

Math game instructions:

The number-grid game - you need a die, a chip/marker for each person playing, and a number grid:

<https://drive.google.com/file/d/1FMye4kLxgtkYZ2zUCMavaktdamF9De7u/view?usp=sharing>

1. Everyone starts at zero. Player one rolls and moves.
2. Player 2 rolls and moves. Play continues.
3. To win, you must land exactly on 100 (or whatever the last space on your chart is).

Key for rolling in the number grid game:

- 1- move 1 or 10 spaces
- 2- move 2 or 20 spaces
- 3- move 3
- 4- move 4
- 5- move 5
- 6- move 6

Race to \$1.00- you need a die and lots of coins, gameboard (our gameboard is just a paper split into 4ths with each section labeled for pennies, nickels, dimes, quarters)

1. Everyone gets a gameboard. Player one rolls and takes the matching number of pennies.
2. Player 2 rolls and takes the matching number of pennies.
3. Play continues. When a player can make a trade, s/he trades in pennies for a nickel or dime, nickels for a dime, nickels/dimes for a quarter, etc.
4. The first person to earn \$1.00 wins.
5. Variation- start with 4 quarters and race to 0 instead!

The Array Game- You need dice, two colors of crayon, colored, pencil or marker, and blank centimeter grid paper

<https://mathbits.com/MathBits/StudentResources/GraphPaper/CentimeterFullPage.pdf>

1. Player 1 rolls two times (or roll 2 dice). The first roll tells how many rows you're making. The second roll tells how many boxes to color in each row. Color an array that matches anywhere on the grid paper.
2. Player 2 does the same thing and play continues back and forth.
3. The winner is the person who covers the most squares on the grid paper.

example: If you roll a 3 and a 5, you're making a 3x5 array (3 rows of 5 blocks, or 15 squares colored). In second grade we use arrays to begin to learn about multiplication. 3x5 is the same as 5+5+5!

Adding Top-It (war)- you need a deck of cards (you can just use cards to 10, or count face cards as 11-13)

1. This is basically the same as the card game war. Split the cards into equal groups for each person playing.
2. All players flip over 2 cards and add the numbers. The player with the largest sum gets all the cards.
3. Tie- each person in the tie flips one card face down and two cards face up. They add the two face-up cards. Highest total wins.

Variations-

1. Flip 3 cards each.
2. Flip two cards and subtract. Lowest difference wins.
3. Flip two (or three cards) and use the digits to make the largest number you can (Ace-9 cards only). So if player 1 flips a 4 and 7, they would make 74. Player 2 flips a 3 and 9 they would make 93. 93 wins all four cards.

Name That Number- you need a deck of cards and paper/pencil

1. Flip over five cards in a row. Underneath, flip over one more. This is the target card.
2. Work independently or together to use the numbers in the top row to make the target number. You can add, subtract, and use one-step or multi-step problems.

For example: If 5, 2, 8, 3, 6 are in a row, and 9 is the target number, you could get nine by doing 6+3, 6+8-5, etc. You only get to repeat a number if it's shown twice in the row.