

## **Fact Feud “2”**

**Suggested Level:** Grade 3+

**Skills:** Multiplication facts to 81

**Players:** 2

**Equipment:** Cards (1-9)

**Getting Started:** Players decide the particular fact to practice. Once the constant multiplier is determined, that card is placed between the two players. Players then divide the remaining cards evenly between themselves. Each player turns over one card and multiplies that card by the constant in the middle. The player with the highest product collects both cards. Players must verbalize their math sentence.

**Example:**

**Player One**

**Player Two**

“4 groups of 5 = 20”     X5

“7 groups of 5 = 35”

Player two would collect both cards.

In the event of a tie, each player deals out three more cards face down and then turns another card face up. The turned over card is multiplied by the constant multiplier and the highest product wins all the cards. Play continues until one player has collected all the cards.

## **Climb the Ladder to 100**

**Suggested Level:** Grade 1-3

**Skills:** Place value, adding numbers to 100, vertical addition

**Players:** 2

**Equipment:** Cards (1-9), paper, pencil, 100’s board (see blackline masters)

**Getting Started:** Player number one turns over a card and records it on their paper.

Player number two turns over the next card and also records their number. Players continue to alternate turning over cards and recording them on their papers, keeping a running vertical addition. Players may need counters or a hundreds board to help them find their new sums. The first player to reach one hundred exactly is the winner. Players must wait for the turn of the card that equals one hundred exactly. Cards are reused until one player reaches one hundred.

## Rolling Along

**Suggested Level:** Kindergarten – Grade 1

**Skills:** Number recognition, number matching

**Players:** 2 – 4

**Equipment:** 12-sided die, paper, pencil

**Getting Started:** Each player makes a gameboard as follows:

1	2	3	4	5	6	7	8	9	10	11	12
						X	X	X			

The object of the game is for each player to cross off all of their numbers on their gameboard. Player one rolls the die and crosses off that number on their gameboard. Player two then takes a turn. Players continue to alternate turns. If a player rolls a number that has already been crossed off, they earn a strike. Three strikes and that player is out. The game is over when either all players are out, or when one player has crossed off all their numbers. If all players strike out, then the player who had crossed off the most numbers is the winner.

**Variation:** Use a 20-sided die and have a gameboard 1 – 20.

## Three-Digit Scramble

**Suggested Level:** Grade 2+

**Skills:** Place value to 1000, betweenness

**Players:** 2

**Equipment:** Cards (1-9), paper, pencil

**Getting Started:** Each player makes a gameboard as follows:

100 – 199	_____
200 – 299	_____
300 – 399	_____
400 – 499	_____
500 – 599	_____
600 – 699	_____
700 – 799	_____
800 – 899	_____
900 – 999	_____

Each player turns over three cards and makes a three-digit number. Players call their numbers out loud. Players write down the numbers in the appropriate place on their gameboard, (ie. 315 would go on the space for 300 – 399). The first player to get all ten spaces filled in is the winner.

**Variation:** To increase the difficulty, have players fill in their gameboards in order from lowest to highest. For longer playing time, add more blanks. The game can also be played as a solitaire by adding the rule “3 strikes and you’re out.”