

## Turtle Number Walk

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**Building Fluency:** counting to 20

**Materials:** gameboard (attached), die, beans or other small objects

**Number of Players:** 2

**Directions:**

1. Players take turns rolling the die and covering the corresponding amount of squares on their path.
2. At the end of each turn, each player should count aloud the covered squares on their path.
3. The player that reaches the water first is the winner.

**Variation/Extension:** Students can move a game marker up the board instead of covering. Students can write the numerals in the squares instead of covering the squares.

## Going Buttons

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**Building Fluency:** counting and comparing numbers to 10

**Materials:** set of button cards for each player (attached)

**Number of Players:** 2

**Directions:**

1. Each player shuffles their cards.
2. Each player turns over the top card from their deck.
3. The player with the button card that has the most dots on it wins the round and gets the cards. If there is a tie, players keep their own cards.
4. Play continues until there are no remaining cards in the stack.
5. Players count the total number of dots on the button cards they have at the end of the game, and the player with the largest number wins.

**Variation/Extension:** Players could compare and the player with the least amount of buttons wins the round. Players could use alternate types of cards: 10 frames (without number), 10 frames (with numbers), Deck of cards (face cards removed), Digit Cards

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## How Many More Buttons?

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**Building Fluency:** add and subtract within 5 **Materials:**

gameboard (attached), 5 buttons or other manipulative

**Number of Players:** 2

**Directions:**

1. Place 5 buttons on the shirt.
2. Player 1 closes their eyes and Player 2 takes some of the buttons off the shirt.
3. Player 1 looks at the shirt and determines how many buttons Player 2 took off.
4. To check, players count the buttons removed together.
5. Players take turns removing buttons and determining how many were removed.

**Variation/Extension:** Player 1 places counters on the shirt. Player 2 determines how many need to be added to the shirt to make five (says “add \_\_\_\_\_”), and places that number of buttons on the shirt.

## Lady Bug Spots

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**Building Fluency:** add and subtract within 5

**Materials:** gameboard (attached), 5 small objects or other manipulative

**Number of Players:** 2

**Directions:**

1. Place 5 small objects on the ladybug.
2. Player 1 closes their eyes and Player 2 takes some of the small objects off the ladybug.
3. Player 1 looks at the ladybug and determines how many small objects Player 2 took off.
4. To check, players count the small objects removed together.
5. Players take turns removing small objects and determining how many were removed.

**Variation/Extension:** Player 1 places small objects on the ladybug. Player 2 determines how many need to be added to the ladybug to make five (says “add \_\_\_\_\_”), and places that number of small objects on the ladybug.

## Building Towers

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**Building Fluency:** comparing heights/comparing numbers

**Materials:** spinner numbered 1-10 (attached), cubes or same-sized building blocks, 10 counters

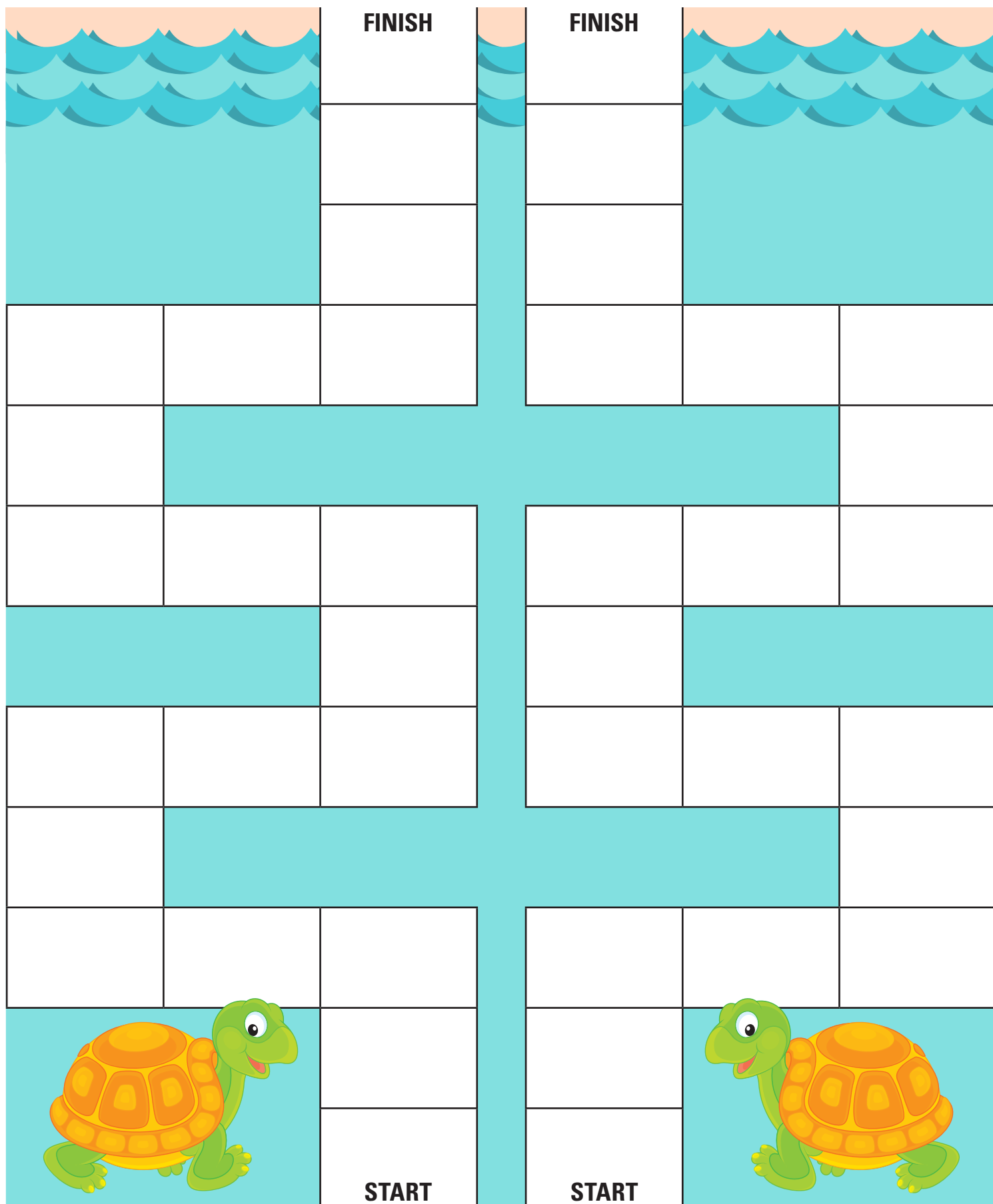
**Number of Players:** 2

**Directions:**

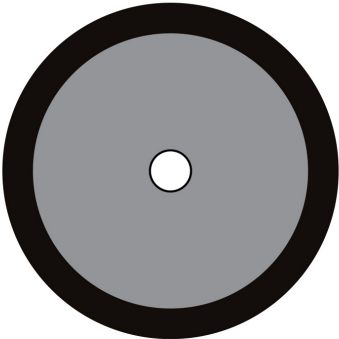
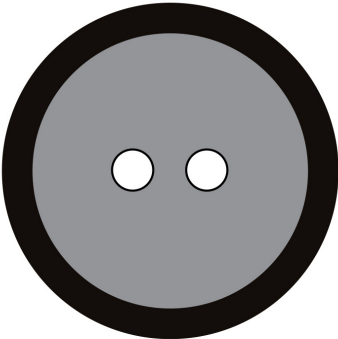
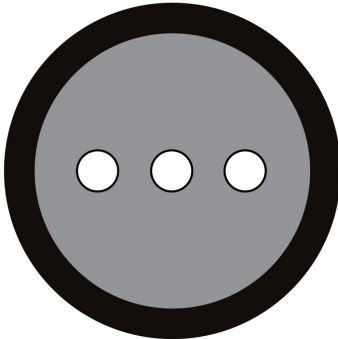
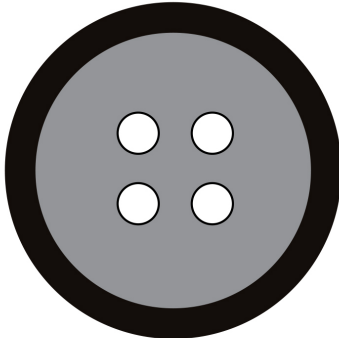
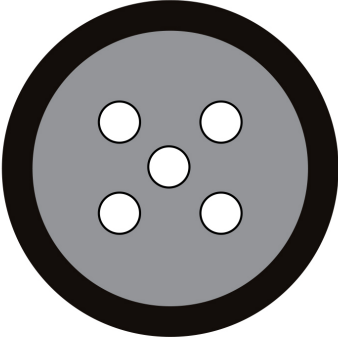
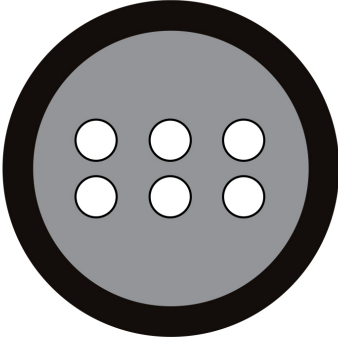
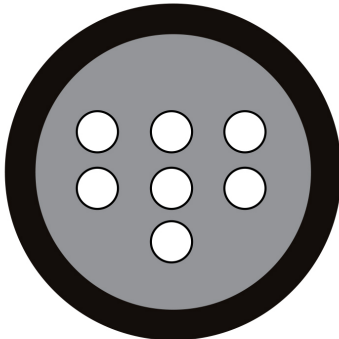
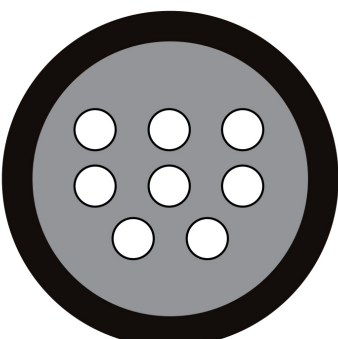
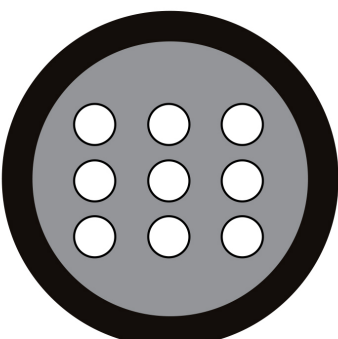
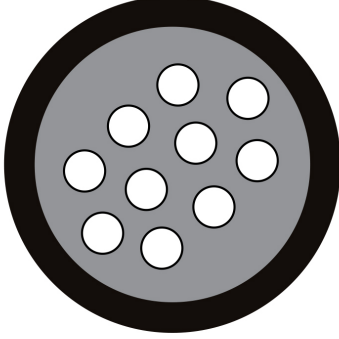
1. Player 1 spins the spinner to determine how many cubes are in their tower and builds the tower with cubes.
2. Player 2 spins the spinner to determine how many cubes are in their tower and builds the tower with cubes.
3. Players compare the height of their tower and determines which tower is taller. The player with the tallest tower gets a counter.
4. Play continues until all of the counters are used. The winner is the player with the most counters.

**Variation/Extension:** Students can record the numeral that represents their tower and compare numerals.

# Turtle Number Walk



Going Buttons

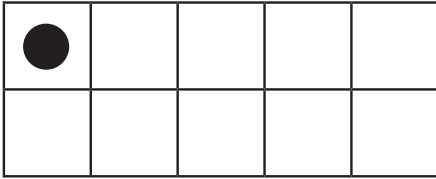
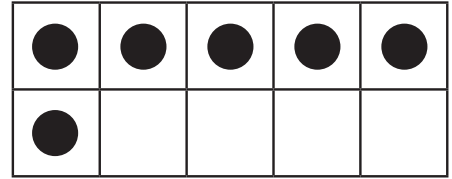
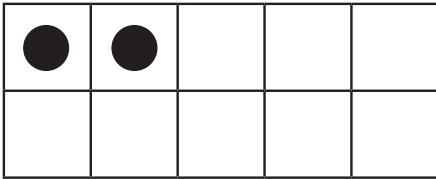
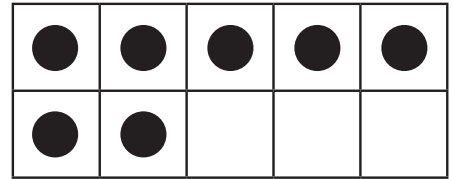
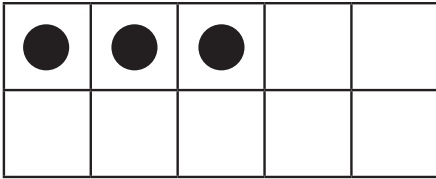
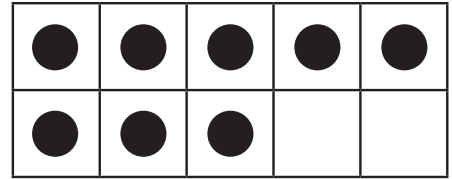
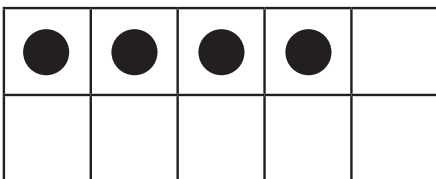
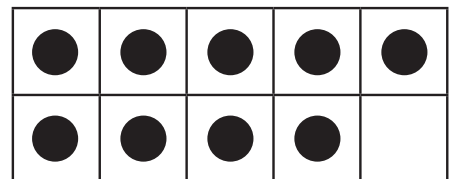
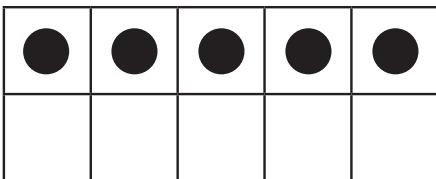
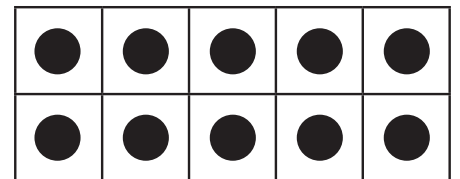
# Going Buttons (Variation)

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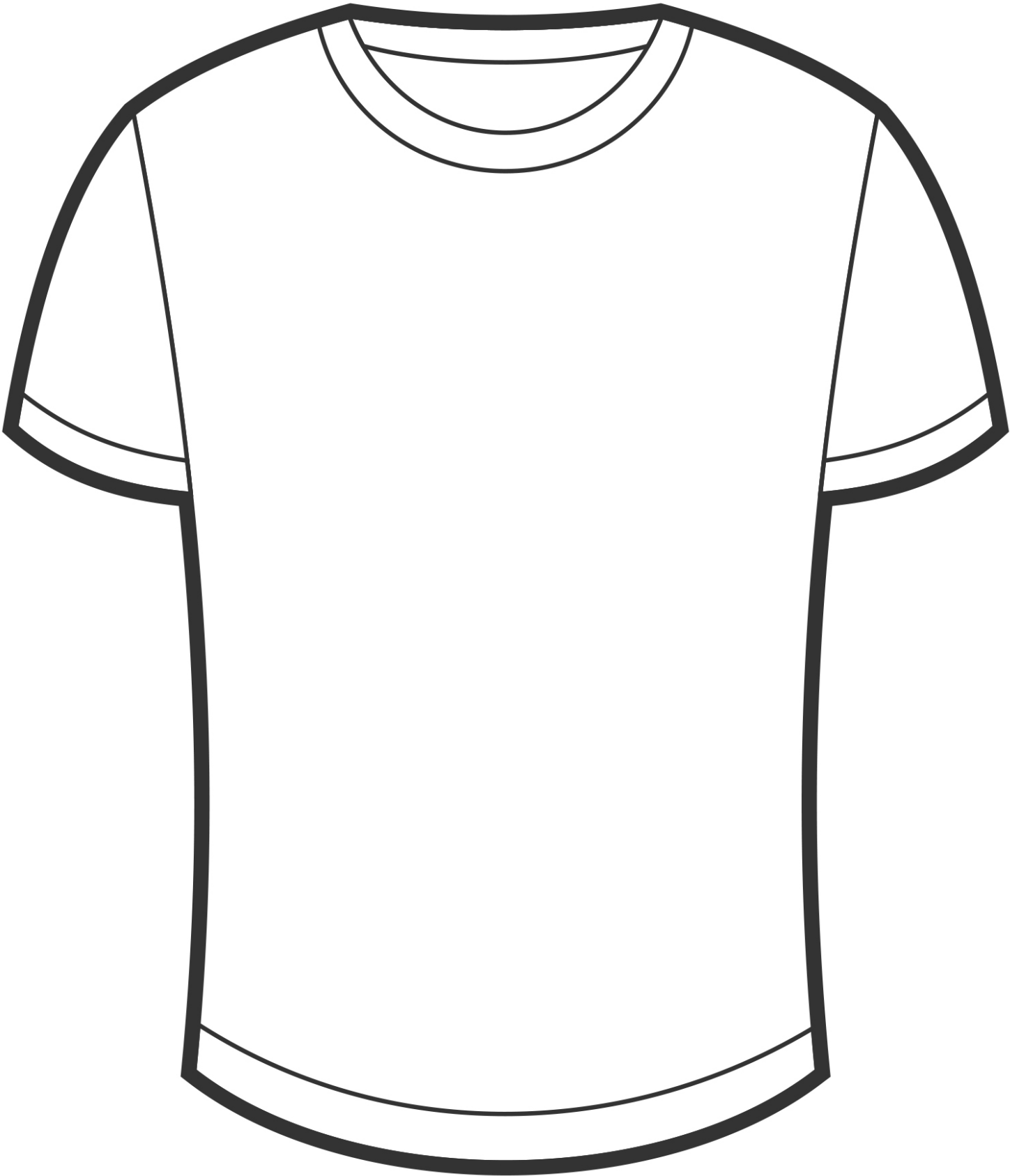
Going Buttons (Variation)

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

## Going Buttons (Variation)

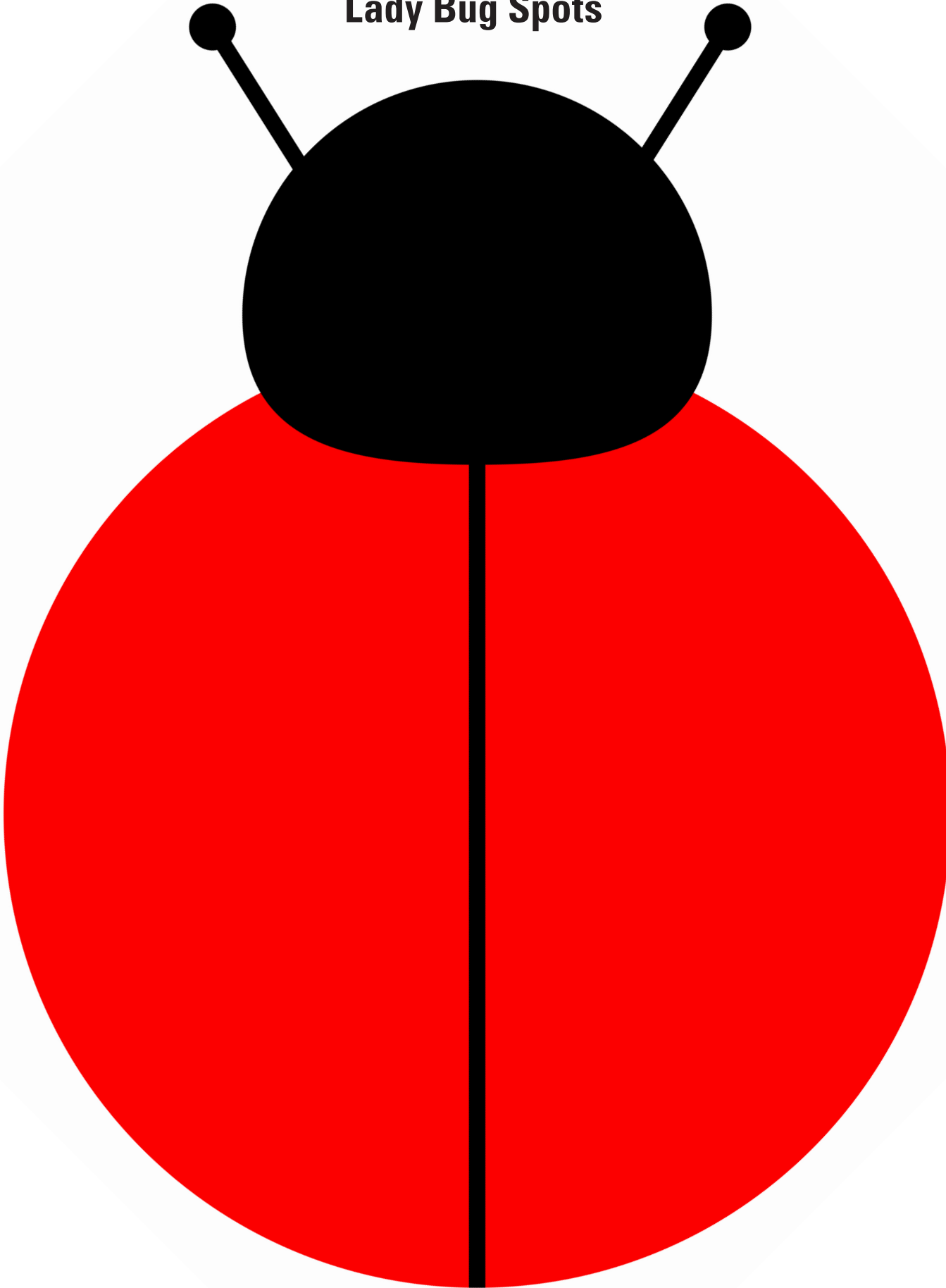
**1****6****2****7****3****8****4****9****5****10**

# How Many More Buttons?





# Lady Bug Spots



# Building Towers

