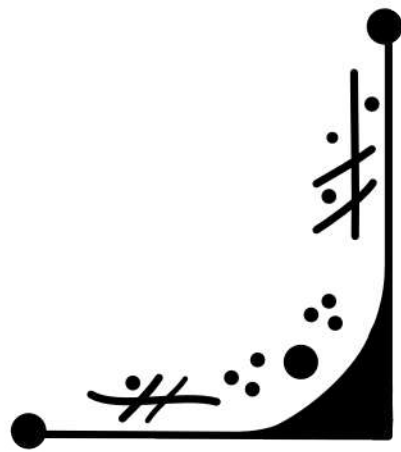
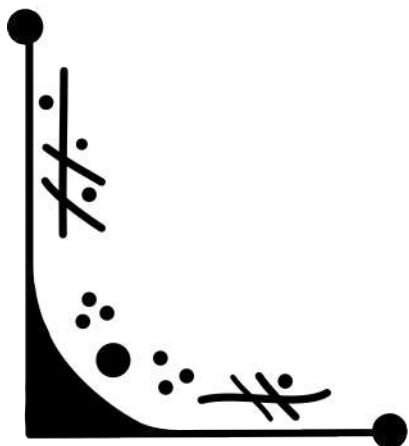


# Primary Games



# Beat the Calculator!

(CCSS: K.OA.A.5, 1.OA.B.3, 2.NBT.B.5)

## Object of the Game:

To beat the calculator in finding the answer to a basic addition fact.

## Materials Needed:

Deck of cards (ace=1, jack=11, queen=12 and king=13)

Calculator

## Directions:

1. One player is “the calculator” and one player is “the brain.”
2. One player shuffles the cards and places them facedown in the middle.
3. The calculator draws two cards and flips them right side up.
4. The calculator solves the addition problem using the calculator. The brain solves it without a calculator.
5. Whoever solves it first gets a point. The first player to five points wins. Players should switch roles and play again.

## GAME VARIATIONS:

### LEVEL ONE:

Draw two cards and add them.

### LEVEL TWO:

Draw three cards and add them.

### LEVEL THREE:

Draw four cards and add them.

**SCAN THE QR CODE FOR VIDEO DIRECTIONS:**



# High Card Race

## **Object of the Game:**

To find the sum the fastest and collect the most cards.

## **Materials Needed:**

Deck of cards (ace=1, jack=11, queen=12 and king=13)

## **Instructions:**

- Pick the level that you are going to play.
- Deal all of the cards to the players.
- Turn them facedown into a pile.
- Both players flip their top card at the same time.
- Whoever has the higher card gets both cards and puts them into their "CAPTURE" pile.
- When all of the cards are played, players count their capture piles.
- Whoever has the most cards wins.

## **GAME VARIATIONS:**

### **LEVEL ONE:**

Remove all of the cards that are higher than 5.  
Draw one card each and race to add them.

### **LEVEL TWO:**

Remove all of the cards that are higher than 10.  
Draw one card each and race to add them.

### **LEVEL THREE:**

Use all of the cards.  
Draw one or two cards each and race to add them.

## **SCAN THE QR CODE FOR VIDEO DIRECTIONS:**





# Counting On War

## **Object of the Game:**

To get the most points by having the highest sum.

## **Materials Needed:**

Two dice. (One with numbers and one with dots.)

## **Instructions:**

- Pick the level that you are going to play.
- Player one roles the dice. He/ she says the number on the number dice and then counts on using the dot dice.
- Repeat with player two.
- Whoever has the higher sum gets a point.
- Repeat until someone reaches ten points. The first player reach ten points is the winner.



## **GAME VARIATIONS:**

### **LEVEL ONE:**

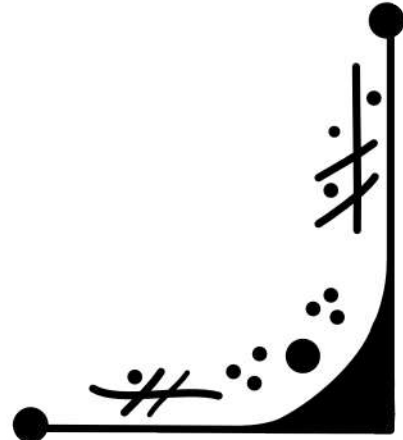
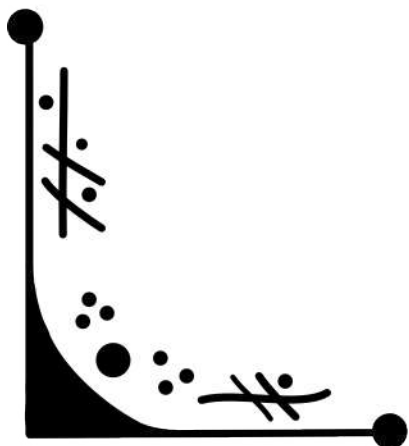
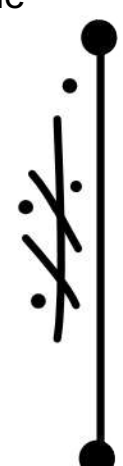
See above.

### **LEVEL TWO:**

Use three dice and count on twice.

### **LEVEL THREE:**

Use three dice and count on once (add) and count back once. (subtract).



# GUESS MY CARD-ADD FIVE OR TEN

## **Object of the Game:**

To find the sum after 5 or 10 is added and collect the most cards.

## **Materials needed:**

Deck of cards  
(Face cards and tens removed)  
Two Players

## **Instructions:**

- Player one draws a cards from the deck and puts it on his/ her forehead without looking at it
  - Player two tells player one what his number would be if she/he added five to it..
  - Player one tries to guess the number on his/ her head using the clue.
  - If he/she is correct she/he puts the cards in his/her "CAPTURE" pile.
- If she/he is incorrect, the cards go to the bottom of the deck.

## **GAME VARIATIONS:**

### **LEVEL ONE:**

Player two tel ls player one what the number would be if he/ she added 10 to it.

### **LEVEL TWO:**

Player one draws two cards and makes a two-digit number on her forehead.  
Player two tells player one what the number would be if he/ she added 10 to it.

### **LEVEL THREE:**

Player one draws three cards and makes a three-digit number on her forehead.  
Player two tells player one what the number would be if he/ she added 10 to it.

## **SCAN THE QR CODE FOR VIDEO DIRECTIONS:**



# I Spy Addition

## **Object of the Game:**

Solve addition problems correctly and collect the most cards.

## **Materials Needed:**

Deck of cards (ace=1, jack=11, queen=12 and king=13)

## **Instructions:**

- Pick the level that you are going to play.
- Put all of the cards in an array face-up.
- Player one picks 2-4 cards that equal that target number. If she/he is correct the cards are removed from the array and put in her/his CAPTURE PILE.
- The game is played until the whole array has been collected.  
the player with the most cards in their capture pile wins.

## **GAME VARIATIONS:**

### **LEVEL ONE:**

Find two cards that add up to ten.

### **LEVEL TWO:**

Find three cards that add up to fifteen.

### **LEVEL THREE:**

Pick a target number.  
Find three cards that add up to the selected target number.

## **SCAN THE QR CODE FOR VIDEO DIRECTIONS:**



# Addend War

## **Object of the Game:**

To solve addition problems with 2-4 addends and collect the most cards.

## **Materials Needed:**

Deck of cards (ace=1, jack=11, queen=12 and king=13)

## **Instructions:**

- Pick the level that you are going to play.
- Deal out all of the cards.
- Players flip their top 2-4 cards at the same time.
- Players add up the cards that she/he flipped.
- Whoever has the highest sum wins all of their cards and puts them in their CAPTURE pile.
- The game is over when all of the dealt cards have been used.
- The player with the most cards in their capture pile wins.

## **GAME VARIATIONS:**

### **LEVEL ONE:**

Flip the top two cards and add them.

### **LEVEL TWO:**

Flip the top three cards and add them.

### **LEVEL THREE:**

Flip the top three cards.. Add two and subtract one.

HINT: The goal is to make the highest number so choose the numbers to add and subtract accordingly.

## **SCAN THE QR CODE FOR VIDEO DIRECTIONS:**





# Place Value War

## **Object of the Game:**

To create the highest number and collect the most cards.

## **Materials Needed:**

Deck of cards (Tens and Face cards=0, Ace=1)

## **Instructions:**

- Pick the level that you are going to play.
- Deal out all of the cards.
- Players flip their top 1-3 cards at the same time.
- Players use the cards flipped and arrange them to make the highest number that they can.
- Whoever makes the highest number wins all of the cards and puts them in their CAPTURE pile.
- The game is over when all of the dealt cards have been used. The player with the most cards in their CAPTURE pile wins.

## **GAME VARIATIONS:**

### **LEVEL ONE:**

Flip one card and compare.

### **LEVEL TWO:**

Flip two cards. and compare.

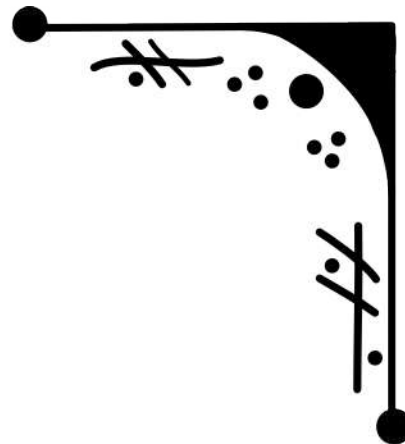
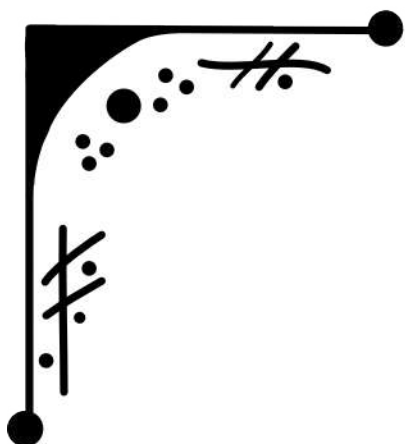
### **LEVEL THREE:**

Flip three cards and compare.

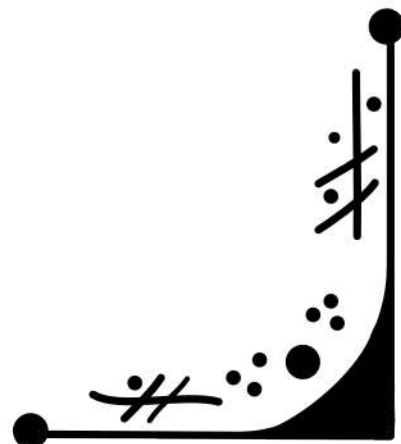
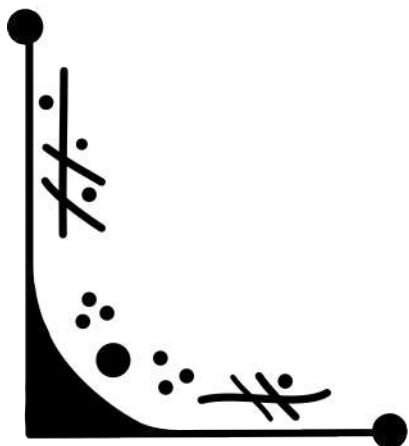
**SCAN THE QR CODE FOR VIDEO DIRECTIONS:**







## Intermediate Games





# MULTIPLICATION War


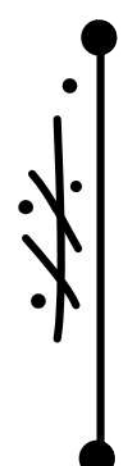
## **Object of the Game:**

To get the highest product and collect the most cards.

## **Materials Needed:**

Deck of cards (Jacks=11, Queens=12, Kings=13, Ace=1)

## **Instructions:**

- 
- 
- Pick the level that you are going to play.
  - Deal out all of the cards.
  - Players flip their top 2 cards and multiply them.
  - Whoever has the highest product wins all of the cards and puts them in their CAPTURE pile.
  - The game is over when all of the dealt cards have been used. The player with the most cards in their CAPTURE pile wins.

## **GAME VARIATIONS:**

### **LEVEL ONE:**

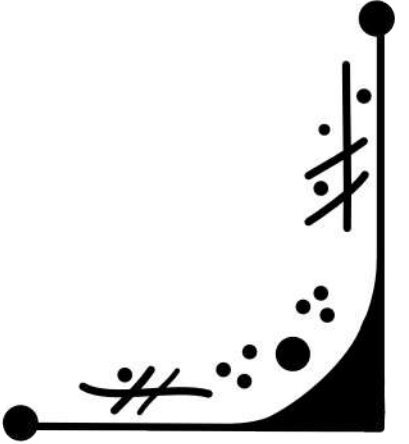
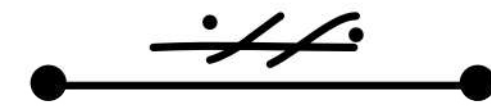
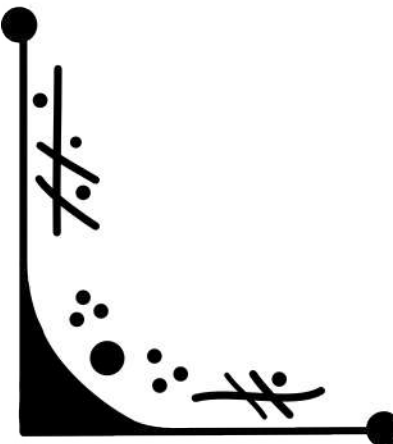
Remove all cards that are higher than 8

### **LEVEL TWO:**

Use all cards up to 12. (queen)

### **LEVEL THREE:**

Add in the 13. (king)



# TARGET GAME (FRONT)

## **Object of the Game:**

To get as close to the target number as possible and thereby winning the most points.

## **Materials Needed:**

Four dice and a score sheet.

## **Instructions:**

Roll two dice and multiply those numbers together.

Roll a third dice and add that number to the product of the first two dice.

The total becomes the "TARGET."

Roll four dice.

Using the numbers on the dice, players try to get as close to the target number as possible.

(Any math operation can be used.)

Each die can be used only once.

All die must be used.

The player who gets closest to the "TARGET" gets a point.

The first player to reach ten points wins.

## **GAME VARIATIONS:**

### **LEVEL ONE:**

ONLY USE ADDITION AND SUBTRACTION.

### **LEVEL TWO:**

FOLLOW THE RULES ABOVE.

### **LEVEL THREE:**

USE HIGHER NUMBER DICE.

PLAYER ONE

PLAYER TWO

# **TARGET GAME**

(BACK)

## **QUESTIONS TO ASK:**

**\*\*Were you able to hit the TARGET?**

**-Explain how you get there.**

**-Is there another way to get to the target number?**

**\*\*If not, how close did you come?**

**Explain how you got to your number.**

**Is there a way to get closer to the TARGET number.**

PLAYER ONE

PLAYER TWO

PLAYER ONE

PLAYER TWO

# PIG

## **Object of the Game:**

BEGINNING: To be the first player to reach 50 points.

ADVANCED: To be the first player to reach 100 points.

## **Materials Needed:**

One die.

2-6 players.

## **Instructions:**

Players take turn rolling the die as many times as they like.

If a roll is 2,3,4,5 or 6, the player adds that many points to their score for the turn.

A player may choose to end their turn at any time and bank their points. If a player rolls a one, they lose all their unbanked points and their turn is over.

## **GAME VARIATIONS:**

### **BIG PIG:**

Use two dice. If a player rolls a one, she/he loses the unbanked points and their turn is over. If the player rolls a pair of ones, they get to add 25 to their total. If other doubles are rolled, the player adds twice the value of the dice to the turn total. Play to 150.

### **ODD PIG OUT:**

Roll two dice and multiply them. You can keep rolling as long as the product is even. If the product is odd, you lose all unbanked points for that turn and pass the dice. Play to 500.

### **QUESTIONS TO ASK:**

Does Strategy matter? If it does, what is the best strategy?

Do you have a strategy? What is it?

How do you know your strategy works? How could you test it?

If you don't think strategy matters, why not?

What happens when you play your strategy against another player's different strategy?



# PIG SCORESHEET

PLAYER ONE

PLAYER TWO

POINTS

POINTS

BANK

BANK