

Pig

This is a quick game that can be played to practice addition. It provides fun by tempting a player to make that next roll to get a higher score. Soft dice or an app to simulate a dice roll can make this a quiet activity for fun and practice.

Task Instructions

- The goal is to be the first player to reach 100.
- On your turn, roll the dice and determine the sum. You can either stop and record that sum or continue rolling and add the new sums together.
- Roll the pair of dice as many times as you choose. Again, when you decide to stop, record the current total for your score (and add it to your previous score).

But beware! If you roll a 1 on exactly one die, your turn ends and 0 is your recorded score for that turn. And, if you roll double 1's, your turn ends and your entire score is set back to 0.

Materials

Two dice

**Variation: You can also play this game using subtraction. Both players start at 100 and try to be the first player to end up at zero.

How Many Are Hiding

In this class activity, students find the missing number to complete a number sentence while also seeing different representations made by other students.

Task Instructions

- In this activity each child has the same number of cubes and a cup.
- They take turns hiding some of their cubes in the cup and showing the leftovers.
- Other children work out the answer to the question "How many are hiding," and say the full number combination.

Example: I have 10 cubes and I decide to hide 4 in my cup. My group can see that I only have 6 cubes. Students should be able to say that I'm hiding 4 cubes and that 6 and 4 make 10.

Materials

- 10 or more snap cubes /objects per player
- A cup for each player

Shut the Box

This is a paper-and-pencil version of an old game. It is fun for young children, and anyone can enjoy the game of chance mixed with the fun of finding a strategy. There is even more opportunity for conversation about odds and probability.

Task Instructions

- Write the numbers 1 through 9 in a horizontal row on the paper.
- Player 1 rolls the dice and calculates the sum of the two numbers. Player 1 then chooses to cross out numbers that have the same sum as what was calculated from the dice roll.
- If the numbers 7, 8 and 9 are all covered, player 1 may choose to roll one or two dice. If any of these numbers are still uncovered, the player must use both dice.
- Player 1 continues rolling dice, calculating the sum and crossing out numbers until they can no longer continue.
- If all numbers are crossed out, the player says "shut the box". If not all numbers are crossed out, player 1 determines the sum of the numbers that are not crossed out and that is their score.
- If "shut the box" is achieved, player 1 records a score of "0".
- Player two writes the numbers 1 through 9 and follows the same rules as player 1.
- The player with the lowest score wins.

Variation

Player 1 and 2 can choose to play 5 rounds, totaling their score at the end of each round. The player with the lowest total score wins the game.

Materials

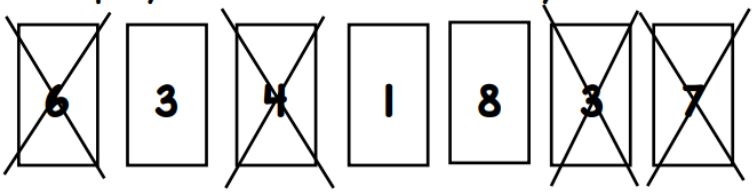
- Two dice

Erase

ERase 10!

1. Deal 7 cards to each player. Players put cards face up.

2. Each player "erases" (takes away) cards that make 10.



example

3. Add the numbers on the cards that are left. Lowest score wins! EXAMPLE: 3 + 1 + 8 = 12

4. Keep tallying your score below. Add on each new round's score.

ROUnd 1		ROUnd 4	
ROUnd 2		ROUnd 5	
ROUnd 3		ROUnd 6	

Top-It

Materials: A set of number cards with four cards each of the numbers 0-10,

Number of Players: 2 or 3

Level One: The stack of cards is placed facing down between the two players. Each player picks up a card and flips it over face up. The person with the higher number, wins both cards. If both cards are the same, they face off by drawing two more cards. The person with the highest number wins all four cards for that round.
Rounds continue until all of the cards in the center pile are gone. The person with the most cards wins!

Top-It Addition: The stack of cards is placed facing down between the two players. Each player picks up two cards and flips them over face up. They add the two cards to determine their sum. The person with the highest sum wins all four cards for that round.
Rounds continue until all of the cards in the center pile are gone. The person with the most cards wins!

Top-It Subtraction: The stack of cards is placed facing down between the two players. Each player picks up two cards and flips them over face up. They solve to find the difference between the two cards. The person with the largest difference wins all four cards for that round.
Rounds continue until all of the cards in the center pile are gone. The person with the most cards wins!

Circles and Stars

Materials: One die, paper and pencil for each player
Players: 2-4

- Player A rolls the die, then draws that number of fairly large circles.
- Player B rolls the die and does the same.
- Player A rolls the die and draws that number of stars in each of her circles.
- Player B rolls the die and does the same.
- Each player writes the sentence that tells how many stars she has (for example, four circles with three stars in each circle would be 4 groups of 3 equals 12 stars).
- Play six rounds, then determine the total number of stars that each player has.

Roll to $1

Roll to $1.00

Directions:

Goal: Try to get your sum to add up to an amount as close to $1.00 as possible on your 7th roll.

How to play: Roll a dice. Decide if the number rolled is going to be represented in dimes, nickes, or pennies. Then record the equivalent sum in the "total" column. Continue rolling and strategically deciding which type of coin will be represented to get as close to $1.00 as possible on the 7th turn.

I rolled a...	Dimes	Nickels	Pennies	Total

On the Double

Materials: Deck of playing cards with face cards removed (ace=1), 15 counters per player, one On the Double playing board for each player

Number of Players: 2-4

How to Play: Players place all their counters over different spaces on the game board. (For example, if they think an 8 will occur most often, they may place more counters above the 8. Once counters have been placed, they cannot be moved to a different location. Players take turns rolling the die, doubling the number, saying the corresponding repeated addition fact aloud (e.g., "2 plus 2 equals 4"), and removing a counter from the space on the board. If they do not have a counter on that number, no counter is removed. The first student to remove all their counters wins the game.

Game Board:

2	4	6	8	10	12	14	16	18	20

Roll to 20

How to play:
Each child has a number line to 20.
Player 1 rolls the one die and places the correlating counters on the line covering the numbers (ex: If I rolled a 3 I would cover 1,2,3). Player 2 rolls and does the same. Player 1 rolls the dice again. At this point, they can decide if they want to add or subtract the correlating number rolled from the counters on the number line (ex: If I already had 3 spaces covered and I rolled a 2 I could add 2 counters or take 2 away). Player 1 and 2 continue taking turns until the first person lands exactly on the number 20.

Guess My Number

Players: 2
Materials: Number line
How to Play: Player 1 identifies a secret number on the number line. Player 2 asks yes no questions to try and figure out the secret number.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Example: Player 1 picks 8 as their secret number (don't tell your number). Player 2 asks a question such as "Is the number larger than 10?" Player 1 answers "No." Player 2 asks a second question and more until they figure out the secret number.

Go Fish for 10s

Materials: You need a deck of ordinary playing cards with the face cards and 10s removed.

How to Play:

1. Each player is dealt 5 cards.

2. Each player looks for pairs from his or her cards that make 10. Players put down the pairs of cards that make 10, and they draw new cards to replace them.

3. Players take turns asking each other for a card that will make 10 with a card in their own hands.

If a player gets the card he or she asked for, he or she puts the pair down and picks a new card from the deck.

If a player does not get the card that he or she asked for, the player must "Go Fish" and pick a card from the deck.

If the new card makes 10 with a card in the player's hand, he or she puts the pair of cards down and takes another card.

If a player runs out of cards, the player picks two new cards.

A player's turn is over when no more pairs can be made that make 10.

The game is over when there are no more cards.