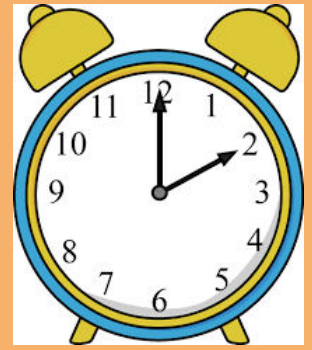


Tic-Tak-Tock



Materials:

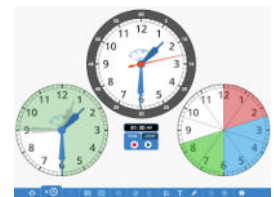
4 dice



1 recording sheet



Clock App



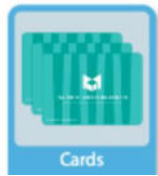
Directions:

1. Player 1 rolls 2 (1-6) dice. Then find the sum of those 2 numbers, and sets the hour hand on the clock to that hour.
1. Player 1 rolls a 4-9 dice and a 1-6 dice and multiplies those numbers together to find the product. Then player 1 sets their minute hand to that number.
1. Player 1 looks for a clock on her record sheet that can be filled in. The time must match the description below the clock.
1. Player 2 takes their turn.
1. Player takes turns rolling the dice, finding the time, and recording it on their record sheets in an appropriate box. They are trying to fill three clocks in a row. Rows can be horizontal, vertical, or diagonal.
1. The first player to fill in three clocks in a row wins.

Target 1,000



Materials: Number Cards



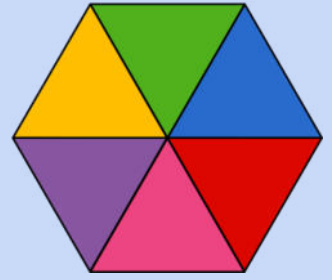
1 recording sheet



Directions:

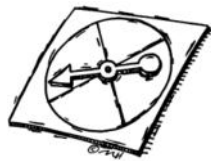
1. Players take turns drawing 8 number cards
1. Each player chooses 6 cards to make two 3-digit numbers that together have a sum as close to 1,000 as possible.
1. Players write an addition equation with their numbers and their sum on the record sheet.
1. Each player finds their score for the round by finding the difference between their sum and 1,000.
1. Each player puts the 6 cards they used in the discard pile, and then takes turns getting 6 new cards.
1. The game continues for 2 more rounds. Then each player adds their scores together for their final score. The player with the lower score wins.

Hexagon Spin & Fill



Materials:

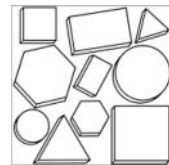
1 spinner



1 recording sheet



Pattern Blocks



Directions:

1. Player 1 spins the spinner and takes the pattern blocks to represent the fraction spun. They place the block or blocks on the first hexagon on the record sheet.
1. If she can, Player 1 trades pieces so they always have the fewest pattern blocks possible.
1. Players take turns and play continues until they fill up all 3 hexagons on their entire record sheet. They should always try to trade to have the fewest pattern blocks. Players should also fill the first hexagon before moving to the 2nd and then fill the 2nd before moving to the 3rd.
1. The player who fills the entire record sheet first wins.