

BEFORE -AND- AFTER

For this game you will need:

1 die

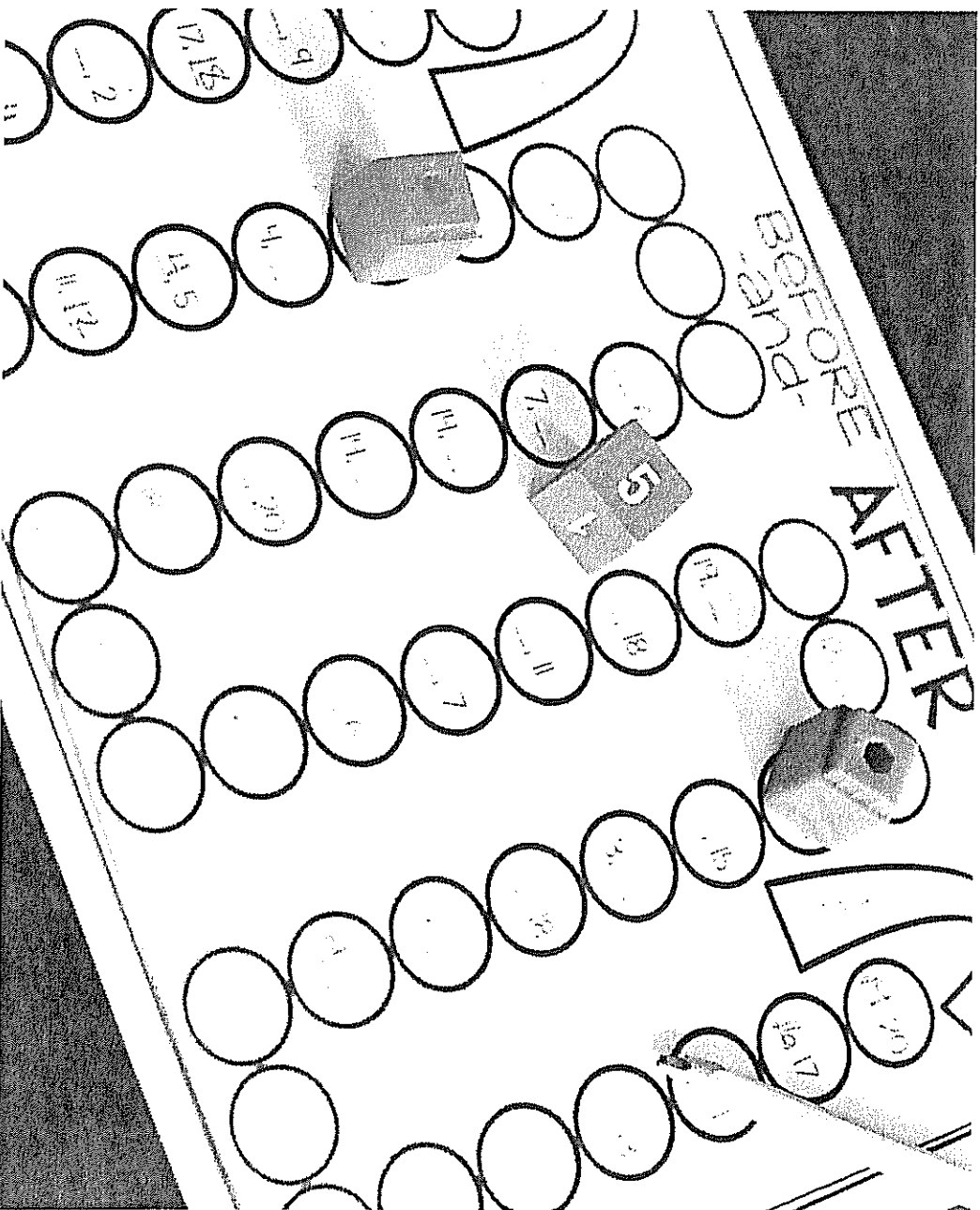
pencil

2 cubes (one for each player)

Directions:

Students will roll the die and move that many spaces from their starting arrow. Students will complete the missing number and place the cube on their spot as a place keeper until their next turn.

Students take turns going around and around the board (skipping already filled in circles) until the whole board is completed.



BEFORE -and- AFTER

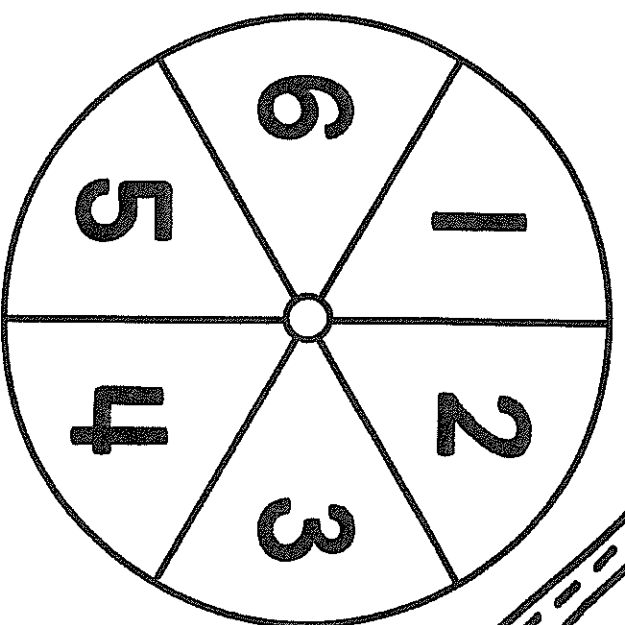
Player One

Player Two

15, --	13, --	5, --	4, --	17, --	12, --	10, --	--, 20
6, --	--, 17	--, 6	--, 6	19, --	--, 16	--, 16	--, 20
--, 9	--, 7	7, --	14, --	--, 18	--, 15	--, 15	--, 17
17, --	1, --	14, --	14, --	--, 11	3, --	3, --	--, 14
--, 2	4, --	19, --	19, --	--, 7	--, 18	--, 18	--, 13
10, --	--, 5	--, 20	18, --	--, 6	4, --	4, --	--, 12
--, 15	11, --	18, --	18, --	3, --	--, 20	--, 20	9, --
12, --	8, --	2, --	17, --	0, --	--, 3	--, 3	6, --
					5, --	5, --	

SPIN A MISSING ADDEND

Directions: Find a partner. Take turns spinning the spinner to get a number. Use that number to complete a number sentence on your page. If you spin a number that can't fit on your page, it's your partner's turn. The first player to fill up their page with the correct missing addends wins!



$$0 + \square = 1 \quad 6 + \square = 9$$

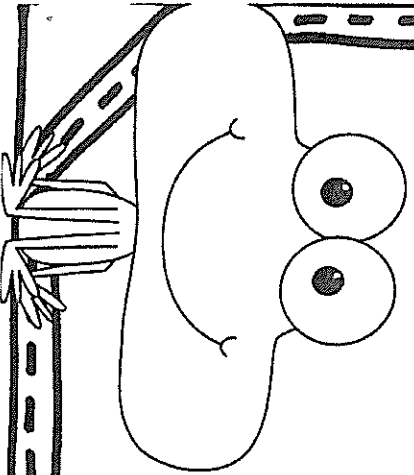
$$7 + \square = 9 \quad 3 + \square = 5$$

$$2 + \square = 8$$

$$2 + \square = 6 \quad 5 + \square = 10$$

$$4 + \square = 7$$

$$5 + \square = 6 \quad 1 + \square = 5$$



FILL YOUR COLUMNS

For this game you will need:

1 die

Game board

2 Small game pieces

pencil

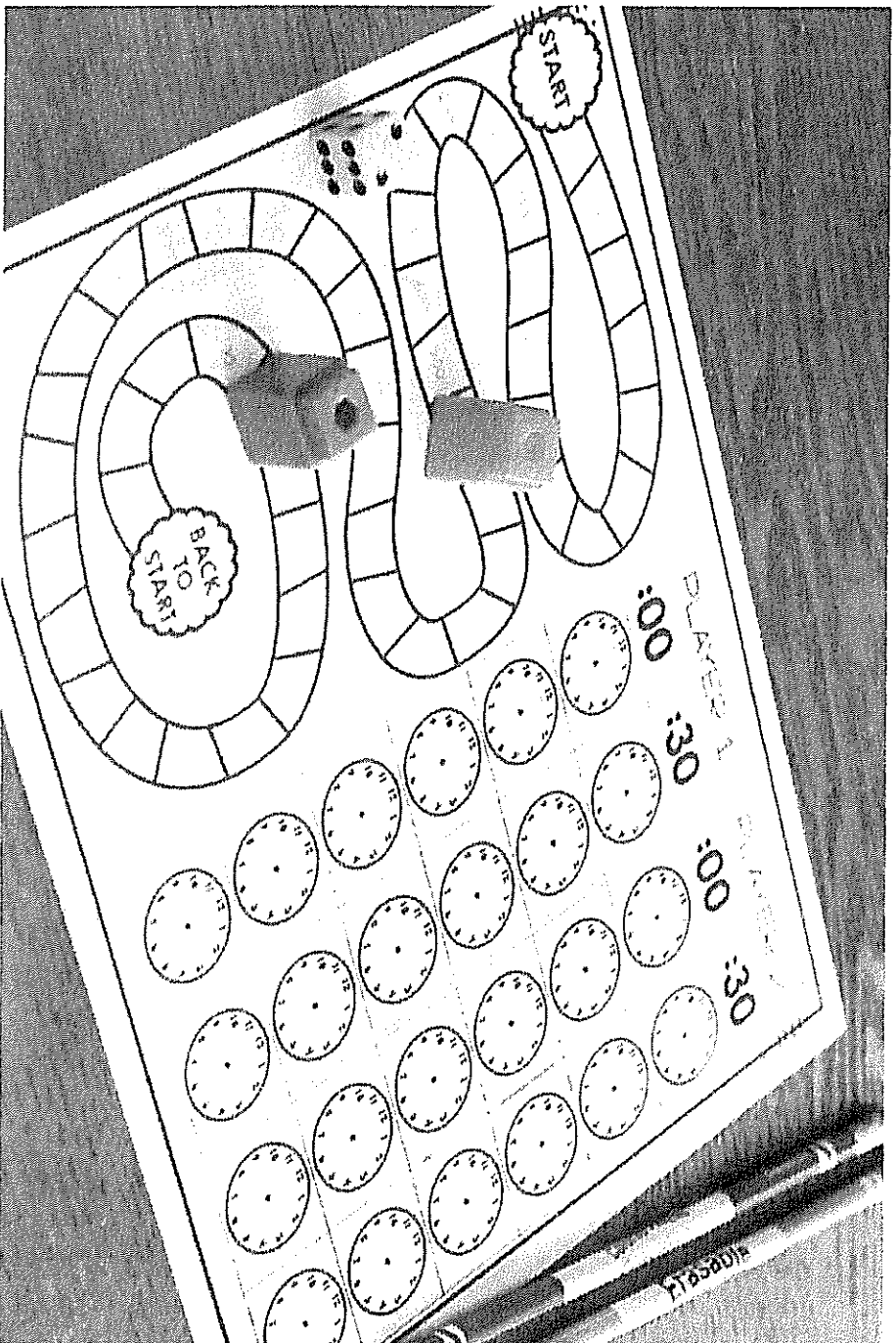
Directions:

Students will roll the die and move that many spaces on the game board. They will read the digital time and draw that time on an analog clock in their column. Students will continue rolling and writing the time until one student fills both their columns first.

If a student lands on a space and there are no more analog clocks to fill in, their turn is skipped!

NOTE:

This game focuses on time to the hour and half



Time to Play!

- 1) Use a pencil and paperclip to create a spinner. Player 1 spins to determine the number of hundreds and ones in their number.
- 2) Circle that number on the hundred chart. If space is empty, write the number then circle it.
- 3) Player 2 repeats.
- 4) First player to reach five circle numbers in a row wins.



Time to Play!



	2	3	4	5	6	7	8		10
	12	13		15	16		18		20
21		23			26			29	
		33	34		36	37		39	
	42		44	45	46		48	49	50
51	52		54	55	56		58	59	60
61	62	63		65		67	68	69	70
	72	73		75		77	78		80
	82	83	84		86		88		
91	92	93	94		96		98	99	





Time to Play!

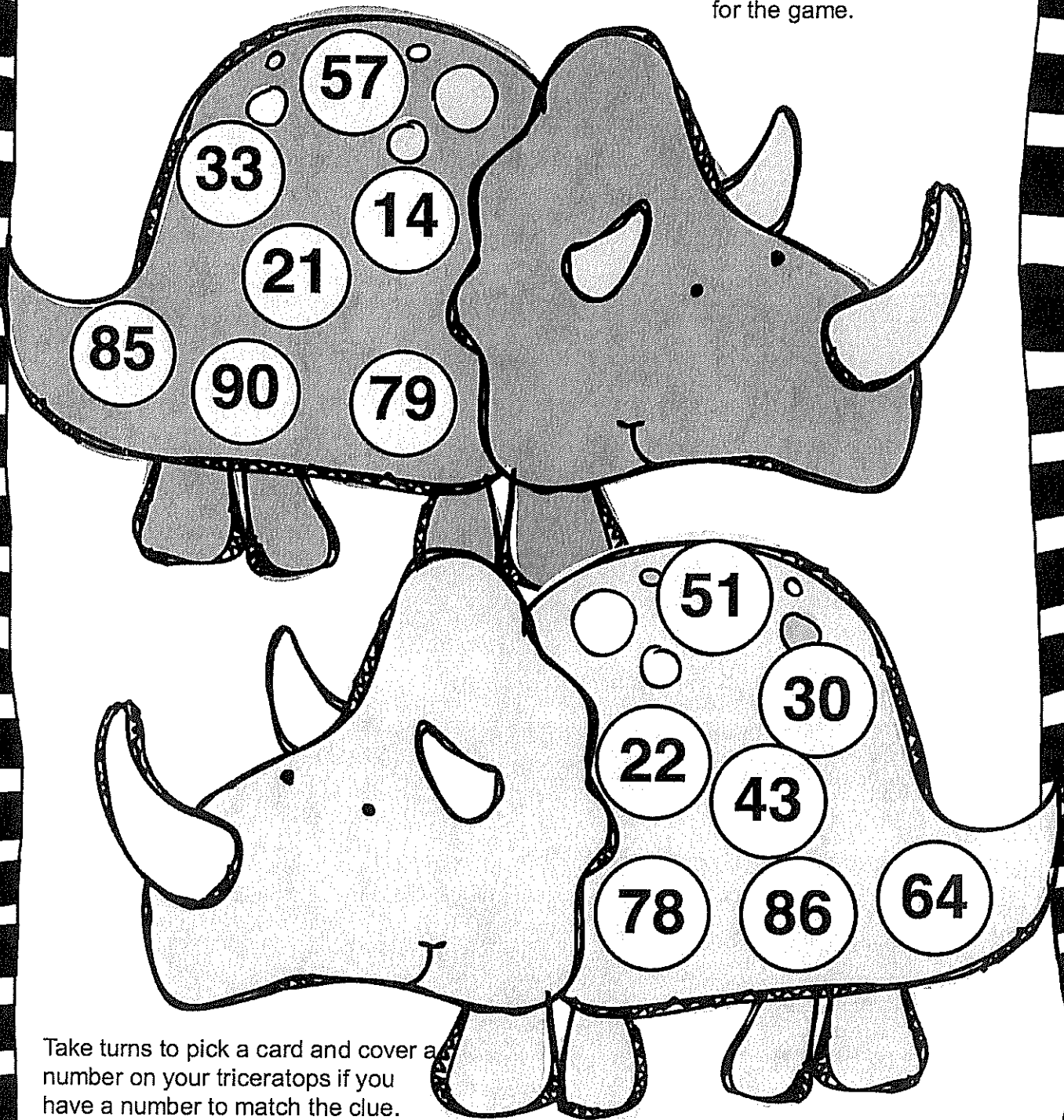


1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100























TRICERATOPS SPOTS

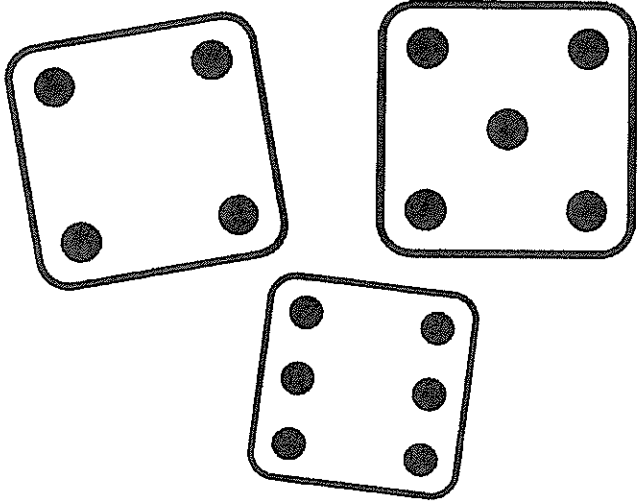
a game for 2 players
Need: Counters, cards.
Place the cards face down beside the board. Each player chooses a dinosaur for the game.



Take turns to pick a card and cover a number on your triceratops if you have a number to match the clue. First to cover all of the numbers on their dinosaur is the winner.

<p>Cover an odd number.</p> 	<p>Cover an even number.</p> 	<p>Cover a number with 5 tens.</p> 	<p>Cover a number with 3 tens.</p> 
<p>Cover a number with 3 ones.</p> 	<p>Cover a number with 1 one.</p> 	<p>Cover a number smaller than 25.</p> 	<p>Cover a number with 2 tens.</p> 
<p>Cover a number with 6 ones.</p> 	<p>Cover a number with 4 ones.</p> 	<p>Cover a number with 4 tens.</p> 	<p>Cover a number with 6 tens.</p> 
<p>Cover a number with 8 ones.</p> 	<p>Cover a number with 9 ones.</p> 	<p>Cover a number with 7 tens.</p> 	<p>Cover a number with 9 tens.</p> 
<p>Cover a number larger than 83.</p> 	<p>Cover a number smaller than 32.</p> 	<p>Cover a number with 8 tens.</p> 	<p>Cover a number larger than 75.</p> 

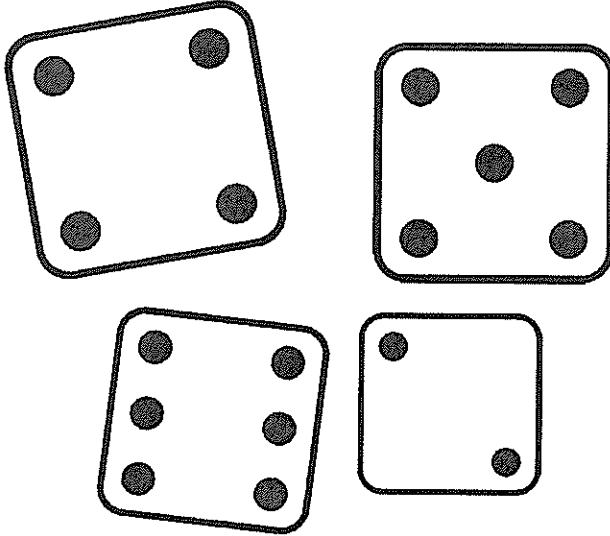
Make that number



Roll three dice. Start with one and add or subtract each of the other dice. Can you make a number below? Cover it. Try to get four in a row!

15	11	3	11	4	8	3	9
0	16	12	6	5	2	4	18
1	15	2	7	10	6	10	12
10	14	17	4	17	8	7	8
13	5	1	7	9	16	13	10
18	14	12	0	6	8	9	3

Make that number



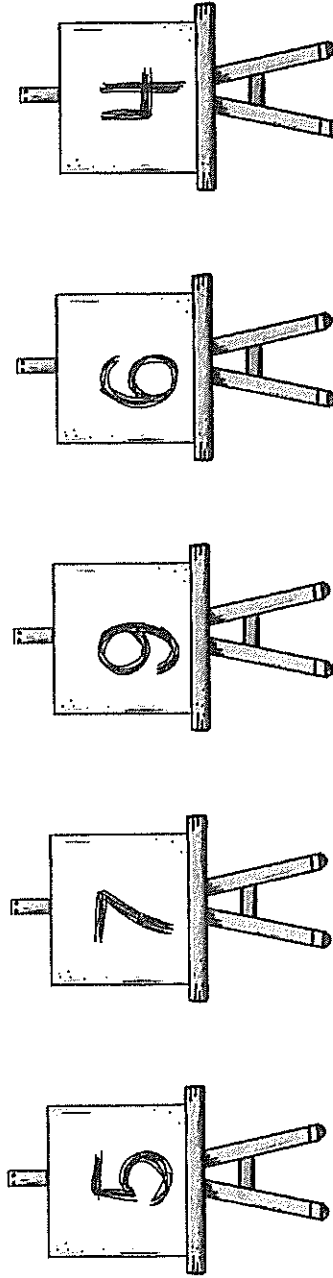
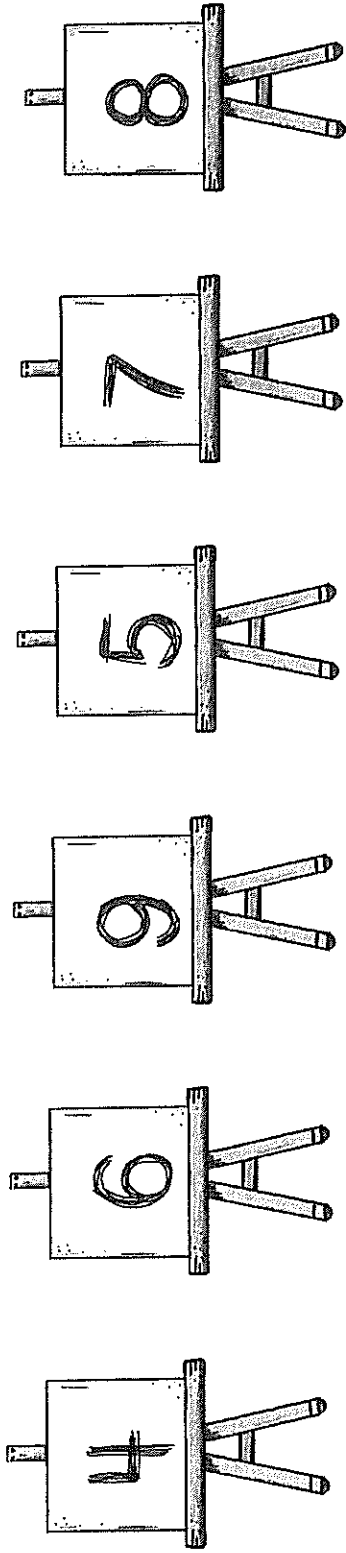
Roll four dice. Start with one and add or subtract each of the other dice. Can you make a number below? Cover it. Try to get four in a row!

23	17	19	18	2	12	6	24
11	15	10	8	1	3	18	8
7	5	3	6	5	16	10	4
8	13	9	16	7	2	1	15
0	5	4	17	19	11	14	9
21	14	3	11	0	6	7	22

Rollin' For Acorns Math Game

Materials: two 6-sided dice and a game piece for each player. To Play: Roll each die. Add the numbers to get the sum. Then, move the amount of spaces as the sum. If you land on a squirrel, follow the arrow back. If you land on an acorn, follow the arrow ahead. To win, you must roll the exact amount. The first one to reach the oak tree wins the acorn jackpot.

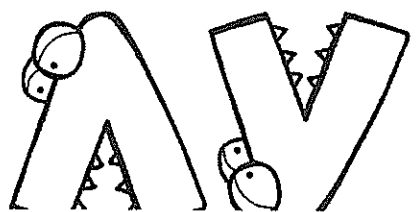
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100



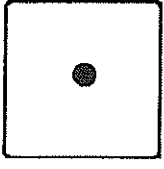
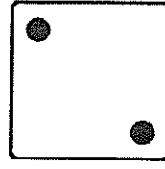
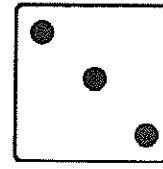
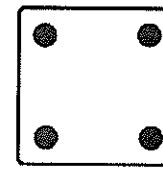
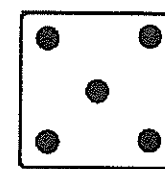
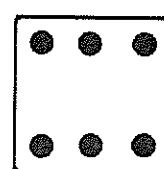
Roll to Make 10

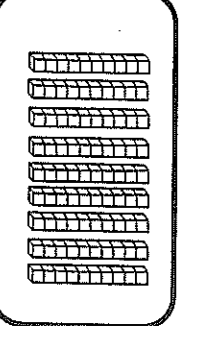
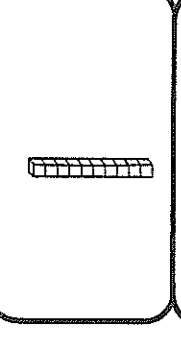
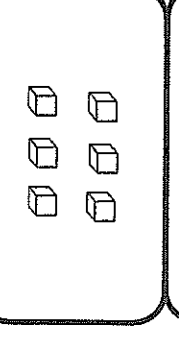
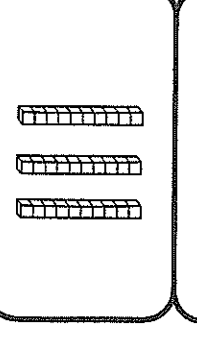
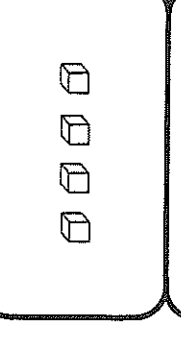
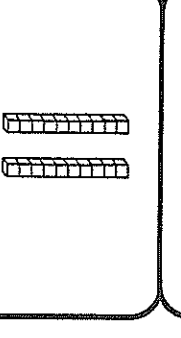
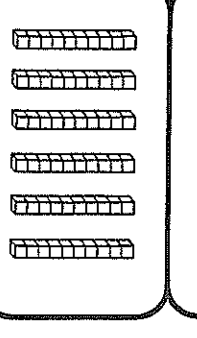
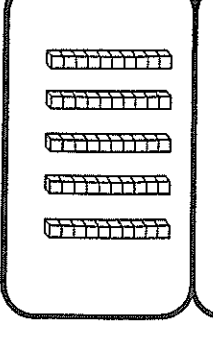
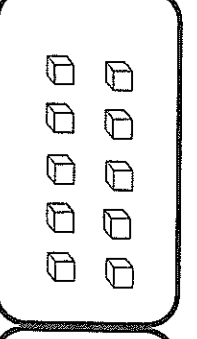
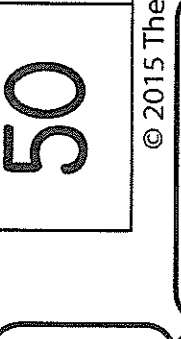
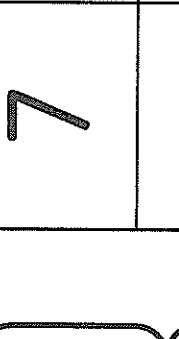
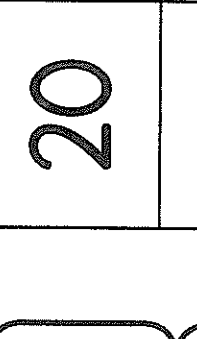
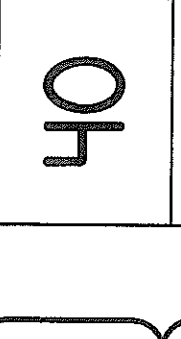
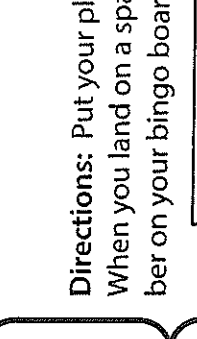
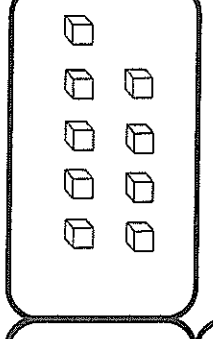
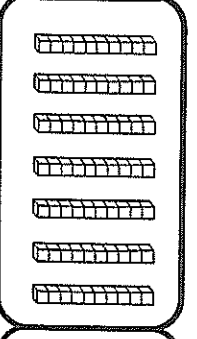
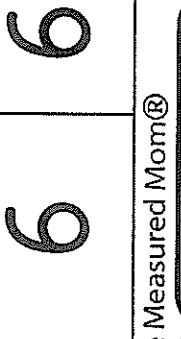
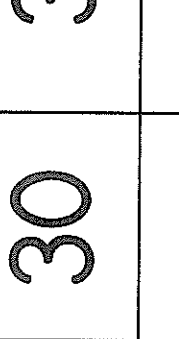
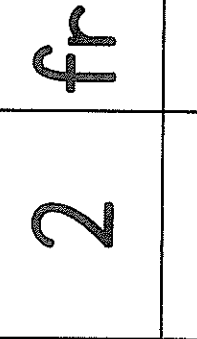
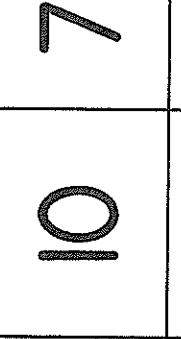
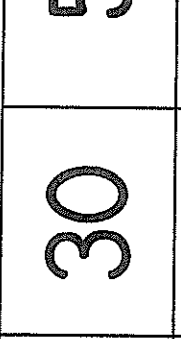
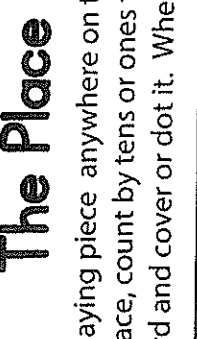
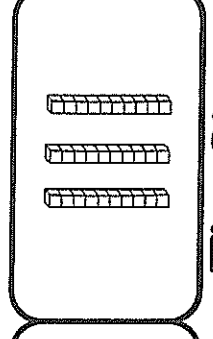
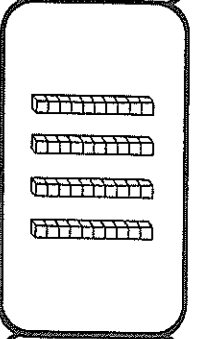
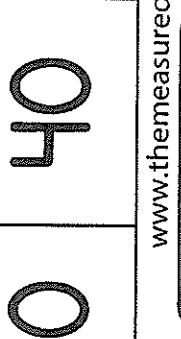
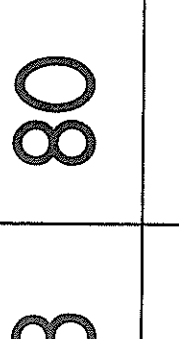
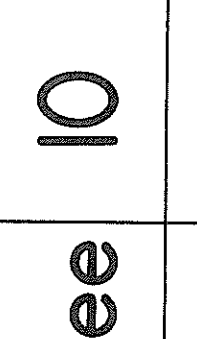
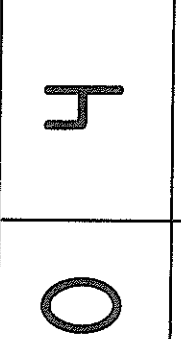
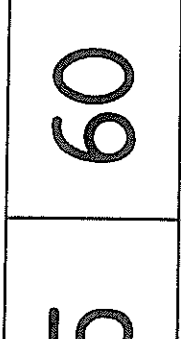
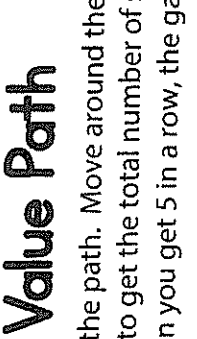
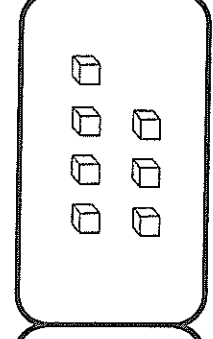
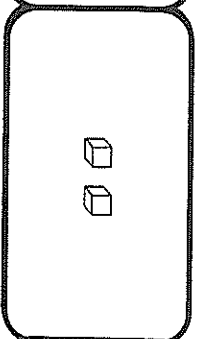
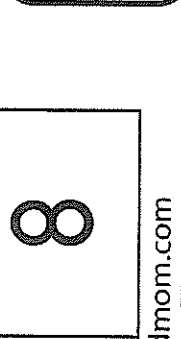
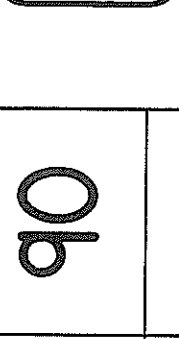
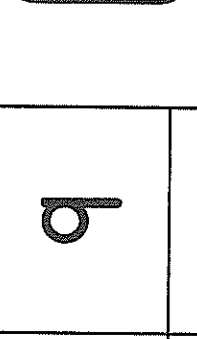
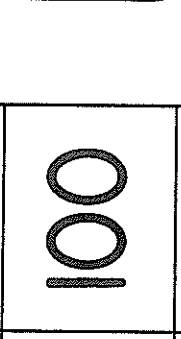
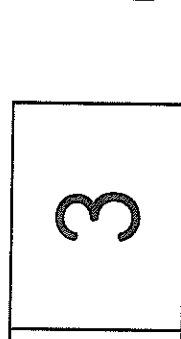
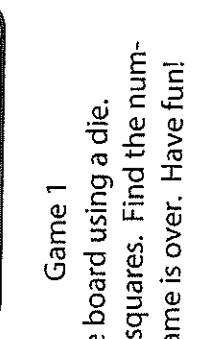
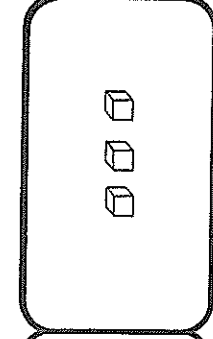
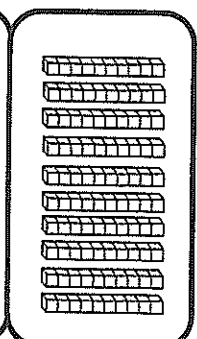
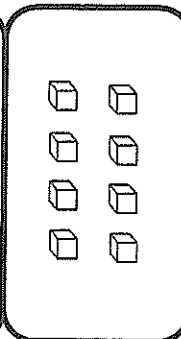
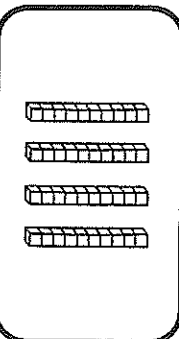
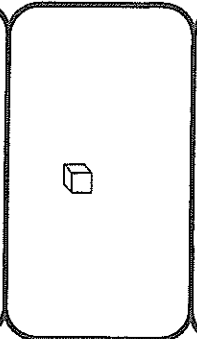
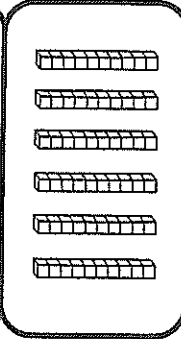
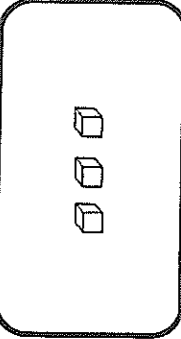
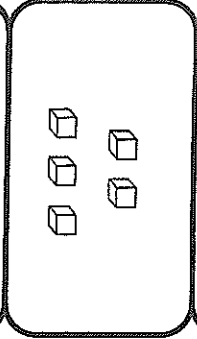
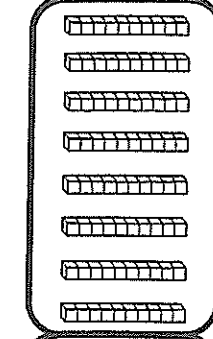
You will need 11 same coloured counters for each player and one dice. Take turns to roll the dice. If you can make 10 by adding the number on your dice to one of the numbers above then cover the number with one of your counters. When all the numbers are covered the player with most counters on the board wins!

ROLL & RACE COMPARING NUMBERS



Directions
 Roll a die.
 Tell if the first number is greater than or less than the second number in the first box on the row that matches the number you rolled. Cover that box.
 Continue until you have a row that takes 1st, 2nd, and 3rd place.
 Optional: Use the recording sheet to write your answer.

	20 ○ 30	29 ○ 27	7 ○ 9	17 ○ 12	19 ○ 9
	10 ○ 4	11 ○ 19	24 ○ 27	29 ○ 19	16 ○ 12
	9 ○ 11	23 ○ 18	8 ○ 13	25 ○ 23	5 ○ 9
	24 ○ 26	19 ○ 10	17 ○ 12	14 ○ 15	18 ○ 27
	21 ○ 18	12 ○ 22	15 ○ 10	2 ○ 13	23 ○ 30
	8 ○ 3	14 ○ 19	13 ○ 16	22 ○ 25	17 ○ 7

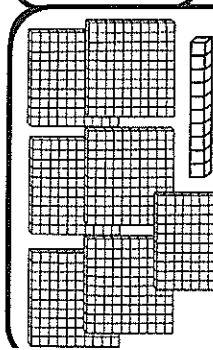
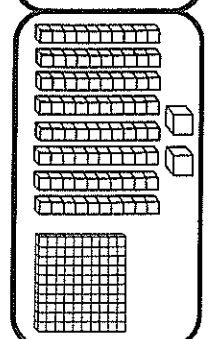
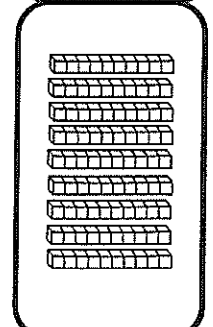
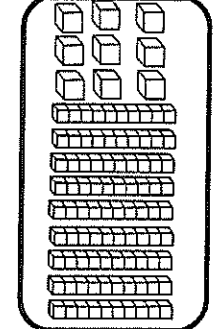
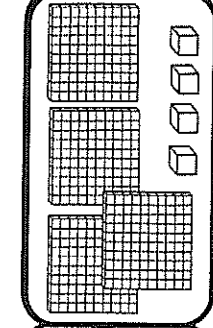
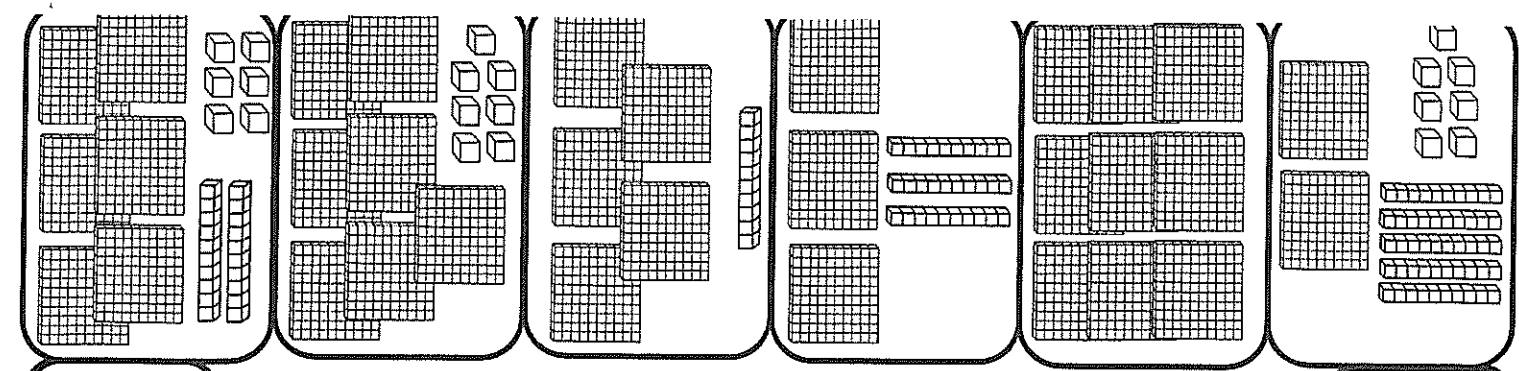


The Place Value Path

Game 1

Directions: Put your playing piece anywhere on the path. Move around the board using a die. When you land on a space, count by tens or ones to get the total number of squares. Find the number on your bingo board and cover or dot it. When you get 5 in a row, the game is over. Have fun!

40	30	5	60	3
1	10	70	4	100
20	2	free	10	9
7	30	3	80	90
50	6	60	40	8



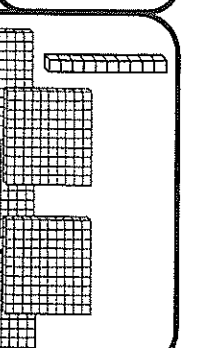
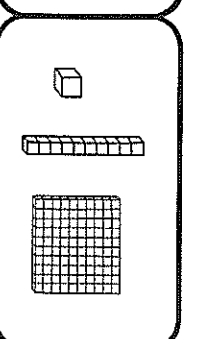
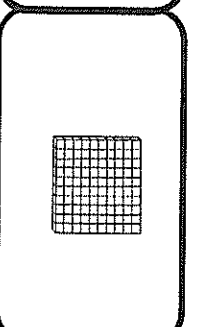
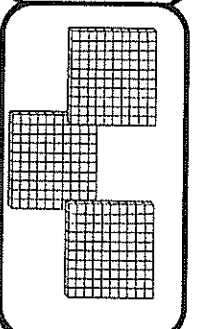
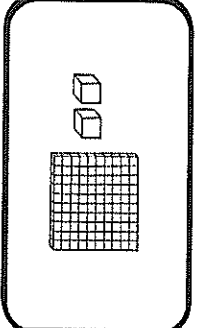
The Place Value Path

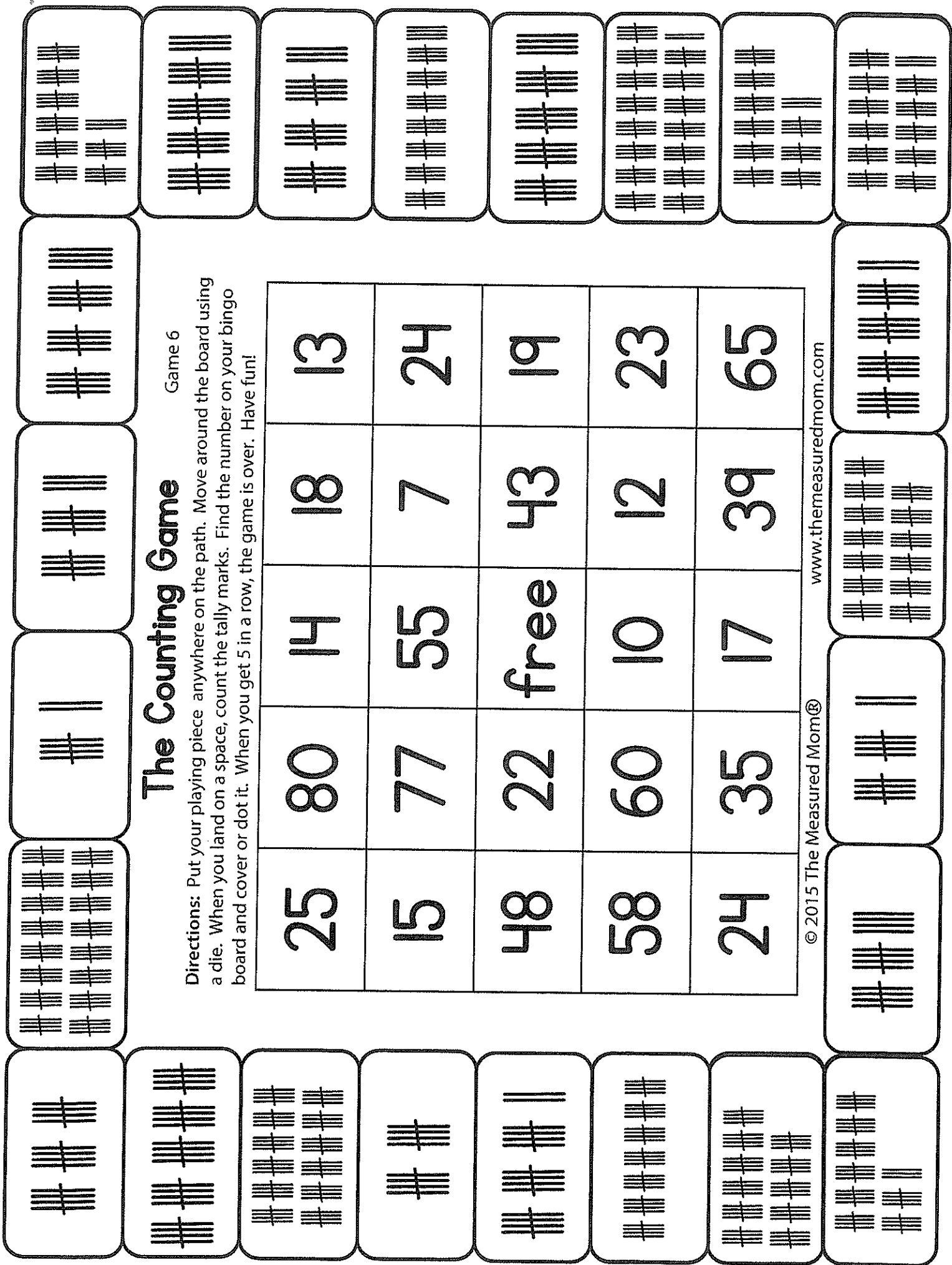
Game 3

Directions: Put your playing piece anywhere on the path. Move around the board using a die. When you land on a space, count hundreds, tens, and ones to get the total number of squares. Find the number on your bingo board and cover or dot it. When you get 5 in a row, the game is over.

720	257	102	99	510
100	626	182	300	707
330	410	free	404	100
401	90	450	510	257
620	510	284	111	900

© 2015 The Measured Mom® www.themeasuredmom.com



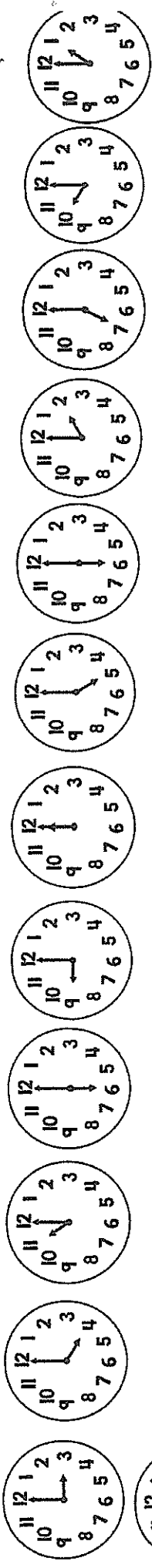


The Counting Game

Game 6

Directions: Put your playing piece anywhere on the path. Move around the board using a die. When you land on a space, count the tally marks. Find the number on your bingo board and cover or dot it. When you get 5 in a row, the game is over. Have fun!

25	80	14	18	13
15	77	55	7	24
48	22	free	43	19
58	60	10	12	23
24	35	17	39	65



What's the Time?

Directions:

Put your playing piece anywhere on the board. Move around the board using a die. When you land on a clock, name the time. Then look for it on your bingo board. Cover the space if it's there. When you get a bingo, the game is over. Have fun!

Level 1

1:00	10:00	2:00	11:00	9:00
6:00	2:00	11:00	8:00	3:00
12:00	8:00	FREE SPACE	7:00	10:00
7:00	6:00	1:00	12:00	4:00
4:00	9:00	5:00	3:00	5:00

© 2015 The Measured Mom ®
www.themeasuredmom.com

