

Equal Up

Suggested Level: Kindergarten – Grade 1

Skills: Number recognition 1 – 10, greater than >

Players: 2

Equipment: 10-sided die, cards (1-10)

Getting Started: The deck is placed face down. Players each turn over one card from the deck. The die is rolled by one player. The player who has the card equal to or greater than the number on the die takes both cards. In the event that both players have cards greater than, the greatest number between the cards gets them. Equal to always beats out the greater number. If neither players' card is greater the die is rolled again. Players alternate rolling the die. Play continues until all of the cards have been used. The winner is the player with the most cards.

Addition Graphing

Suggested Level: Grade 1+

Skills: Adding, collecting and organizing data on a bar graph

Players: 1 – 2

Equipment: Cards (gr.1: 1 - 5, gr.2+ 1 - 9), paper, pencil

Getting Started: Each player has a blank grid (see example below). The goal is to either fill in all the numbers across or fill in a column (10 up) before the other player. Player number one turns over two cards and adds them together. Player records the addition equation above the appropriate sum. It is then players two turn to turn over two cards, add them together, and record the equation on their grid. Players continue to alternate turns until someone fills a column completely, or completes a row across.

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

Super Star Traveler

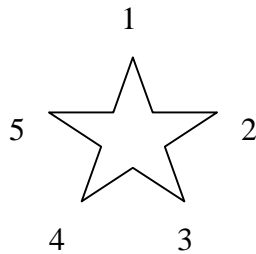
Suggested Level: Grade 3+

Skills: Adding and subtracting to 18, problem solving

Players: cooperative groups, pairs or solitaire

Equipment: Cards (1-12), 6sided die

Getting Started: Players build a 7 x 7 grid with cards face up. The object of the game is for the group, pair or individual to take away all of the cards before getting all five points of a star coloured in. Players roll the die twice and add them together. Players may take away any card or combination of cards that equals the rolls and that appears at the bottom of any column. Addition, subtraction, or a combination may be used to a maximum of three cards per rolls.



Example:

7	3	5	2	9	11	4
2	10	1	6	1	3	7
5	5	9	6	7	12	11
8	1	7	4	4	10	6
8	<u>3</u>	1	9	4	10	12
11	<u>10</u>	3	8	7	4	11
10	<u>2</u>	5	8	2	12	9

Player one rolls $5 + 4 = 9$. Looking at the bottom row players could remove $2 + 2 + 5$ or simply the nine by itself. Players can also work vertically through a column such as $2 + 10 - 3$ (the second column). Once the players decide the combination of cards to be removed, they are taken off, and the die is rolled again. In the event that a combination can not be found, players colour in one point of their star. Play continues until either all the cards have been removed, or their star is coloured in. As players have more experience, they will develop more strategies to maximize their chances.

Variation: Multiplication and division can be used.

Multiplication Scramble

Suggested Level: Grade 4+

Skills: Recall of multiplication facts to 144

Players: 1 – 2

Equipment: 12-sided die, paper, pencil

Getting Started: Each player makes their own gameboard. The goal of the game is to fill in every line on the gameboard. Each player rolls the die twice and multiplies them together. Players write down their products on the appropriate lines on their gameboards (ie., $4 \times 7 = 28$ would go on the line beside 20 – 29). The first player to fill in all their lines is the winner.

Gameboard:

0 – 9	_____
10 – 19	_____
20 – 29	_____
30 – 39	_____
40 – 49	_____
50 – 59	_____
60 – 69	_____
70 – 79	_____
80 – 89	_____
90 – 99	_____
100 – 109	_____
110 – 119	_____
120 – 129	_____
130 – 139	_____
140 – 149	_____

Variation: To work on multiplication facts to 100, roll a 10-sided die twice and multiply the numbers. Use a gameboard up to 100 – 109.