1A: Make the Sum

Names:

Target Number (choose between 8 & 13):

Click here to spin twice if your target number is 8
Click here to spin twice if your target number is 9
Click here to spin twice if your target number is 10-13

On each turn record your numbers, and add up your spins. If your sum equals your target number, you get a point. If it doesn't, you don't get a point. Whoever has the most points, at the end, wins.

Player 1's numbers	**Equation**	**Total**	**Points**	**Player 2's numbers**	**Equation**	**Total**	**Points**

1B: Target Twenty

Names:

Click here to spin 3 times (0-10)

On each turn record your numbers, and add up your spins. Then find the difference between your sum and 20. The difference is your score. Add up your scores after 5 rounds. Whoever has the lowest score, at the end, wins.

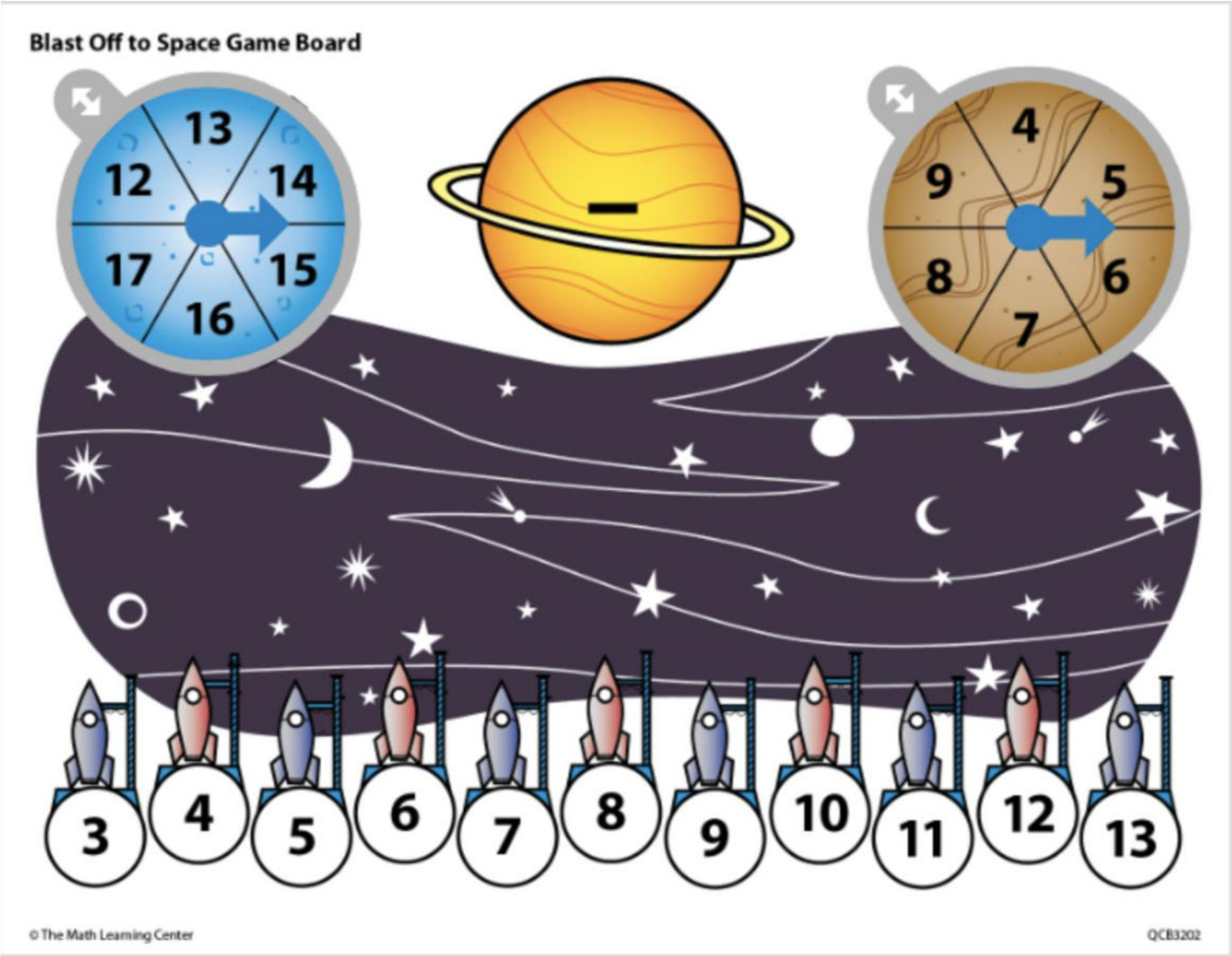
Player 1's numbers	**Equation**	**Sum**	**Difference/ Score**	**Player 2's numbers**	**Equation**	**Sum**	**Difference/ Score**

Each player adds up their differences/score to find their total - lowest wins!

Player 1's Total:		**Player 2's Total:**	

1C: Blast Off to Space

Names:



Click this link to spin the left spinner

Click this link to spin the right spinner

Spin each spinner to create a subtraction equation. Use the game markers to cover your answer. Each person is a different color. The first person to cover 4 spaces wins or play until they are all covered and the one with the most wins.

Player 1's numbers	Equation	Difference	Player 2's numbers	Equation	Difference

1D: Subtraction Bingo

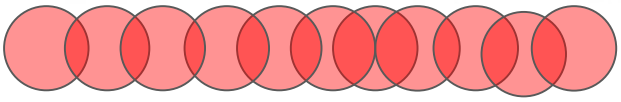
Each player chooses Board A or B. Roll 3 9-sided dice. Add 2 numbers, then subtract one.

Click here to spin 3 times (0-10)

Player A _____

Record problems below the bingo boards.

Board A			
10 – 7	11 – 5	14 – 3	16 – 7
15 – 8	13 – 4	12 – 5	17 – 8
15 – 6	18 – 6	16 – 2	14 – 9
18 – 7	12 – 5	13 – 7	17 – 4

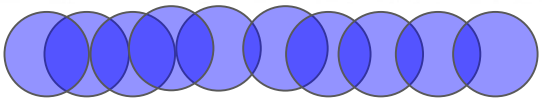


Board A Problems

Player B _____

First player with 4 in a row wins

Board B			
17 – 9	11 – 3	16 – 5	15 – 7
18 – 5	14 – 8	13 – 6	12 – 3
13 – 8	16 – 9	15 – 9	11 – 6
18 – 9	17 – 4	14 – 5	12 – 8



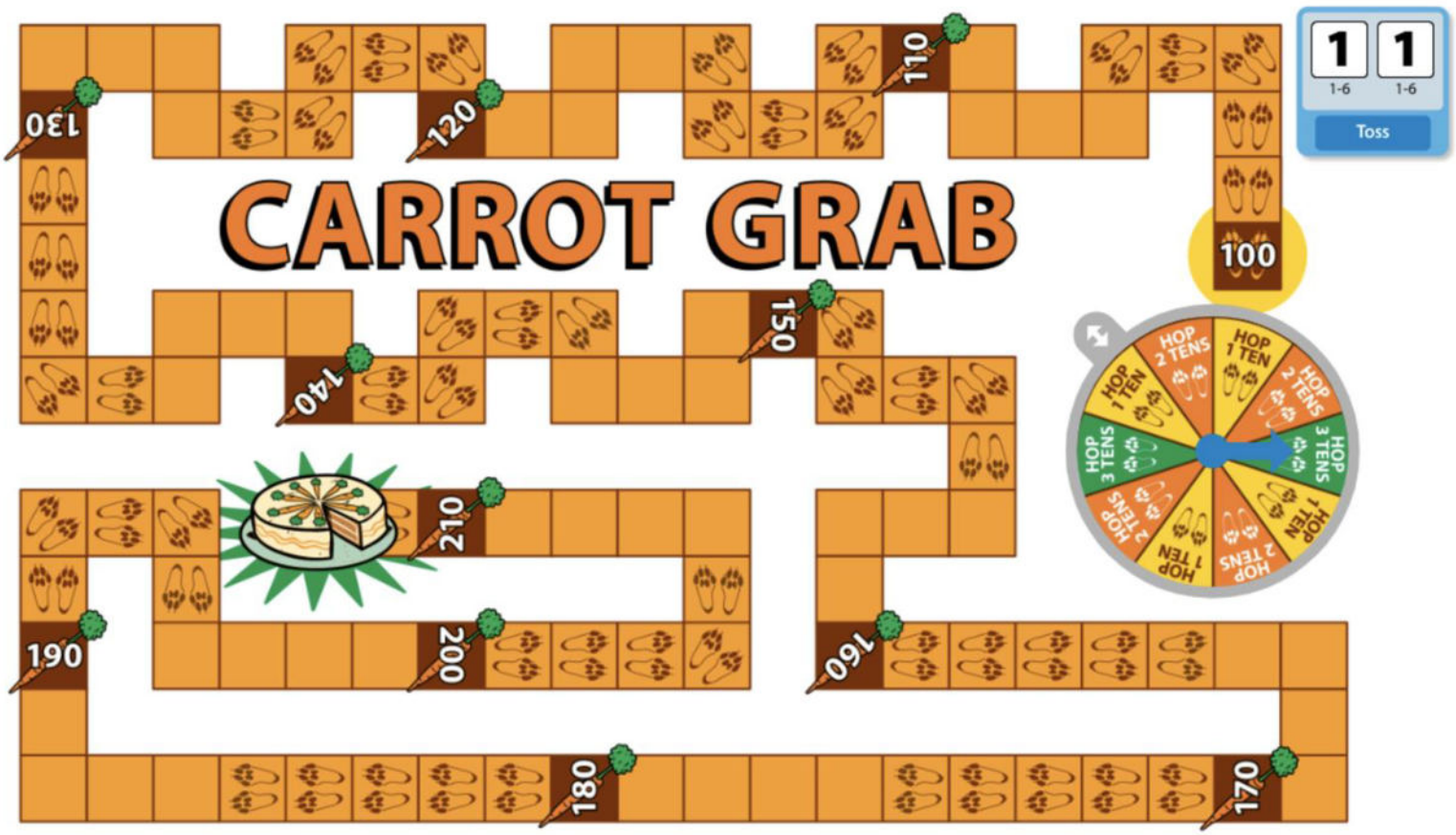
Board B Problems

1E: Carrot Grab

Names:

Work Place 1E Carrot Grab

Each player chooses a game marker and starts at 100



Bridges in Mathematics Grade 3 | Unit 1 Module 3 Session 4

Click this link to spin the spinner

Click this link spin this spinner twice

Each player spins the spinner and rolls the dice. You can only move as many spaces as the dice add up to. First hop to the next ten. Then hop your tens. Then see how many spaces you have left over and move that many spaces. Every time you land on a multiple of 10 you get a carrot. The person with the most carrots wins!

1F: Rabbit Tracks

Names:

Work Place 1F Rabbit Tracks

Each player chooses a game marker and starts at 100

Bridges in Mathematics Grade 3 | Unit 1 Module 4 Session 1

Click this link to spin the spinner

Then click this link to spin this spinner twice

Each player spins the spinner and rolls the dice. You can only move as many spaces as the dice add up to. First hop to the next hundred. Each space represents 10. Then hop your hundreds. Then see how many spaces you have left over and move that many spaces. Every time you land on a multiple of 100 you get a carrot. The person with the most carrots wins!

1G: Target 100

Click here to spin 4 times (0-9)

Spin 4 times (0-9). Make two 2-digit numbers. Add the 2 numbers. Try to get close to 100. Then find the difference from your answer and 100. That is your score. The person with the lowest score at the end of 5 rounds wins.

Player 1's numbers	**Equation**	**Sum**	**Difference/ Score**	**Player 2's numbers**	**Equation**	**Sum**	**Difference/ Score**

Each player adds up their differences/score to find their total - lowest wins!

Player 1's Total:		**Player 2's Total:**	

1H: Anything But 5

Spin this spinner up to four times per turn Add the numbers you spun and subtract them from your score. Your score starts at 95. You want to spin more at the beginning and less at the end as you get closer to 0. **If you spin a 5, you lose your turn.** The first person to 0 wins. As you get close to 0, and you have only a few points left, you can win by spinning numbers that add up to more than your score and go past 0 and win!

Player 1's numbers	**Equation**	**Sum**	**Difference/ Score from 95**	**Player 2's numbers**	**Equation**	**Sum**	**Difference/ Score from 95**