

Space Chase

Building Fluency: adding and subtracting within 20

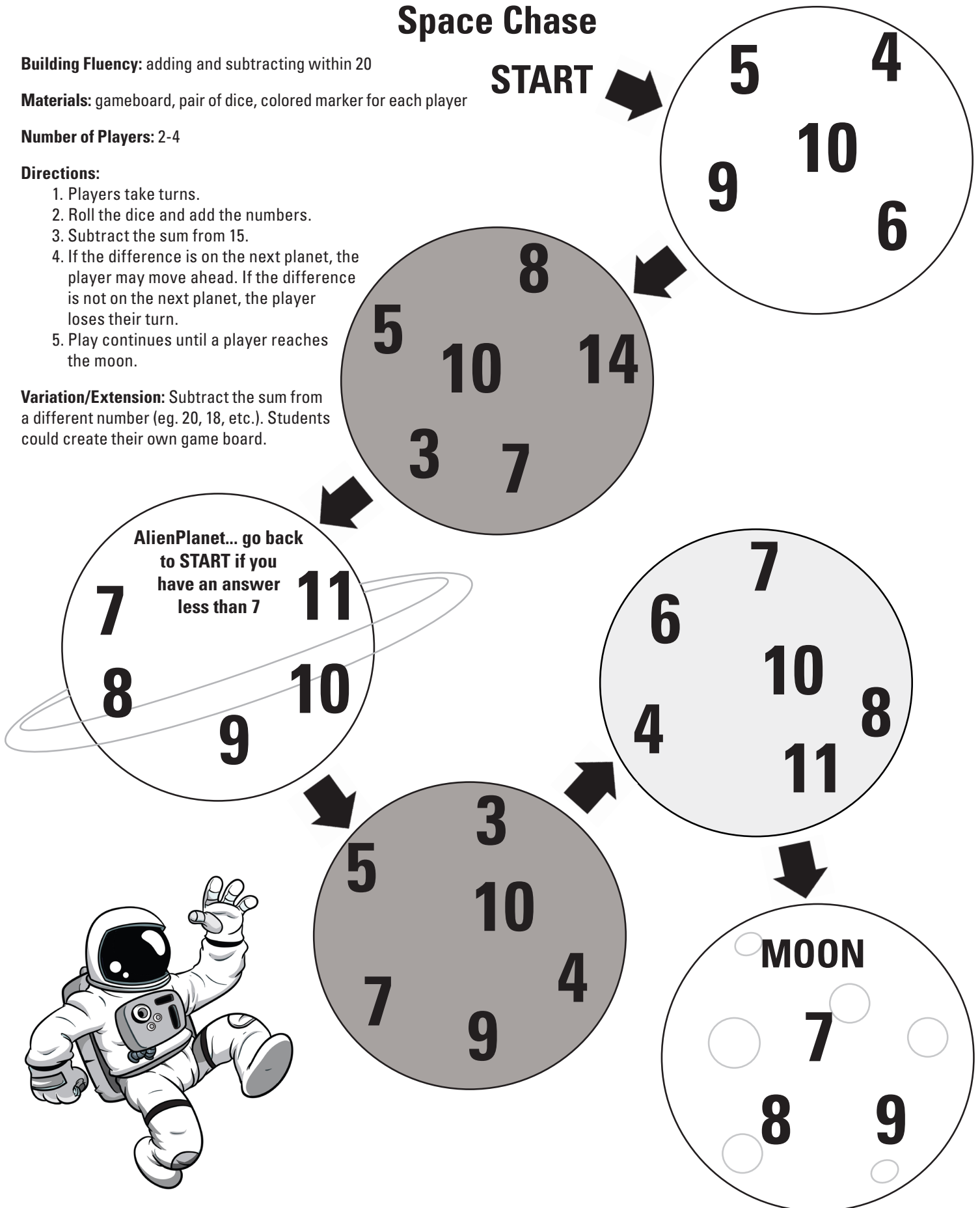
Materials: gameboard, pair of dice, colored marker for each player

Number of Players: 2-4

Directions:

1. Players take turns.
2. Roll the dice and add the numbers.
3. Subtract the sum from 15.
4. If the difference is on the next planet, the player may move ahead. If the difference is not on the next planet, the player loses their turn.
5. Play continues until a player reaches the moon.

Variation/Extension: Subtract the sum from a different number (eg. 20, 18, etc.). Students could create their own game board.



Robot Races

Building Fluency: adding and subtracting within 20

Materials: gameboard, pair of dice, marker for each player

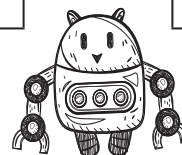
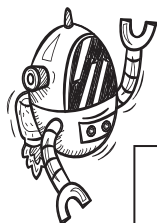
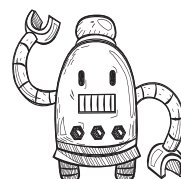
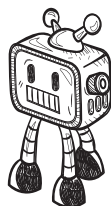
Number of Players: 2-3


Directions:


1. Players take turns. Roll the dice and add the numbers. Then subtract the sum from 20.
2. If the player gives the correct answer, they roll one die and moves that many spaces. If an incorrect answer is given, the player loses the turn.
3. Play continues until one player reaches the end of the race.

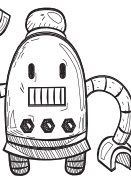
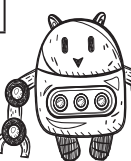
Variation/Extension: Subtract the sum from a different number (eg. 15, 18, etc.)

START



		GO BACK 2
GREAT! ROLL AGAIN		
	DETOUR! LOSE A TURN	
PRIZE WINNER, MOVE AHEAD 3		

	DELAY! LOSE A TURN	
		GOOD WORK! GO AHEAD 2
LUCKY ROLL AGAIN		
		
		TIME OUT! GO BACK 3
WAIT HERE 1 TURN		
	TOO FAST! GO BACK 2	

	LOSE A TURN	
	DELAY! GO BACK 1	
		
	MUD SLIDE! GO BACK 3	

Spin An Array

Building Fluency: Building arrays

Materials: gameboard, 2 spinners (pencils and paperclips), 4 different colored markers for each player, paper, set of 25 counters

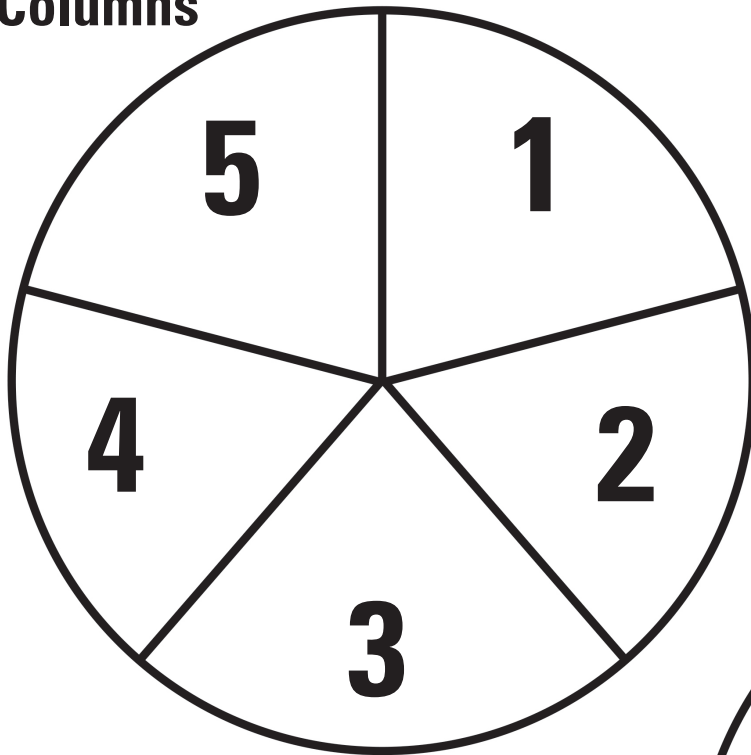
Number of Players: 2-4

Directions:

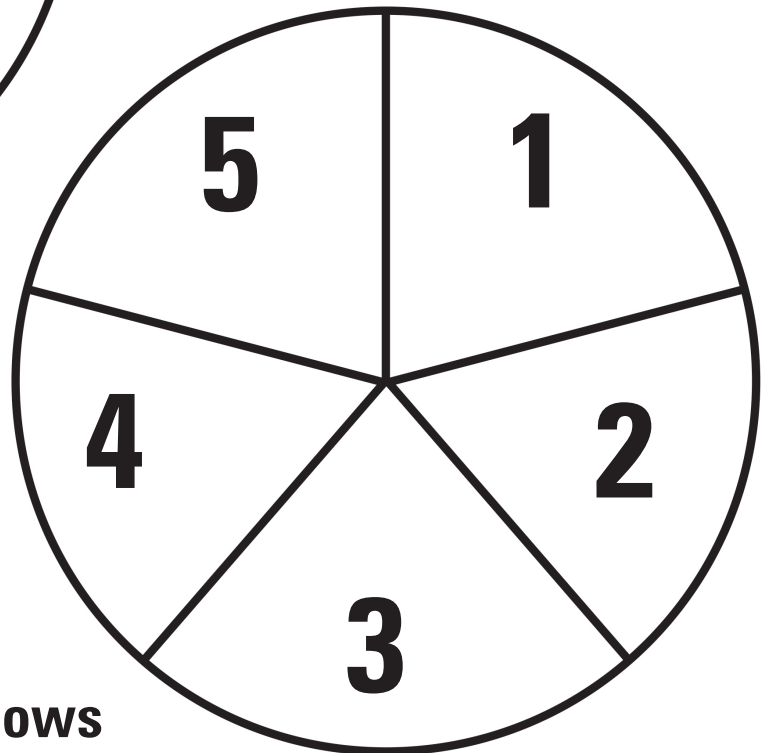
1. In turn, players spin the two spinners to decide how many rows and columns will be in the array.
2. Player builds the array with counters and records the addition equation on paper.
3. If the sum is on the gameboard, the player puts one of his colored markers on the fish. If that sum is already covered, the player loses that turn.
4. Play continues until a player has put all four of his counters on the board.

Variation/Extension: Play with number cards 1-5 instead of spinners. Or players can partition rectangles (NC.2.G.2) instead of building arrays.

Columns



Rows



Spin An Array

9	10	5	2	15
4	25	12	3	8
10	3	6	25	15
8	4	20	12	16
20	5	6	9	2
5	16	2	15	9

Closest to 1000

Building Fluency: place value understanding

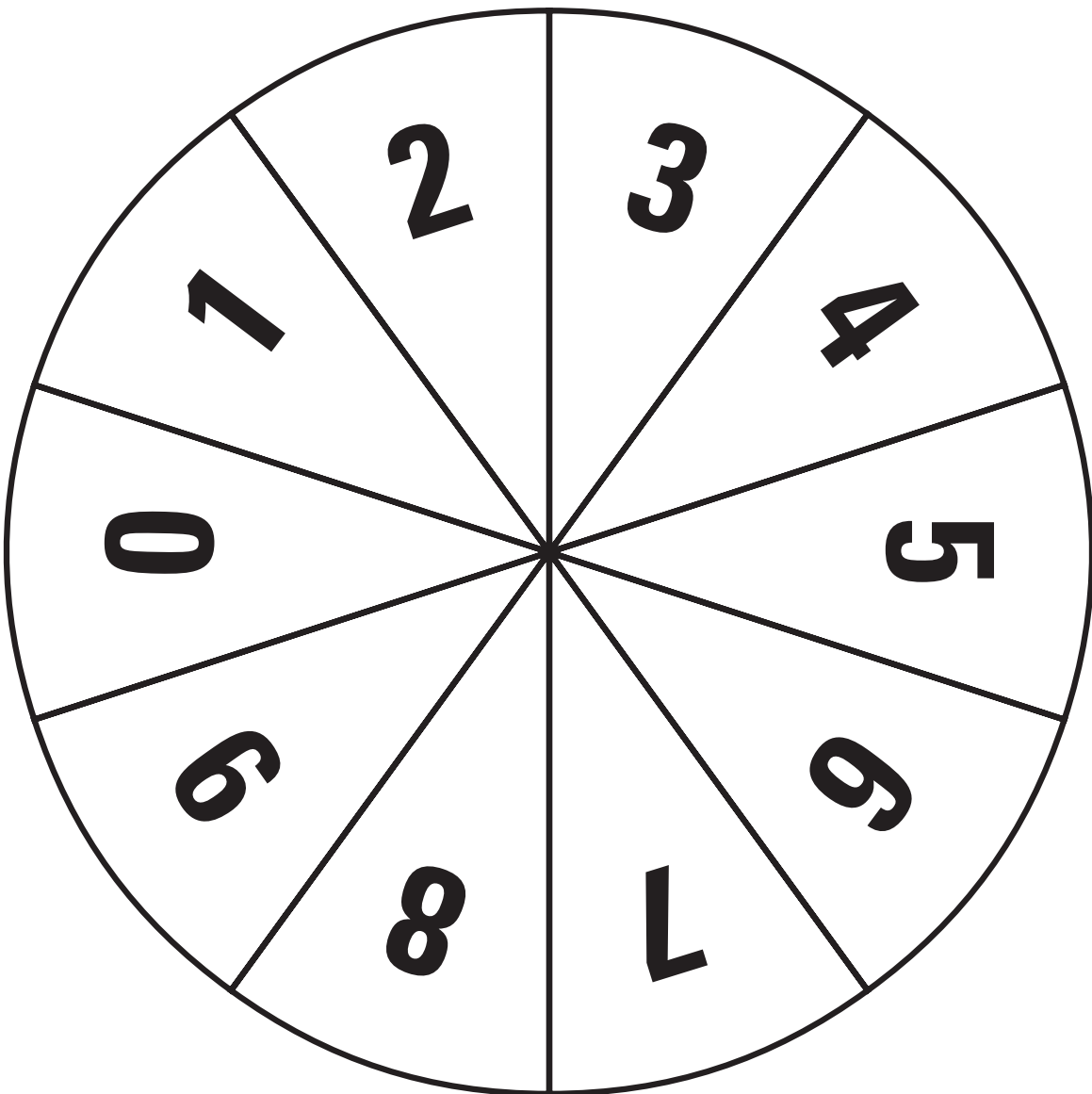
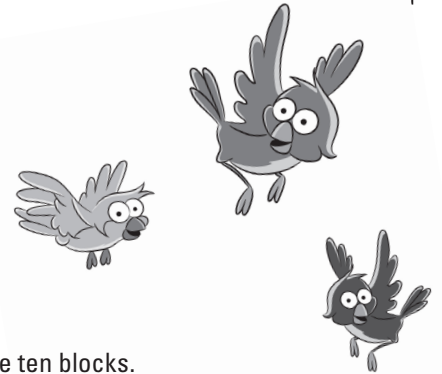
Materials: spinner (pencil and paper clip), base ten blocks, recording sheet

Number of Players: 2-6

Directions:

1. Spin the spinner.
2. All players choose to take that number of ones, tens, or hundreds from the pile of base ten blocks.
3. Then, each player records their number on their recording sheet. (eg. The spin lands on 7. A player can take 7 ones and record 7 on his chart for Spin 1, or he can take 7 tens and record 70, or he can take 7 hundreds and record 700.)
4. After 6 spins, players add the numbers on their charts. The player with the sum closest to 1000, but not more than 1000 is in the winner.

Variation/Extension: Students can play closest to 100, and take out the hundreds place OR instead of a spinner, students can use number cards 1-9.



PLAYER _____

SPINS	HUNDREDS	TENS	ONES
1			
2			
3			
4			
5			
6			
TOTAL			

PLAYER _____

SPINS	HUNDREDS	TENS	ONES
1			
2			
3			
4			
5			
6			
TOTAL			

PLAYER _____

SPINS	HUNDREDS	TENS	ONES
1			
2			
3			
4			
5			
6			
TOTAL			

PLAYER _____

SPINS	HUNDREDS	TENS	ONES
1			
2			
3			
4			
5			
6			
TOTAL			

PLAYER _____

SPINS	HUNDREDS	TENS	ONES
1			
2			
3			
4			
5			
6			
TOTAL			

PLAYER _____

SPINS	HUNDREDS	TENS	ONES
1			
2			
3			
4			
5			
6			
TOTAL			

Number Concentration

Building Fluency: base ten numerals, number names, and expanded form

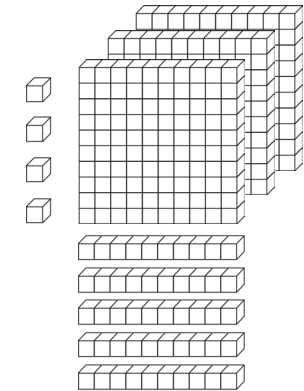
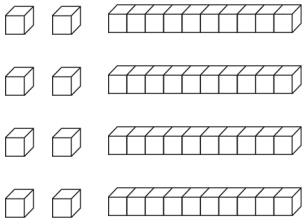
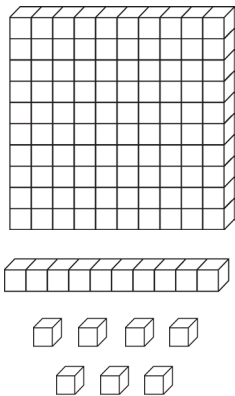
Materials: deck of memory cards

Number of Players: 2-4

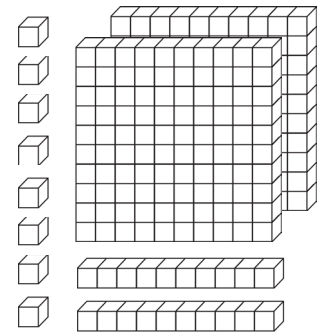
Directions:

- 1. Place cards face down on the floor in an array.
- 2. Player 1 turns over two cards. If the cards are matches, the player removes them from the array and takes another turn. If the cards do not match, the player turns the cards over and the next player takes his turn.
- 3. The game continues until all matches have been made.
- 4. The winner is the player with the most matches at the end of the game.

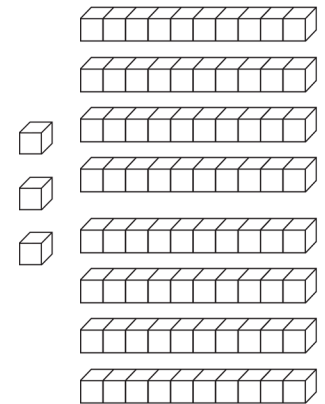
Variation/Extension: Choose which cards to use during the game instead of using all cards.

<div>300+50+4</div>	<div>354</div>	<div>Three hundred fifty-four</div>	<div></div>
<div>40+8</div>	<div>48</div>	<div>Forty-eight</div>	<div></div>
<div>100+10+7</div>	<div>117</div>	<div>One hundred seventeen</div>	<div></div>

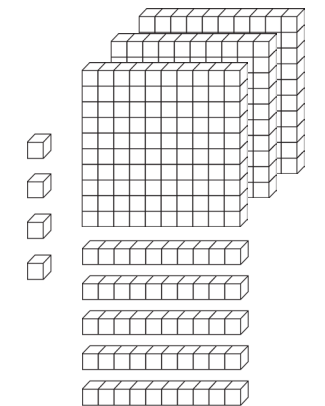
$200+20+8$

228**Two hundred
twenty-eight**

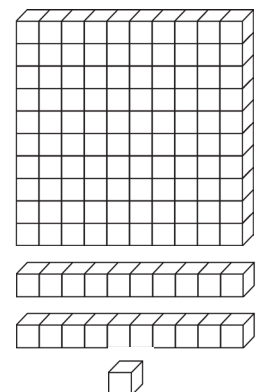
$80+3$

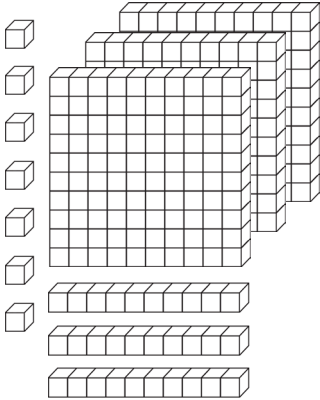
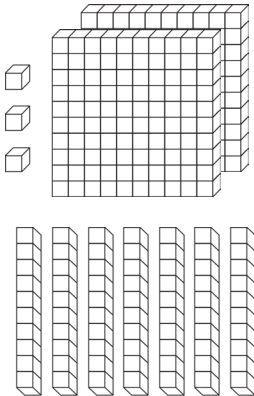
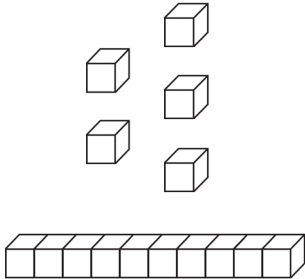
83**Eighty-three**

$400+20+2$

422**Four hundred
twenty-two**

$100+20+1$

121**One hundred
twenty-one**

<div>300+30+7</div>	<div>337</div>	<div>Three hundred thirty-seven</div>	<div></div>
<div>200+70+3</div>	<div>273</div>	<div>Two hundred seventy-three</div>	<div></div>
<div>10+5</div>	<div>15</div>	<div>Fifteen</div>	<div></div>