Make the Sum

1A

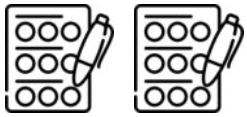
Materials: cards  pencils  paper 

Directions:

1. Pick a target number between 8-15.
   (Remove any cards higher than your target number.)
2. Place 16 cards face down in a 4 x 4 array.
3. Player 1 turns over two cards. If the numbers add up to the target number, record an equation on your paper. If the numbers do not make the target, continue drawing cards until the sum is equal to or greater than the target. If the numbers equal the target, keep the cards and record an equation. If they go over, turn the cards back over. Replace any cards taken.
4. Repeat with Player 2.
5. Continue playing until there are no more cards or you have found all combinations of the target number.
6. The player with the most cards wins.

Target Twenty

1B

Materials: cards  pencils  recording sheets 

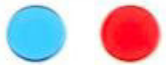
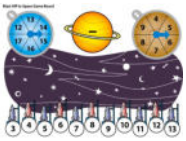
Directions:

1. Place the deck face-down. Each player takes 5 cards.
2. Each player chooses 3 cards that have a sum as close to 20 as possible.
3. Each player writes an equation on their sheet showing the 3 numbers and their sum.
4. Find your score by finding the difference between your sum and 20. Record on your sheet.
5. Put your used cards in the discard pile and take 3 new cards.
6. The game continues for a total of 5 rounds.
7. At the end of the game, add your scores.
8. The player with the lower score wins.

Blast Off to Space

1C

Materials: spinner  pencils  recording sheets 

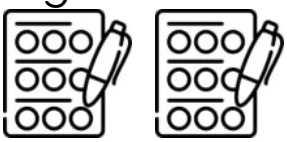
game markers  game boards 

Directions:

1. Each player places eight rockets on the game board launch pad of choice.
   (You may put more than one rocket on a pad.)
2. Player 1 spins each spinner once to create a subtraction equation to solve. Record your equation and explain your solution.
3. If there is a rocket on the difference, that rocket can blast off to space!
4. Repeat with Player 2.
5. Players take turns until one player has launched four rockets.
6. Then, players reposition their rockets.
7. The game is over when all of one player's rockets have been blasted into space.

Subtraction Bingo

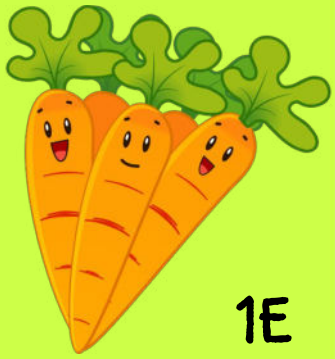
1D

Materials: Cards  colored pencils  Bingo sheets 

Directions:

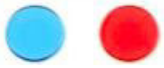
1. Each player chooses a different board. Place the cards face-down. Each player takes 5 cards.
2. Players will take turns. On each turn, choose 2 cards to add and find the sum. Then choose a 3rd card to subtract from the sum. Record the subtraction problem.
3. Look for a problem on the Bingo board that is equivalent to your subtraction problem. If there is an equivalent problem on the board, share your thinking with your partner. If your partner agrees, place an X on the equivalent problem.
4. Players will continue playing until one player crosses out 4 problems in a row (vertical, horizontal, or diagonal) to win the game.

Carrot Grab



1E

Materials: game board spinner 2 game pieces



2 dice

20 chips (carrots)

Directions:

1. Each player (rabbit) takes a game marker and places it on the board at the beginning of the track.
2. Players take turns rolling the dice and spinning the spinner. On each turn, a player will hop the number of ones shown on the dice and the number of tens shown on the spinner. Players can split the sum in order to take hops that will land on carrots. Take a game marker for each carrot (multiple of 10) landed on. *(Try to figure out how to land on multiples of 10 without counting one by one.)*
3. Players will explain their thinking to their partner on each turn.
4. The game is over when both players reach the end of the board.
5. The player with the most carrots wins.

Rabbit Tracks

1F

Materials: game board spinner 2 game pieces

2 dice

20 chips

Directions:

1. Each player (rabbit) takes a game marker and places it on the board at the beginning of the track.
2. Players take turns rolling the dice and spinning the spinner. On each turn, a player will hop the number of tens shown on the dice and the number of hundreds shown on the spinner. Players can split the sum in order to take hops that will land on carrots. Take a game marker for each carrot (multiple of 100) landed on. *(Try to figure out how to land on multiples of 100 without counting ten by ten.)*
3. Players will explain their thinking to their partner on each turn.
4. The game is over when both players reach the end of the board.
5. The player with the most carrots wins.

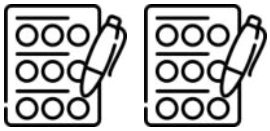
Target One Hundred

1G

Materials: cards *wild cards & tens removed*

pencils

recording sheets

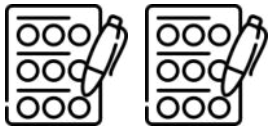


Directions:

1. Shuffle cards and take turns drawing 6 cards from the deck.
2. On each turn, a player chooses 4 cards to make two 2-digit numbers that when added have a sum as close to 100 as possible.
3. Then write an addition equation with the numbers and the sum on the recording sheet.
4. Take turns double-checking each other's work.
5. Each player will find their score for the round by finding the difference between their sum and 100.
6. Players record their own score and their partner's score for each round.
7. Used cards are discarded and 4 new cards are drawn on each turn.
8. After five rounds, players add scores to determine the winner. The player with the lower score wins the game.

Anything But Five

1H

Materials: dice *numbered 4-9*  pencils  recording sheets 

Directions:

1. Both players start the game with 95 points and race to get down to zero points.
2. On each turn, a player can roll the dice up to three times and subtract the sum or sums from their total points.
   - For each roll, record an equation to show the numbers rolled and the sum. *Write small enough so three equations can fit in the same box.*
   - Players may stop after 1, 2, or 3 rolls.
   - If a player rolls a 5, a player loses his or her turn and will not be able to subtract any points.
   - When a player decides to stop rolling, add the sums of all equations and subtract the total from the number of points.
3. Players take turns rolling and subtracting. The first partner to reach 0 wins. *Players do not to land exactly on zero.*