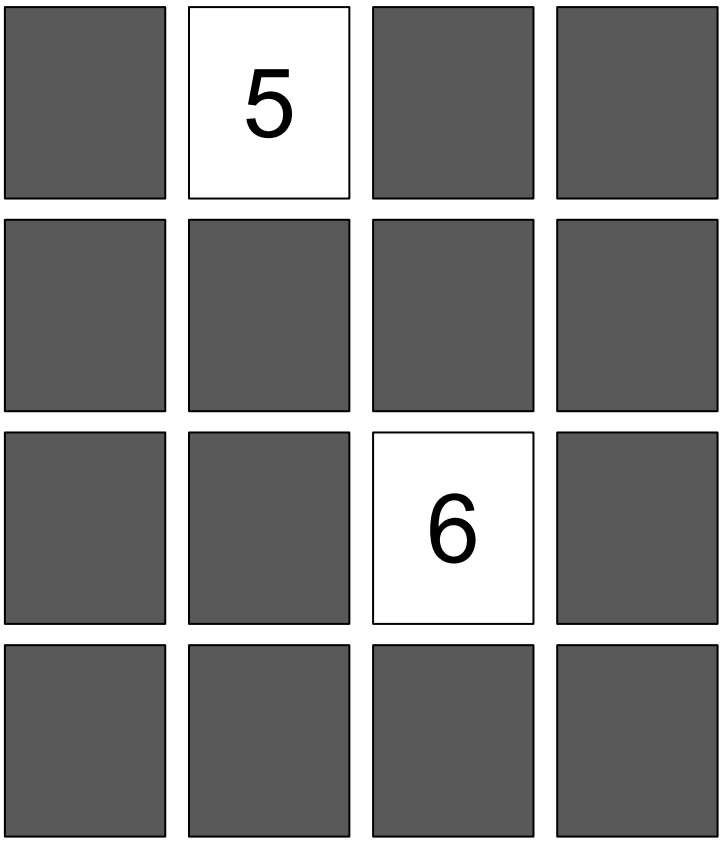
Make the Sum - 1A

Materials

- Number Cards - Remove wilds
- Recording Sheet - 1 for each player

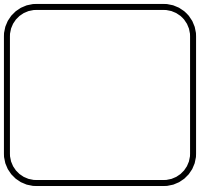
How to Play

- Choose a target number between 8 and 15.
- Lay cards out in 4x4 grid.
- On your turn- flip over 2 cards. If you can make the target number say the equation. Both players write it on their sheet.
- Once no more combinations can be made, remove all of the cards and start again with a 4x4 grid.



Make the Sum - 1A

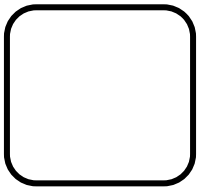
Target Number



My Equations	My Partner's Equations

Make the Sum - 1A

Target Number

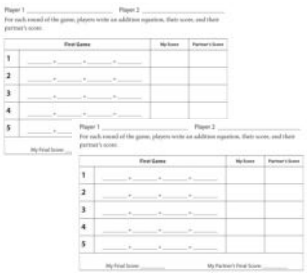


My Equations	My Partner's Equations

Target 20 - 1B

Materials

- Number Cards - Remove wilds
- Recording Sheet - 1 for each player



How to Play

- Each player draws 5 cards.
- Select 3 cards that will have a sum close to 20.
- Write your equation on your sheet.
- Calculate your score by figuring out how far away your sum is from 20. Ex: If your sum is 24 your score is 4. If your sum is 18 your score is 2. Write your score and your partner's score.
- Each person draws 3 more cards and then makes a new equation.
- The person with the lowest score at the end of 5 rounds wins.

Player 1:	5	2	8	6	7

Player 2:	1	9	4	5	3

Target 20 - 1B

Player 1 _____ Player 2 _____

For each round of the game, players write an addition equation, their score, and their partner's score.

	First Game	My Score	Partner's Score
1	_____ + _____ + _____ = _____		
2	_____ + _____ + _____ = _____		
3	_____ + _____ + _____ = _____		
4	_____ + _____ + _____ = _____		
5	_____ + _____ + _____ = _____		

My Final Score: _____ My Partner's Final Score: _____

Target 20 - 1B

Player 1 _____ Player 2 _____

For each round of the game, players write an addition equation, their score, and their partner's score.

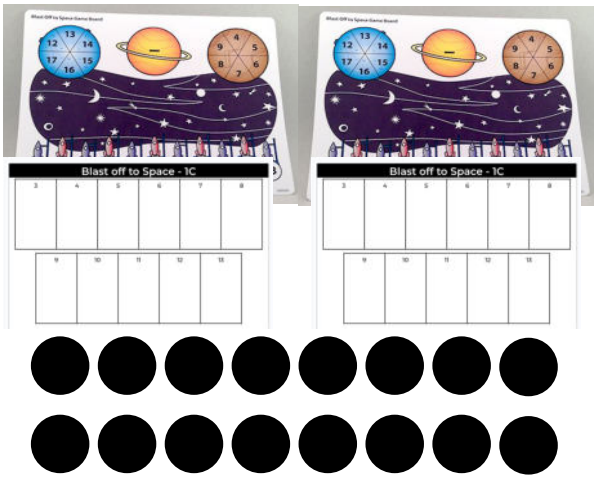
	First Game	My Score	Partner's Score
1	_____ + _____ + _____ = _____		
2	_____ + _____ + _____ = _____		
3	_____ + _____ + _____ = _____		
4	_____ + _____ + _____ = _____		
5	_____ + _____ + _____ = _____		

My Final Score: _____ My Partner's Final Score: _____

Blast Off to Space - 1C

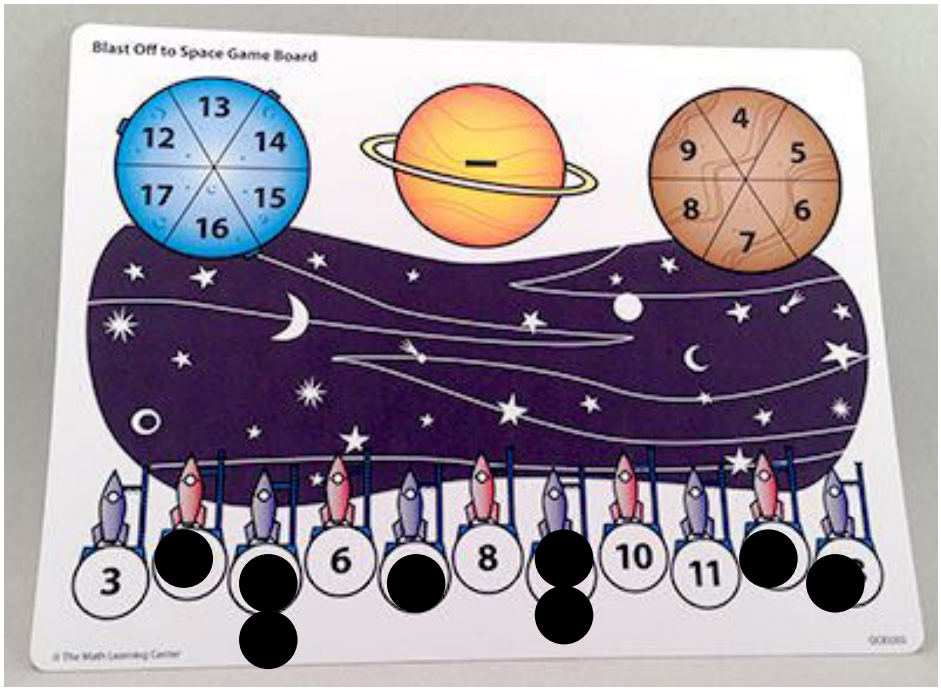
Materials

- 2 Game Boards
- Recording Sheet - 1 for each player
- 2 Spinners
- 8 counters per player



How to Play

- Place 8 counters on the game board as rockets.
- On your turn spin both spinners to make an equation. Write the equation in the column that matches the difference.
- If you had a rocket on the difference, you can blast it into space.
- One someone has blasted 4 rockets, you can reposition your remaining counters.



Blast off to Space - 1C

3	4	5	6	7	8

9	10	11	12	13

Blast off to Space - 1C

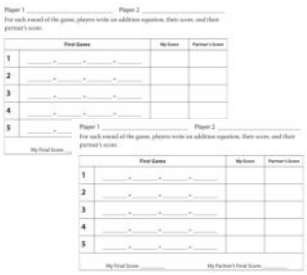
3	4	5	6	7	8

9	10	11	12	13

Target 100 - 1D

Materials

- Number Cards - Remove wilds & 10s
- Recording Sheet - 1 for each player



How to Play

- Each player draws 6 cards.
- Select 4 cards that will have a sum close to 20.
- Write your equation on your sheet.
- Calculate your score by figuring out how far away your sum is from 100. Ex: If your sum is 94 your score is 6. If your sum is 108 your score is 8. Write your score and your partner's score.
- Each person draws 4 more cards and then makes a new equation.
- The person with the lowest score at the end of 5 rounds wins.

Player 1:	9	5	2	8	6	7

26+85=111 score is 11

Player 2:	2	1	9	4	5	3

49+51=100 score is 0

Target 100 - 1D

1D Target 100 Record Sheet

	First Game	My Score	Partner's Score
1	_____ + _____ = _____		
2	_____ + _____ = _____		
3	_____ + _____ = _____		
4	_____ + _____ = _____		
5	_____ + _____ = _____		
My Final Score: _____		My Partner's Final Score: _____	

Target 100 - 1D

1D Target 100 Record Sheet

	First Game	My Score	Partner's Score
1	_____ + _____ = _____		
2	_____ + _____ = _____		
3	_____ + _____ = _____		
4	_____ + _____ = _____		
5	_____ + _____ = _____		
My Final Score: _____		My Partner's Final Score: _____	

Anything But 5 - 1E

Materials

- 2 Dice with #4-9 on them
- Recording Sheet - 1 for each player

How to Play

- Roll 2 dice and write the addition equation for Roll 1.
- Decide to be done or roll again. Note: If you roll a 5 at anytime you lose that round.
- Once you're done rolling for that round, find the sum of your rolls. Subtract that from 95. Write that answer in the box for round 2.
- First person to 0 wins!

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1E Anything But 5 Record Sheet

Player 1 _____

Roll 1: 9 + 4 = 13 Roll 2: 7 + 8 = 15 Roll 3: ____ + ____ = ____	Sum of Rolls: 28 95 – 28 = 67
Roll 1: ____ + ____ = ____ Roll 2: ____ + ____ = ____ Roll 3: ____ + ____ = ____	Sum of Rolls: ____ 67 – ____ = ____
Roll 1: ____ + ____ = ____ Roll 2: ____ + ____ = ____ Roll 3: ____ + ____ = ____	Sum of Rolls: ____ ☐ – ____ = ____

Anything but 5 - 1E

1E Anything But 5 Record Sheet

Player 1 _____

Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ 95 – _____ = _____
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ ☐ – _____ = _____
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ ☐ – _____ = _____

Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ 95 – _____ = _____
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ ☐ – _____ = _____
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ ☐ – _____ = _____

Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ 95 – _____ = _____
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ ☐ – _____ = _____
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ ☐ – _____ = _____

Anything but 5 - 1E

1E Anything But 5 Record Sheet

Player 1 _____

Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ 95 – _____ = _____
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ ☐ – _____ = _____
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ ☐ – _____ = _____

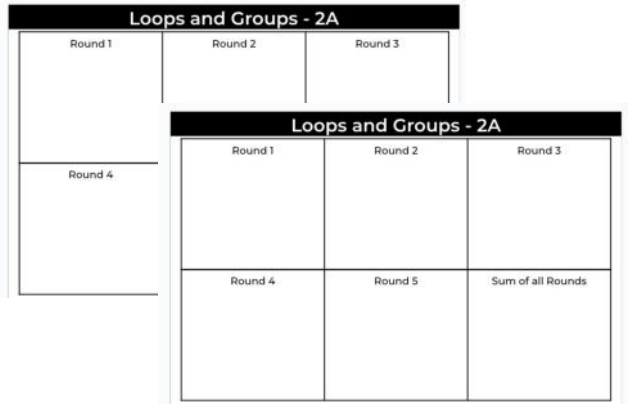
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ 95 – _____ = _____
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ ☐ – _____ = _____
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ ☐ – _____ = _____

Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ 95 – _____ = _____
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ ☐ – _____ = _____
Roll 1: _____ + _____ = _____ Roll 2: _____ + _____ = _____ Roll 3: _____ + _____ = _____	Sum of Rolls: _____ ☐ – _____ = _____

Loops and Groups - 2A

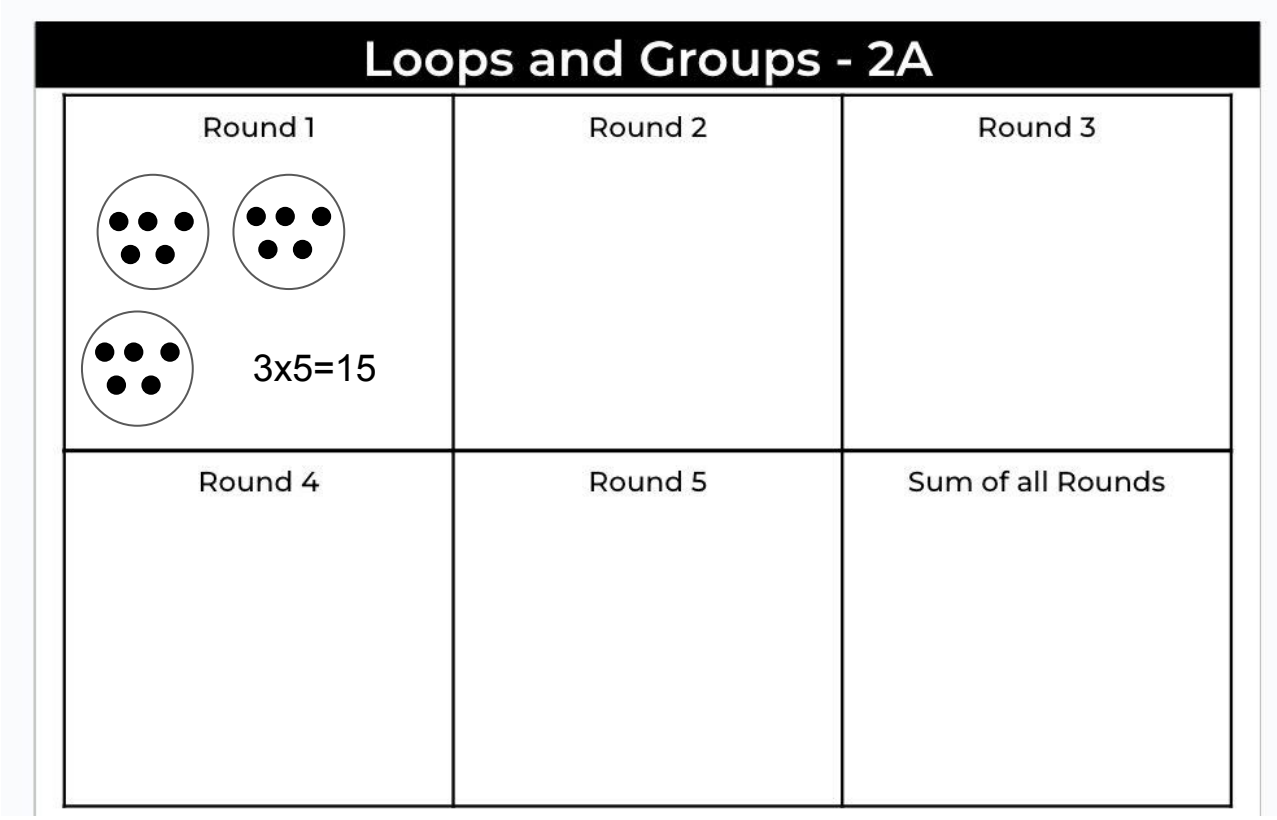
Materials

- Recording Sheet - 1 for each player
- 1 Dice- regular 6 sided



How to Play

- Roll 1 dice, draw that many loops.
- Roll 1 dice again and draw that many dots in each loop.
- Write a repeated addition or multiplication equation to find the total number of dots.
- After 5 rounds find the sum of all rounds.
- Highest score wins



Loops and Groups - 2A

Round 1	Round 2	Round 3
Round 4	Round 5	Sum of all Rounds

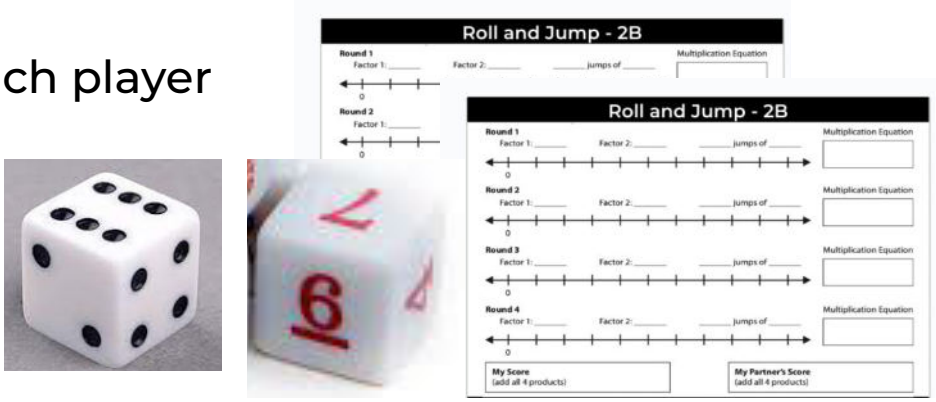
Loops and Groups - 2A

Round 1	Round 2	Round 3
Round 4	Round 5	Sum of all Rounds

Roll and Jump - 2B

Materials

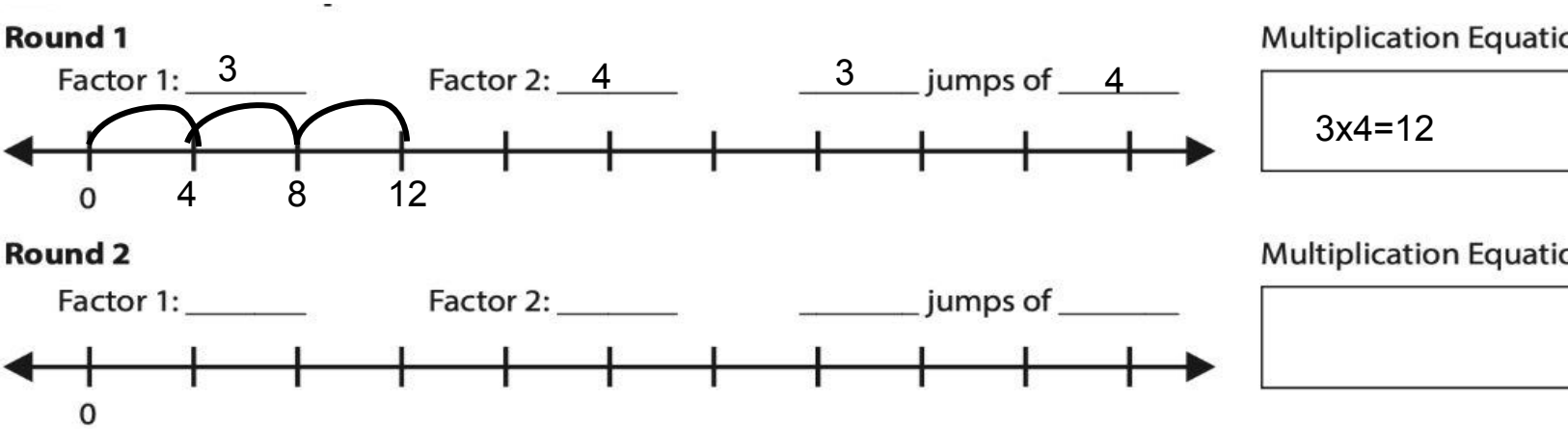
- Recording Sheet - 1 for each player
- 1 Dice- regular 6 sided
- 1 Dice 4-9



How to Play

- Roll both dice and write them as factor 1 and factor 2.
- Use the number line to find the product.
- Record your equation and answer.
- After 4 rounds find your total score.

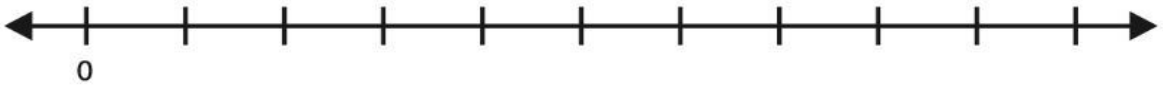
Example: If I roll a 3 and a 4.



Roll and Jump - 2B

Round 1

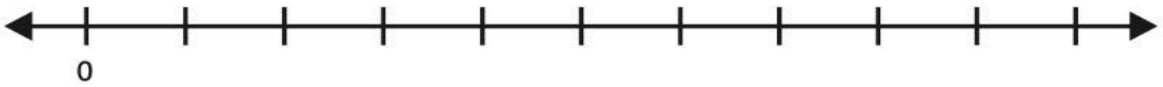
Factor 1: _____ Factor 2: _____ _____ jumps of _____



Multiplication Equation

Round 2

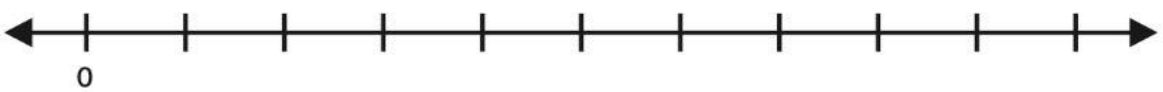
Factor 1: _____ Factor 2: _____ _____ jumps of _____



Multiplication Equation

Round 3

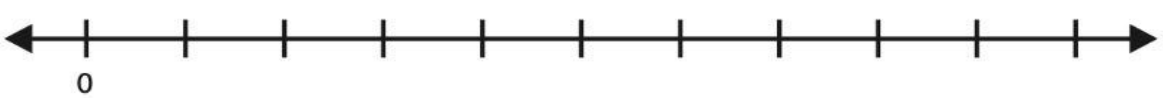
Factor 1: _____ Factor 2: _____ _____ jumps of _____



Multiplication Equation

Round 4

Factor 1: _____ Factor 2: _____ _____ jumps of _____



Multiplication Equation

My Score
(add all 4 products)

My Partner's Score
(add all 4 products)

Roll and Jump - 2B

Round 1

Factor 1: _____ Factor 2: _____ _____ jumps of _____

0

Multiplication Equation

Round 2

Factor 1: _____ Factor 2: _____ _____ jumps of _____

0

Multiplication Equation

Round 3

Factor 1: _____ Factor 2: _____ _____ jumps of _____

0

Multiplication Equation

Round 4

Factor 1: _____ Factor 2: _____ _____ jumps of _____

0

Multiplication Equation

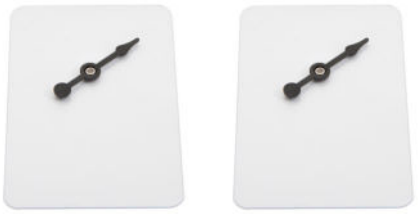
My Score
(add all 4 products)

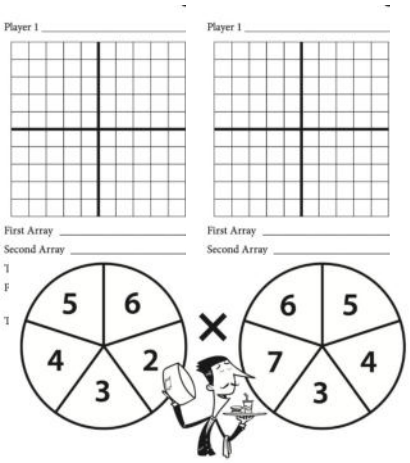
My Partner's Score
(add all 4 products)

Cover Up - 2C

Materials

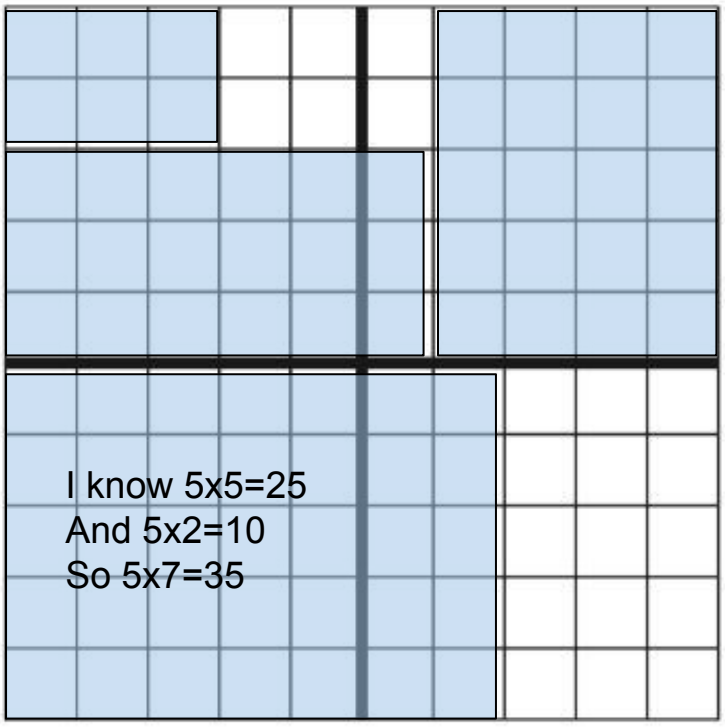
- Recording Sheet - 1 for each player
- 2 Spinners
- 1 Spinner Sheet





How to Play

- Spin both spinners to get an equation.
- Draw and color an array with that dimension on your sheet.
- Explain how you find the total to your partner
- Write your equation for that round.



If you do not have room to draw an array, you lose your turn.

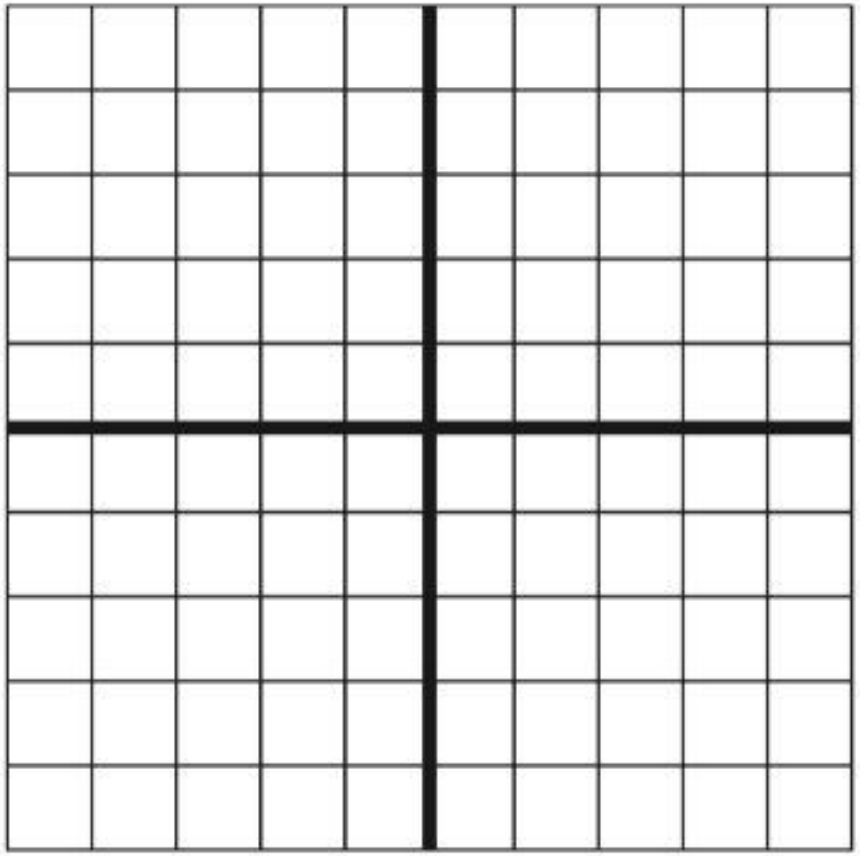
First Array 2x3=6

Second Array 6x3=18

Third Array 5x4=20

Fourth Array 5x7=35

Player 1 _____



First Array _____

Second Array _____

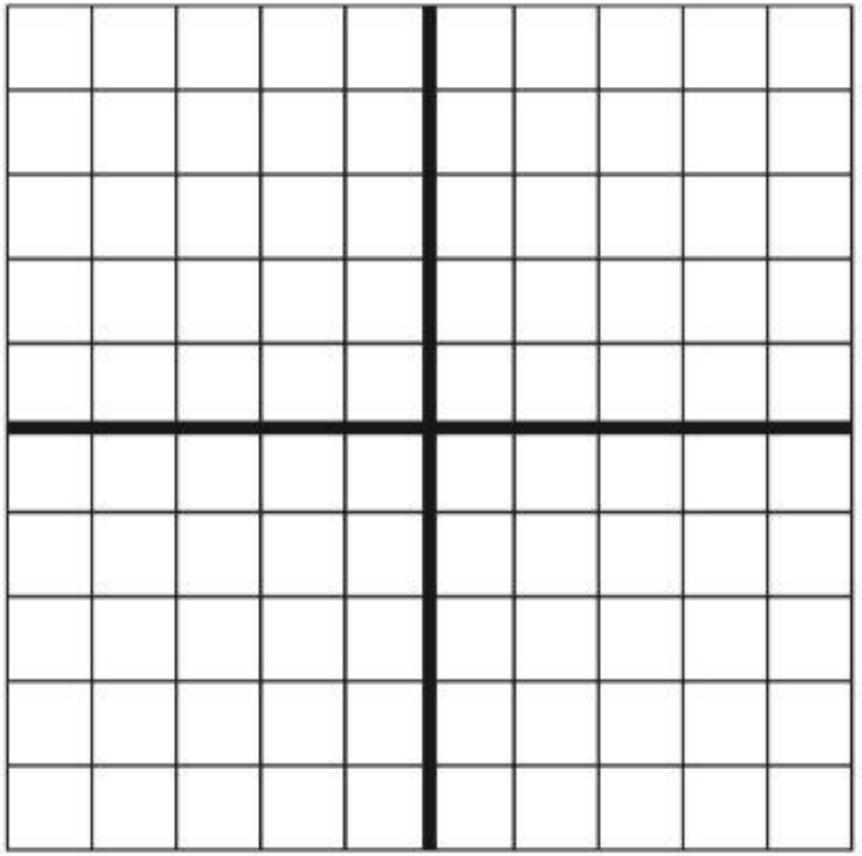
Third Array _____

Fourth Array _____

Total _____

Cover Up - 2C

Player 1 _____



First Array _____

Second Array _____

Third Array _____

Fourth Array _____

Total _____

Cover Up - 2C

Cover Up - 2C

Cover Up - 2C

4 in a Row - 2D

Materials

- Recording Sheet - 1 for each player
- Cards with 0,1,10, and Wilds Gone

How to Play

- Each player should have 3 cards.
- Pick 2 cards to multiply together.
- Find a repeated addition equation that matches your multiplication equation.
- Write your equation in that circle.
- If there isn't a circle open that matches any of your card options, you lose your turn. Discard all cards and draw 3 new ones.
- 1st person to get 4 in a row wins.

2D Multiplication Four in a Row Record Sheet

9+9+9+9	5x5=25 5+5+5+5+5	8+8+8+8+8	5x7=35 7+7+7+7+7	9+9+9+9+9	8+8
3+3+3	9+9+9	2+2	9+9+9+9+9+9	8+8+8	7+7+7+7+7+7
8+8+8+8+8+ 8+8+8	3+3	6+6+6+6+6	7+7+7	9+9	8+8+8+8+8+8
7+7+7+7	4+4+4	9+9+9+9+ 9+9+9	8+8+8+8	4+4	7+7

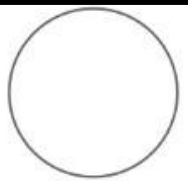
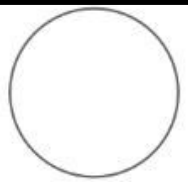
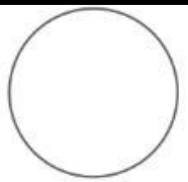
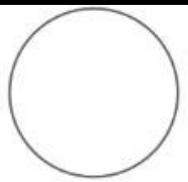
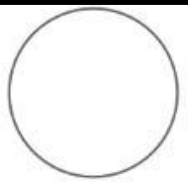
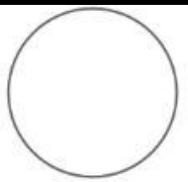
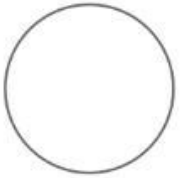
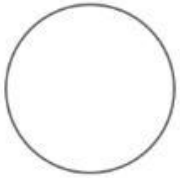
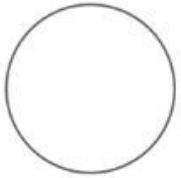
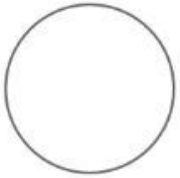
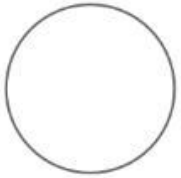
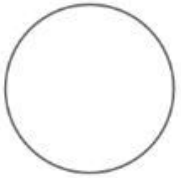
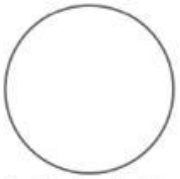
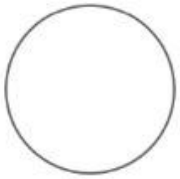
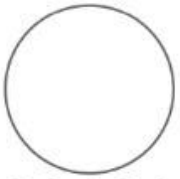
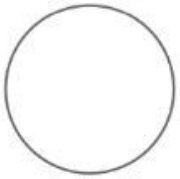
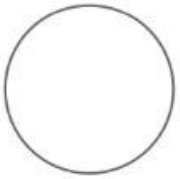
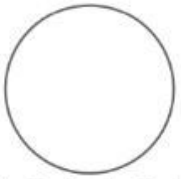
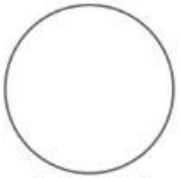
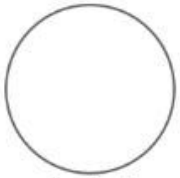
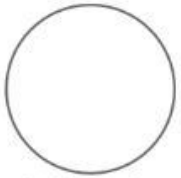
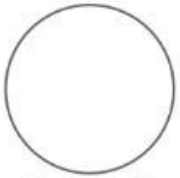
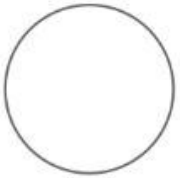
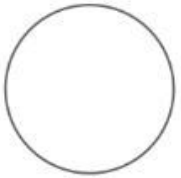
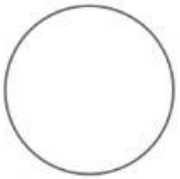
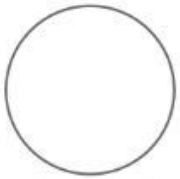
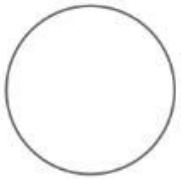
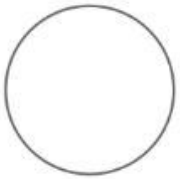
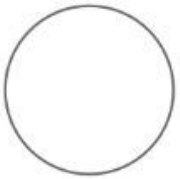
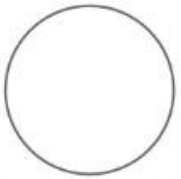
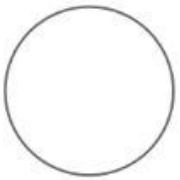
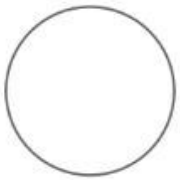
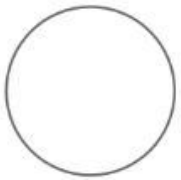
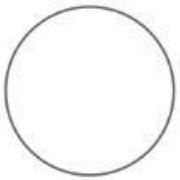
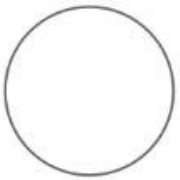
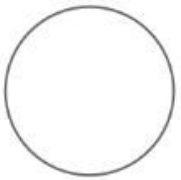
Player 1:

5	7	8

Player 2:

1	9	4

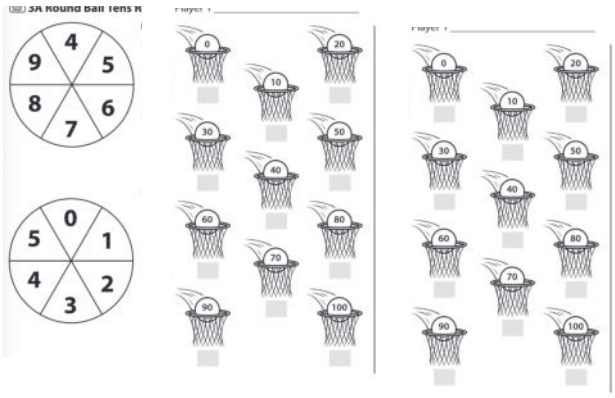
4 in a Row - 2D

 9+9+9+9	 5+5+5+5+5	 8+8+8+8+8	 7+7+7+7+7	 9+9+9+9+9	 8+8
 3+3+3	 9+9+9	 2+2	 9+9+9+9+9+9	 8+8+8	 7+7+7+7+7+7
 8+8+8+8+8+ 8+8+8	 3+3	 6+6+6+6+6	 7+7+7	 9+9	 8+8+8+8+8+8
 7+7+7+7	 4+4+4	 9+9+9+9+ 9+9+9	 8+8+8+8	 4+4	 7+7
 7+7+7+7+ 7+7+7	 5+5+5+5	 5+5	 6+6+6+6	 5+5+5	 6+6+6+6+6+6
 9+9+9+9+9+ 9+9+9	 6+6	 4+4+4+4	 8+8+8+8+ 8+8+8	 9+9+9+9+9+ 9+9+9+9	 6+6+6

Round Ball Tens - 3A

Materials

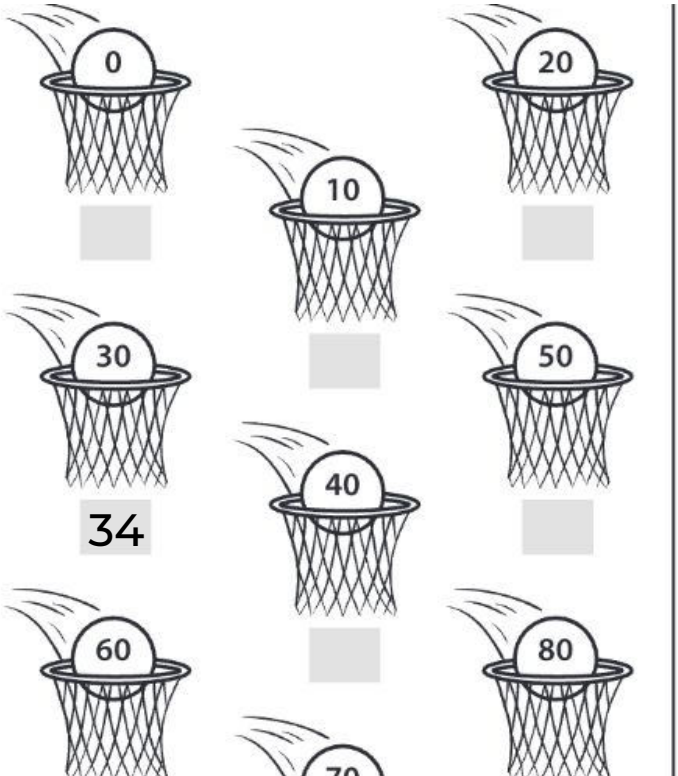
- Recording Sheet - 1 for each player
- 1 Spinner Sheet
- 2 Spinner Overlays



How to Play

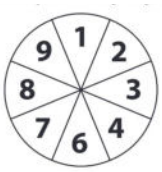
- Spin the spinners and make a 2-digit number.
- Round the number to the nearest 10.
- Write that number under the basket that matches.

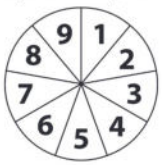
Example: If I roll a 3 and a 4. I can make 34 or 43. Let's say I do 34. 34 rounds to 30 so I write that under the 30 basket.



Round & Add 10s - 3B

Materials





- Recording Sheet - 1 for each player
- 1 Spinner Sheet
- 2 Spinner Overlays

How to Play

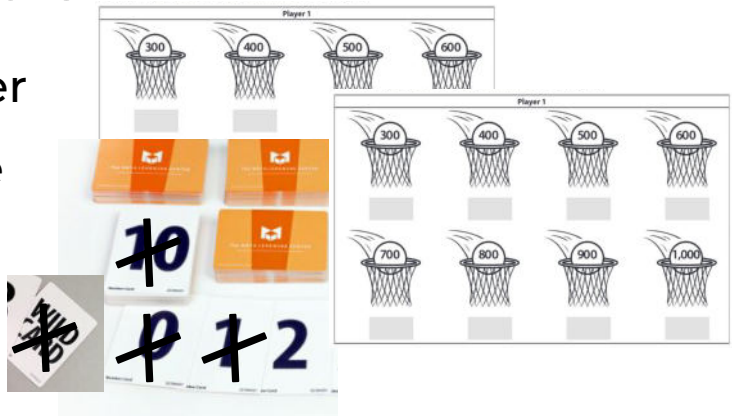
- Spin the spinners and make 2 2-digit numbers. Write them in the first column.
- Find the sum of your numbers.
- Round each number to the nearest 10 and find the sum of the rounded numbers.
- Your score is the difference between the two sums.

Numbers Spun	Sum of Actual Numbers	Sum of Rounded Numbers	Score
34 57	5 7 + 3 4 = 91	6 0 + 3 0 = 90	91-90=1 1
	___ ___ + ___ ___ = ___	___ ___ + ___ ___ = ___	
	___ ___ + ___ ___ = ___	___ ___ + ___ ___ = ___	
	___ ___ + ___ ___ = ___	___ ___ + ___ ___ = ___	

Round Ball Hundreds - 3C

Materials

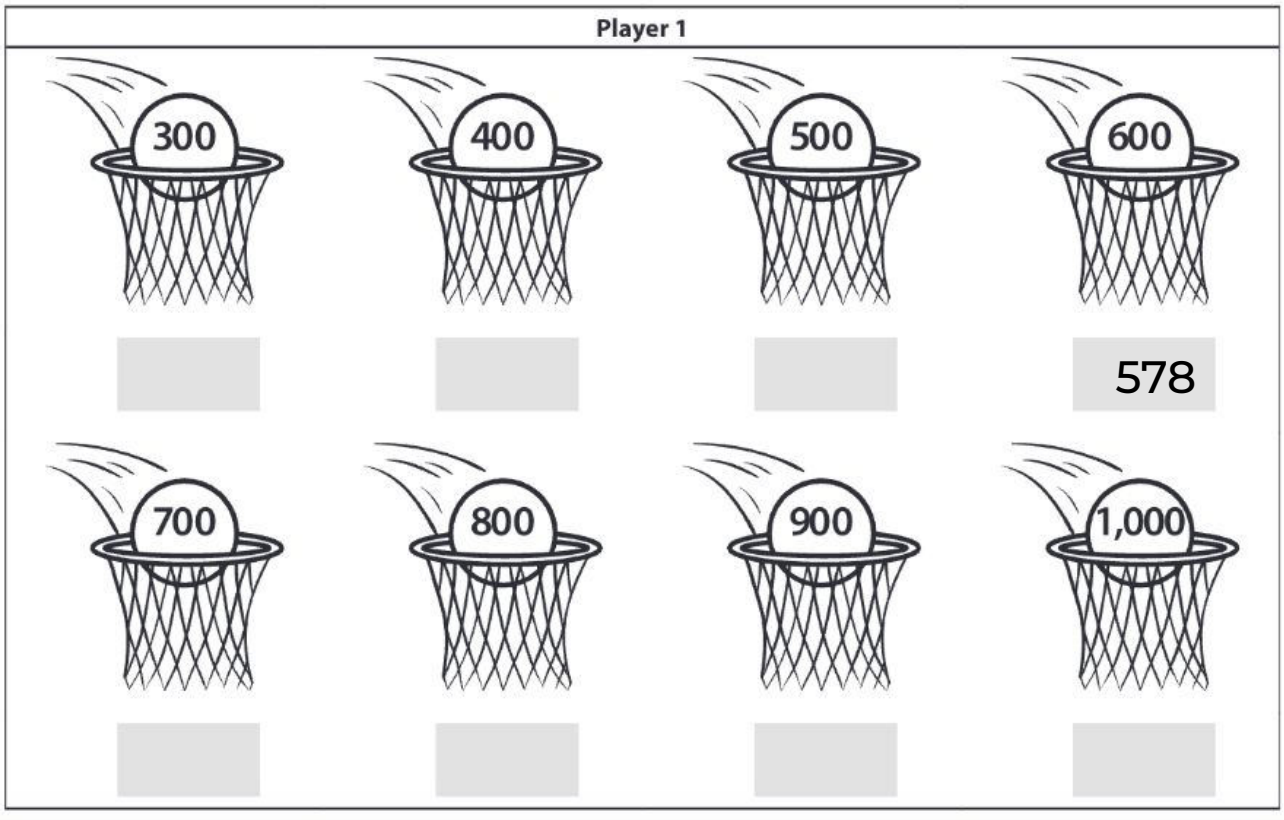
- Recording Sheet - 1 for each player
- Cards with 0,1,10, and Wilds Gone



How to Play

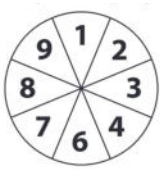
- Draw 3 Cards and make a 3 digit number.
- Round the number to the nearest hundred.
- Write the number under the basket that matches.

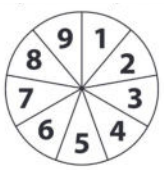
5	7	8



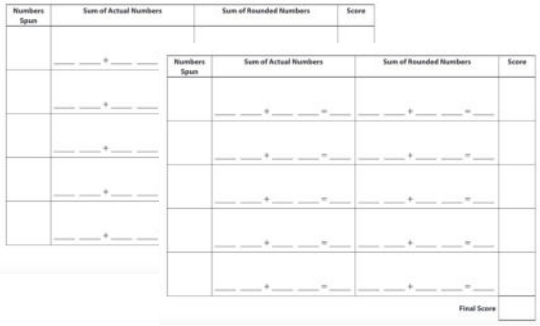
Round & Add 100s - 3D

Materials





- Recording Sheet - 1 for each player
- 2 Spinner Overlays
- 1 Dice



How to Play

- Roll and spin both spinners. Make a 3 digit number.
- Repeat to get another 3 digit number.
- Add your numbers together.
- Round your numbers to the nearest hundred and add.
- Find the difference between the sums. That is your score.

Numbers Spun	Sum of Actual Numbers	Sum of Rounded Numbers	Score
578 321	578 + 321 = 899	600 + 300 = 900	901-900=1 1
	___ + ___ = ___	___ + ___ = ___	
	___ + ___ = ___	___ + ___ = ___	
	___ + ___ = ___	___ + ___ = ___	
	___ + ___ = ___	___ + ___ = ___	

Moving Target - 3E

Materials

- Recording Sheet - 1 for each player
- Number Cards
- Whiteboards

How to Play

- Draw 3 cards to make a target number. Record it on your sheet.
- Each player draws 8 cards.
- Use 5-6 cards to make an equation that will be close to the target.
- Find your sum.
- Find the difference between your sum and the target number.
- Record your score.

Target Sum 321		
My Sum	Difference	My Score
218 +23 341	341 -321 20	20
Target Sum_____		
My Sum	Difference	My Score
Target Sum_____		
My Sum	Difference	My Score
Target Sum_____		

Target 1,000 - 4A

Materials

- Recording Sheet - 1 for each player
- Number Cards- no 10s or wilds
- Whiteboards if needed

How to Play

- Draw 8 cards from the deck. Use the cards to make two 3-digit numbers.
- Add your numbers together. Write the sum.
- Your score is how far away you are from 1,000.
- Record your score and your partner's score.

NAME | DATE

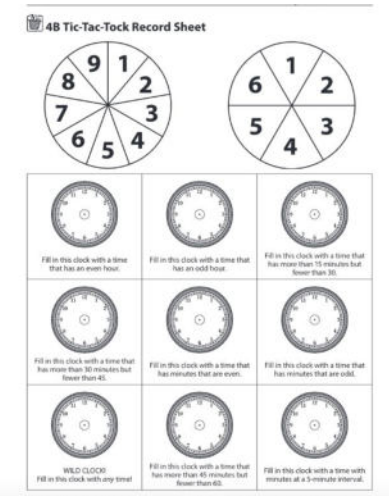
4A Target 1,000 Record Sheet

	First Game	Sum	Score	Partner's Score
1	432 + 540 =	972	28	
2	_____ + _____ =			
3	_____ + _____ =			
	My Final Score _____		My Partner's Final Score _____	

Tic-Tac-Toc - 4B

Materials

- Recording Sheet - 1 for each player
- 2 Spinner Overlays



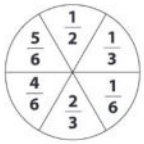
How to Play

- Spin the first spinner. That is your hour.
- Spin both spinners. Those are your minutes.
- Find a box that fits your time and write the time in the box.
- Draw the hands on the clock to match your time.
- The first person to get 3 in a row wins.

Hexagon Spin & Fill - 4C

Materials

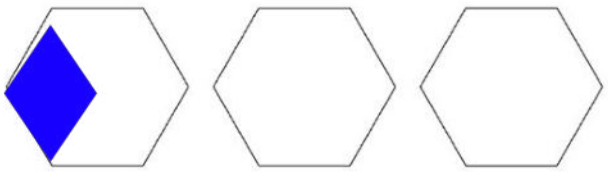
- Recording Sheet - 1 for each player
- 1 spinner
- Pattern blocks



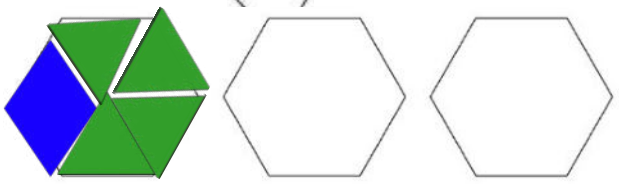
How to Play

- Spin the spinner. Use pattern blocks to show that fraction on the first hexagon.
- Spin again. Add pattern blocks that equal the fraction you spun.
- If you can, trade in pattern blocks and record your trade below the hexagon.

1st spin: $\frac{1}{3}$



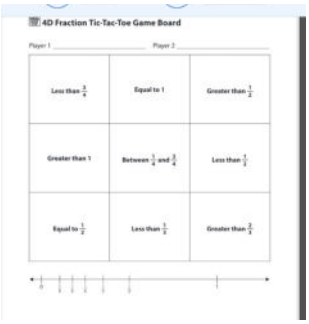
2nd spin: $\frac{4}{6}$



You could trade for 1 whole (yellow). You'd write ⅓ + 4/6 = 6/6 .

Fraction Tic-Tac-Toe - 4D

Materials



- Recording Sheet - 1 for each player
- Number cards - NO 5, 7, 9, 10, or wilds.
- Fraction strips

How to Play

- Draw 2 cards to make a fraction.
- Use the fraction strips to help you compare your fraction to the ones on the recording sheet.
- Find a box that fits and write your fraction in that box.
- The first person to get 3 in a row wins.

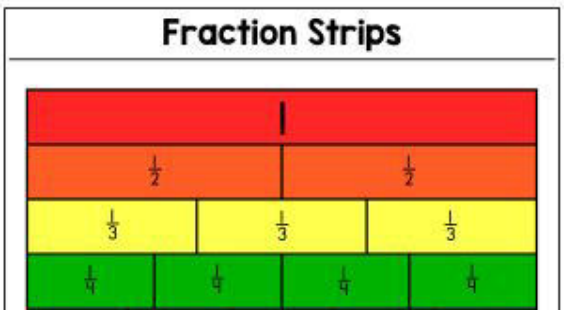
4D Fraction Tic-Tac-Toe Game Board

Player 1 _____ Player 2 _____

Less than $\frac{3}{4}$	Equal to 1	Greater than $\frac{1}{2}$
Greater than 1	Between $\frac{1}{4}$ and $\frac{3}{4}$	Less than $\frac{1}{2}$
Equal to $\frac{1}{2}$	Less than $\frac{1}{3}$	Greater than $\frac{2}{3}$

1
4

¼ is less than ¾, less than ½, and less than ⅓ so you could write it in any of those boxes.



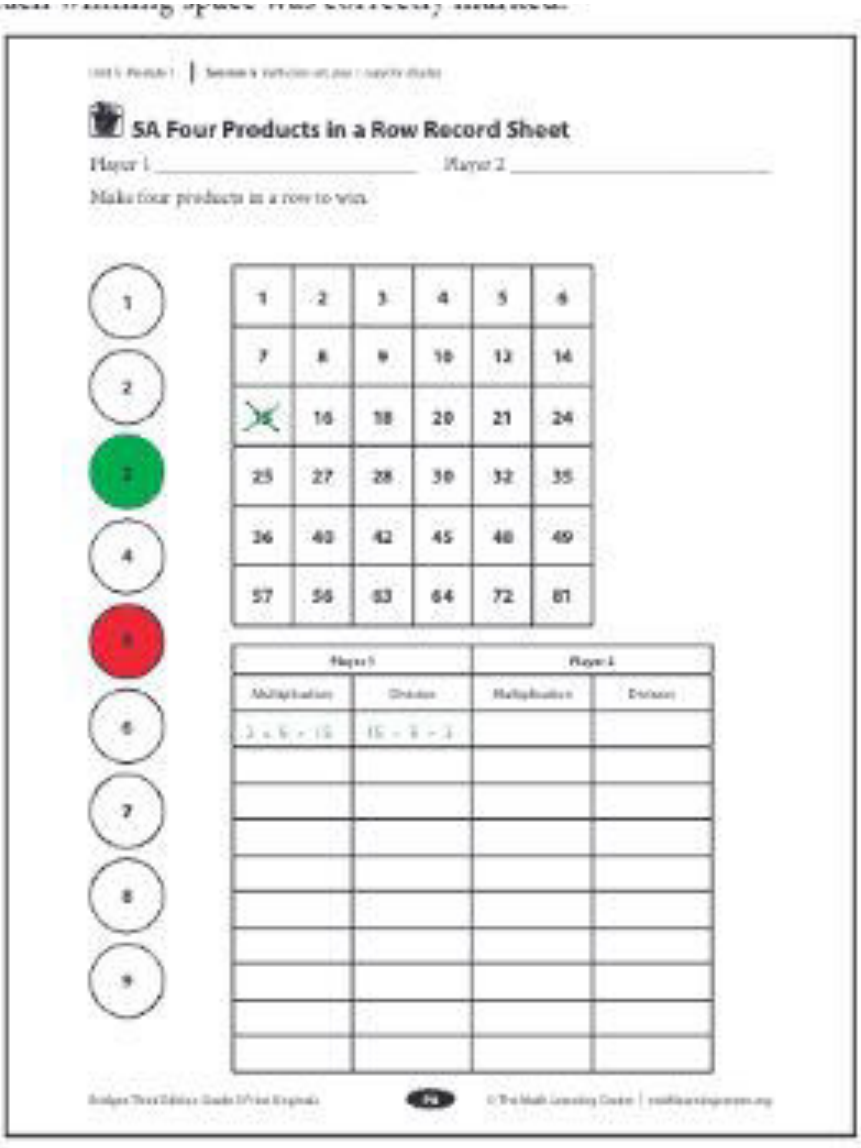
Four Products in a Row - 5A

Materials

- Recording Sheet
- 2 colored counters

How to Play

- Player 1 places the counters on the factors on the left and draws an X on the product. Then they write the multiplication and division equation that matches the factors and product.
- Player 2 moves 1 counter, puts an O on the product, and writes the equations.
- Take turns until someone gets 4 in a row.



5A Four Products in a Row Record Sheet

Player 1 _____ Player 2 _____

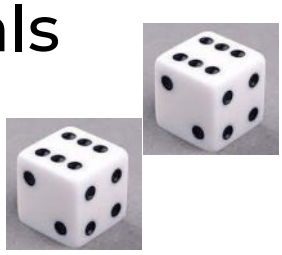
Make four products in a row to win.

1	2	3	4	5	6
7	8	9	10	12	14
X	16	18	20	21	24
25	27	28	30	32	35
36	40	42	45	48	49
54	56	63	64	72	81

Player 1		Player 2	
Multiplication	Division	Multiplication	Division
3 × 6 = 18	18 ÷ 6 = 3		

What's Missing? Bingo - 5B

Materials



- 1 recording sheet per player.
- 2 dice

How to Play

- Player 1 rolls 2 dice. They can use 1 dice to be a missing factor or add the dice together to make the missing fact. Fill in the factor in an equation on the board.
- Player 2 takes their turn.
- First person to get 5 in a row wins.

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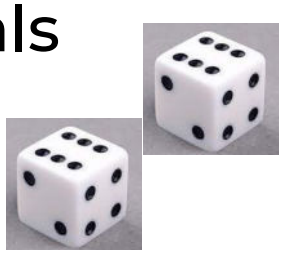
5B What's Missing? Bingo Record Sheet

9 × ☐ = 18	☐ × 7 = 21	5 × ☐ = 30	12 ÷ ☐ = 4	☐ ÷ 3 = 2
☐ × 3 = 24	32 ÷ ☐ = 4	6 × ☐ = 54	☐ × 5 = 25	36 ÷ ☐ = 9
☐ ÷ 3 = 3	5 × ☐ = 45	☐ × 6 = 18	40 ÷ ☐ = 8	12 ÷ ☐ = 3
☐ × 7 = 49	72 ÷ ☐ = 9	14 ÷ ☐ = 2	☐ × 8 = 32	8 × ☐ = 80
4 × ☐ = 16	☐ × 8 = 64	☐ ÷ 5 = 2	☐ ÷ 4 = 2	28 ÷ ☐ = 7

What's Missing? Bingo - 5B

Materials



- 1 recording sheet per player.
- 2 dice

How to Play

- Player 1 rolls 2 dice. They can use 1 dice to be a missing factor or add the dice together to make the missing fact. Fill in the factor in an equation on the board.
- Player 2 takes their turn.
- First person to get 5 in a row wins.

NAME DATE

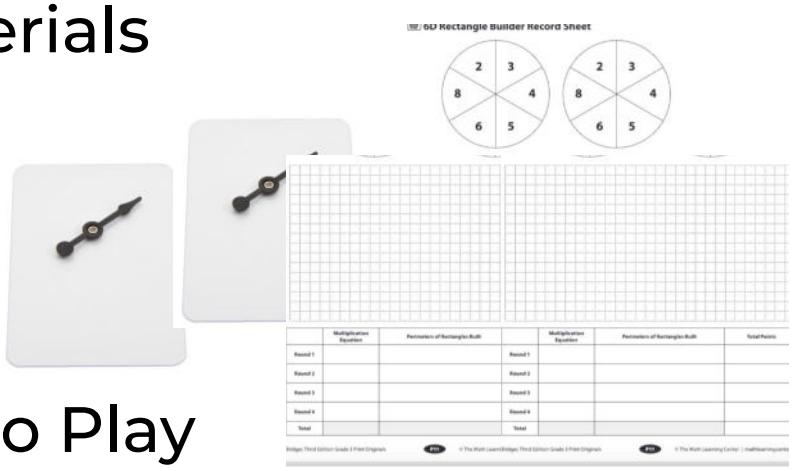
5B What's Missing? Bingo Record Sheet

9 × ☐ = 18	☐ × 7 = 21	5 × ☐ = 30	12 ÷ ☐ = 4	☐ ÷ 3 = 2
☐ × 3 = 24	32 ÷ ☐ = 4	6 × ☐ = 54	☐ × 5 = 25	36 ÷ ☐ = 9
☐ ÷ 3 = 3	5 × ☐ = 45	☐ × 6 = 18	40 ÷ ☐ = 8	12 ÷ ☐ = 3
☐ × 7 = 49	72 ÷ ☐ = 9	14 ÷ ☐ = 2	☐ × 8 = 32	8 × ☐ = 80
4 × ☐ = 16	☐ × 8 = 64	☐ ÷ 5 = 2	☐ ÷ 4 = 2	28 ÷ ☐ = 7

Rectangle Builder - 6D

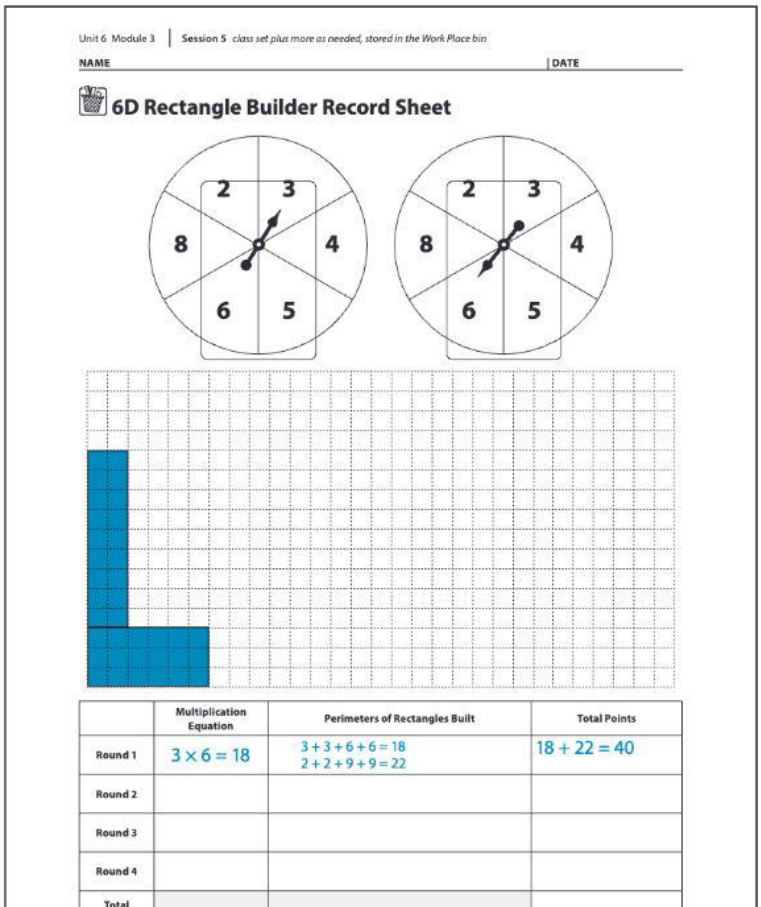
Materials

- 1 recording sheet per player.
- 2 Spinners
- 1 Spinner sheet



How to Play

- Player 1 spins both spinners and writes the multiplication equation in the first column on their recording sheet.
- Player 1 builds rectangles that have an area matching the product from their multiplication equation.
- No flip flops, no rows of 1.
- Player 1 records equations to find the perimeter of their rectangles and adds the perimeters together to find their total points.
- Continue until all 4 rounds are complete.



Unit 6 Module 3 | Session 5 *class set plus more as needed, stored in the Work Place bin*

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6D Rectangle Builder Record Sheet

	Multiplication Equation	Perimeters of Rectangles Built	Total Points
Round 1	$3 \times 6 = 18$	$3+3+6+6=18$ $2+2+9+9=22$	$18+22=40$
Round 2			
Round 3			
Round 4			
Total			