

# What Can I do With My 120 Chart?

	Read the numbers as fast or as slow as you can.
	Count backward from 120!
	Skip count by 2's, 5's, or 10's.
	Count a column (vertical going down)
	Count a row (horizontal going across)
	Pick a number and tell a buddy what is above, below, before, and after that number.
	Tell how many tens and ones a number has.
	Pick a number and tell what is 1 more or 1 less than that number.
	Pick a number and tell what is 10 more or 10 less than that number.
	Cover a few numbers with pennies or cereal. Have a buddy guess your hidden numbers!
	Read your chart in a silly voice. Try reading like a monster, a princess, a frog, or an opera singer.

What else can you do with a 120 chart?

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# My 120 Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

# MATH FACTS GAMES WITH MONEY

**Number of Players:** 1-2

**Materials:**

- 1-2 dice
- paper and pencil
- bag of money

**Directions:**

- Take turns. On your turn, roll the die. The number on the die tells you how many pennies to take. Exchange coins if you can. Give the die to your partner so they can play their turn.
- Play until a player trades for a quarter. Watch to make sure you agree with what your partner does!

## ADDITIONAL CHALLENGE:

Race up to one dollar! Race from a quarter down to nothing using subtraction.

tens	ones

dimes

Pennies



Lesson 7:

Compare two quantities, and identify the greater or lesser of the two given numerals.

Date:

4/7/14

engage<sup>ny</sup>

4.B.15

# MATH FACT GAMES WITH DICE

## One More, One Less

**Number of Players:** 1-2

**Materials:**

- 1-2 dice
- paper
- pencil

**Directions:**

- Roll the dice and write the number down. Put two boxes on either side of the number.
- Write the number that is one less in the box before the number, and the number that is one more in the box after the number.

## Greater Than, Less Than

**Number of Players:** 1-2

**Materials:**

- dice
- paper
- pencil

**Directions:**

- Roll the two dice and write down the numbers.
- Then you draw a box in between the numbers and put the greater than OR less than sign (remember the alligator's mouth opens towards the bigger number) in the box.

## Addition Roll

**Number of Players:** 1-2

**Materials:**

- dice
- paper and pencil

**Directions:**

- Roll the dice and write down two-three numbers. Put the addition sign between the numbers.
- Find the sum!

**Challenge:** add more dice to create larger number sentences!

**Subtraction Roll:** Follow directions for addition roll, using subtraction to find the difference.

## DICE WAR

**Number of Players:** 1-2

**Materials:**

- 4 dice
- paper and pencil

**Directions:**

- Each player gets 2 dice.
- Players decide which operation they would like to use. For example, if they have mastered addition, they can move to subtraction. If they have mastered subtraction they can move onto multiplication.
- Players roll their dice at the same time and say the correct answer. Players **WRITE DOWN** their number sentence on their scratch paper. Example:  $2 + 4 = 6$
- The person with the bigger number receives the point for that round. (Tie = re-roll)
- The first person to 20 wins!
- Play again. This time the player with the smaller number receives the point for the round.

## Knocking Off Tens

**Number of Players:** 1-2

**Materials:**

- 1-2 dice
- paper
- pencil

**Directions:**

• One player rolls at least 5 times writing down the number rolled each time in a column. The next player can roll the same amount of times writing down the number rolled each time in another column.

• Both players then "knock" off their numbers making sure to record as the go.

The player with the larger sum wins the round

## Greatest Number Possible

**Number of Players:** 1-2

**Materials:**

- 3 dice
- paper
- pencil

**Directions:**

• Roll three dice. Write down the digits rolled.

• Put the digits in the **GREATEST NUMBER POSSIBLE** using standard form THEN, write it out in expanded form.

**EXAMPLE:**

Digits rolled : 3, 6, 1

Standard form: 631

Expanded form:  $600 + 30 + 1$

# MATH FACT CARD GAMES

## Greater Than and Less Than

### Materials:

- deck of cards
- paper
- pencil

### Directions:

Deal out the cards evenly between two players. At the same time, each player lays down 4 cards in a row, to make the largest number that they can. Then the players compare the numbers to see which one is greater than the other. Students can keep score with tally marks and total the points up after a specified number of rounds, or until all remaining cards are used.

## ADDITION WAR

### Materials:

- deck of cards

### Directions:

Sort through a deck of cards and remove all the face cards. The ace stands for the number 1. Then deal out the cards between two players. Players can hold their decks or lay the piles face down on the table. Both players then turn over one card at the same time. When the two cards are down, players see who can add the two cards the fastest to find the sum. Whoever says the correct product first wins those cards. At the end of the game, the players count their cards. The player with the most cards at the end of the game wins.



# TURN OVER TEN

**Materials:** Deck of Number Cards 0-10 (four of each)

The face cards are the four wild cards

**Players:** 1 or 3

**Object:** Turn over and collect combinations of cards that total 10.

## How to Play

1. Arrange the cards face down in four rows of five cards. Place the rest of the deck face down in a pile.
2. Take turns. On a turn, turn over one card and then another. A wild card can be made into any number.

If the total is less than 10, turn over another card.

If the total is more than 10, your turn is over and the cards are turned face down in the same place.

If the total is 10, take the cards and replace them with cards from the deck. You get another turn.

3. Place each of your card combinations of 10 in separate piles so they don't get mixed up.
4. The game is over when no more 10's can be made.
5. At the end of the game, make a list of the number combinations for 10 that you made.

Turn over 10

Name: \_\_\_\_\_ Date: \_\_\_\_\_

**Turn Over 10**

My combinations of 10 are:

_____	_____
_____	_____
_____	_____
_____	_____

**Turn Over 10**

My combinations of 10 are:

_____	_____
_____	_____
_____	_____
_____	_____

# High Card Slap

Remove the Jokers, Jacks, Queens, and Kings--Aces are wild

Shuffle the deck and deal out all cards. It's okay if one person gets an extra card, just make sure you shift dealers every game. Do not look at the cards. Organize them in a pile and shuffle them.

- Both players turn over the TWO cards at the exact same time.
- Each player slaps his or her highest valued card and says it out loud.
- Each player then counts ON the value of the his or her other card
- The player with the highest total value wins the cards
- A player loses when he or she runs out of cards

## EXAMPLE:

Player 1:

turns over a 5 and a 6

Slaps the 6 and says, "6"

Counts on 5 by saying , "7, 8, 9, 10, 11"

Player two then takes their turn.

**\*\*If a player doesn't say the mathematical sentence, he or she is automatically losses that round.**

Harder Version: Remove the 10s from the deck

Each player turns over 3 cards

Example:

Player 1:

Turns over a 4, 9, and 8

Slaps the 4 and 9 saying, "49"

Counts on 8 by saying, "50, 51, 52, 53, 54, 55, 56, 57"

Then says, "49 add 8 equals 57"

# UNO ADDITION

## **Materials:**

- dice
- paper
- pencil
- UNO cards

## **Directions:**

Use the same rules as the game UNO but add this feature. Each player must roll dice and give the sum of the two numbers before playing or drawing a card.

**Variation:** You can adapt this game using subtraction to find the difference.

## Math Tools:

- Double Dice
- Game Board
- Transparent Chips or
- Transparent Mouse Marker
- Pencil or Crayon
- Calculator (optional)

## Mathematical Intent:

addition of 1-6  
as addends  
add on to 100  
subtracting  
from 100  
equation building  
probability

## Mathematical Vocabulary:

add  
addend  
sum  
difference  
equation

# Mouse Race for Cheese

## Teacher Directions



“Mouse Race for Cheese” has two versions---one for adding on to 100 and another for taking away from 100.

Each player needs a game board, a mouse marker or transparent chip, and the **Double Dice**.

Enlarge the game board masters on pages 53 and 54 141% to an 11” x 17” size. This will facilitate moving the chip or mouse on the game board.

In the addition version, the objective is to be the first player to race from zero to 100. In the subtraction version, the object is to be the first player to race from 100 to zero.

Players take turns rolling the **Double Dice**. The sum of the two numbers is computed. The player’s mouse is moved the appropriate number of spaces and the computational problem is written on the right hand column. Play continues between the players until a mouse reaches the cheese.

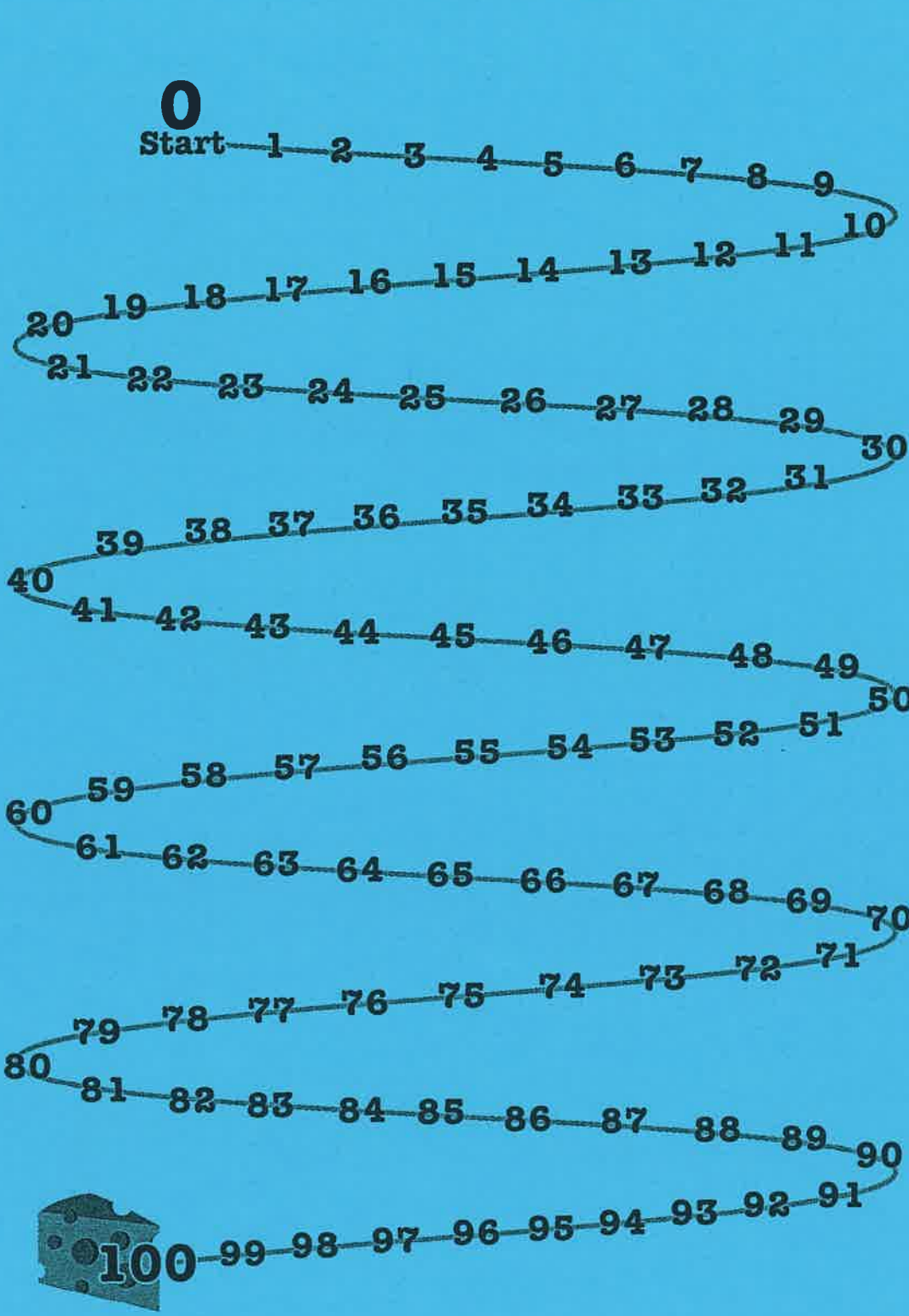
For the addition version, if a player rolls a sum that puts the mouse over 100, that sum must be taken away and the mouse moved backwards. That equation with subtraction is written down instead of an addition equation.

For the subtraction version, if a player rolls a sum that puts the mouse beyond zero, that sum must be added and the mouse moved backwards. That equation with addition is written down instead of a subtraction equation.

Name

Date

# Race for the Cheese



0  
+

+

+

+

+

+

+

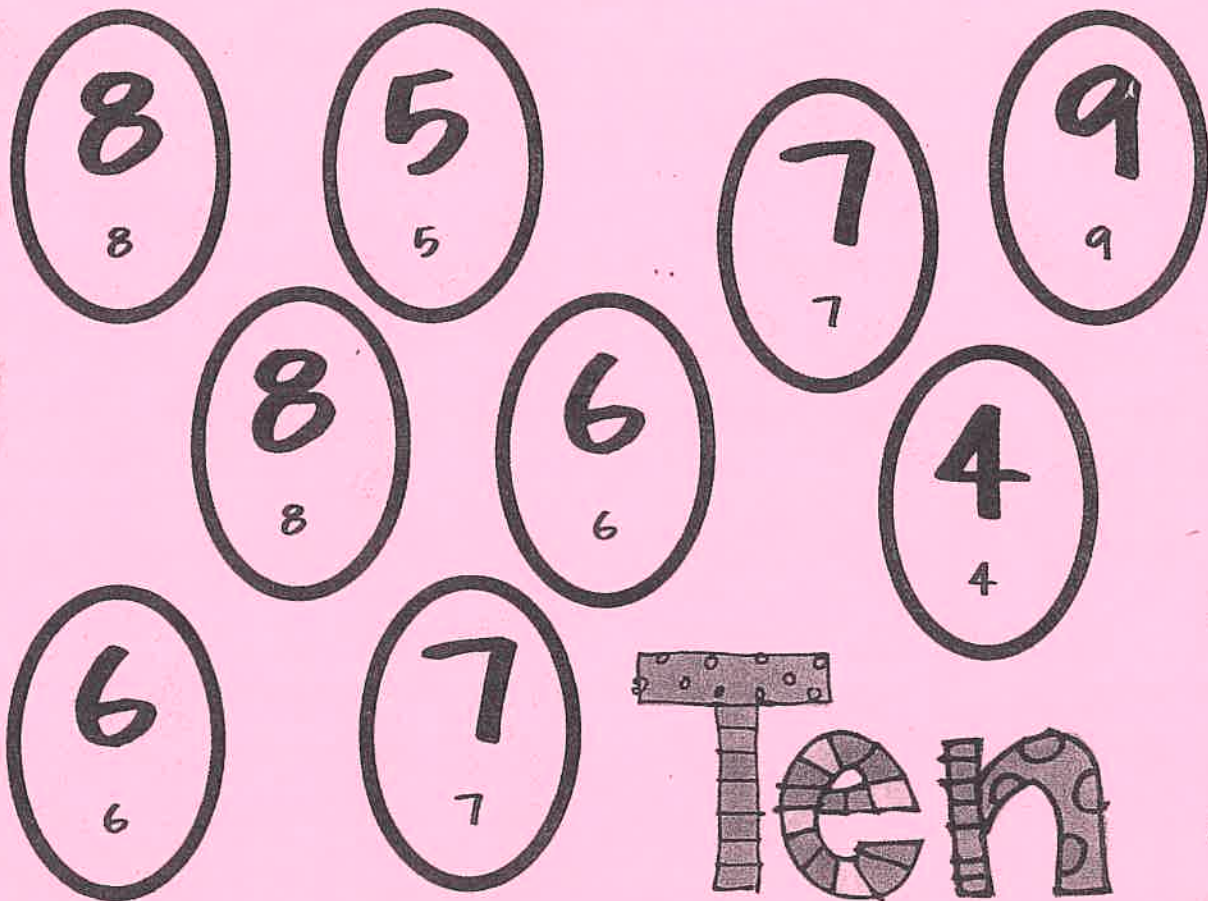
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# Make 10 Bump

Addition – Roll 1 and Make 10



a game for 2 players

**Need:** 1 dice and 8 counters per player – each player uses a different color

**To Play:** Players take turns to roll the dice then work out how much needs to be added to this number to make 10. The player then covers this number. For Example: If a player rolls 4, they would cover 6. If another player has covered that number, they can 'bump' that counter off and put one of their own counters on it. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space. You can only 'bump' when there is only one counter on the number. The winner of the game is the first player to use all 8 of their counters.



# Bump It!

## Partners for Ten

### Level 1



6	8	5	1
7	4	2	9
3	6	0	3
5	2	4	1





# double the fun

Name \_\_\_\_\_

Roll one die and double the number shown. Find and cover that number on the board, if it is available. The game is over when all of the squares have been covered.

12	8	4	10	6	8
4	10	4	8	6	8
6	2	12	10	2	6

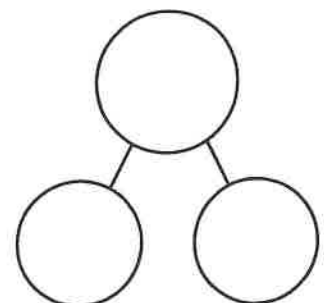
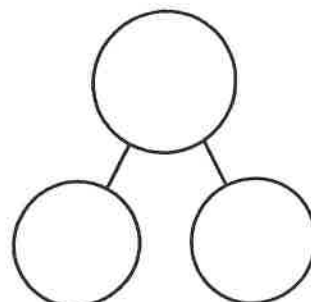
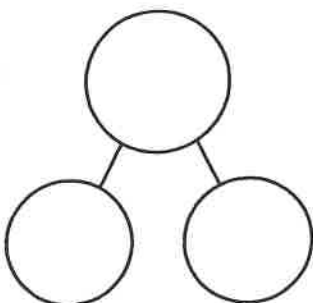
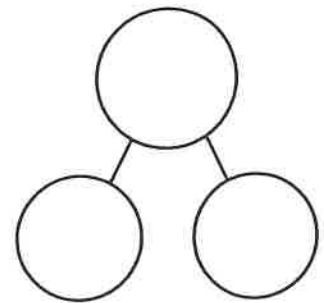
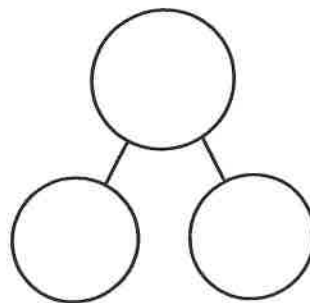
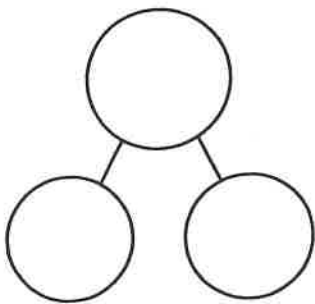
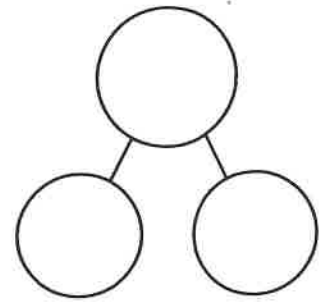
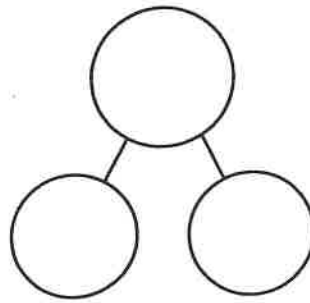
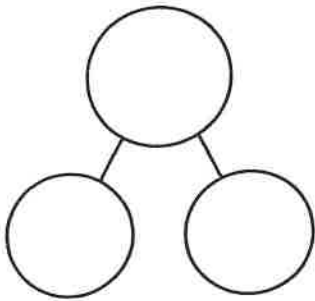
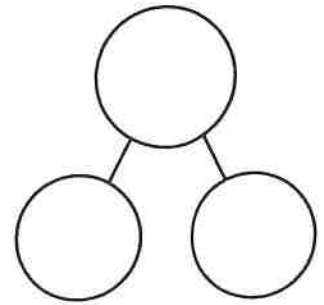
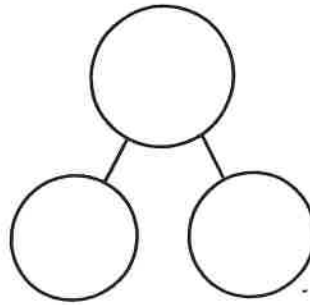
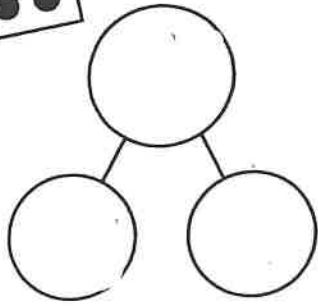
\* use anything for markers!

Pennies work great!

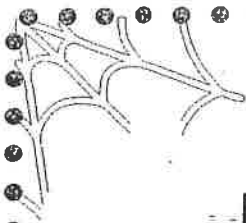
# Roll and Create

number bonds using one die

make addition  
and subtraction  
sentences!  
Use one or two dice



name:



name \_\_\_\_\_

4

$4 + 4 = 8$

1

$1 + 1 = 2$

SPIDER... DOUBLE IT!

Roll a die. write a "doubles addition fact" using that number.

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

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\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

# 9 Ten Frame Subtraction

Roll the die. Subtract the number from 10. Color the difference. 5

A worksheet for subtraction using ten frames. The central figure is a cartoon octopus with a large circular body and eight tentacles. Each of the eight tentacles is divided into ten equal segments. The octopus's body is also divided into ten segments by diagonal lines. There are ten small circles, each containing a number from 1 to 10, scattered around the octopus. A speech bubble from the octopus points to the instruction 'Color the difference.'

# Lucky +10 More Roll

Roll 2 dice. Add 10 to the sum. Cover the number. 5 in a row wins!

\* use anything for markers.  
Pennies work great!








12	13	14	15	16
17	18	19	20	21
22	15	17	19	21
12	14	16	18	20
17	12	22	16	18
14	19	20	13	22





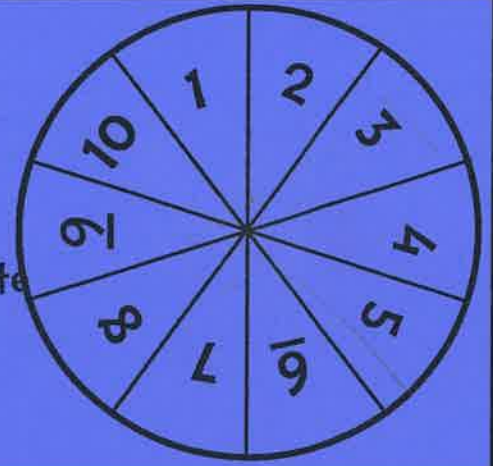
# Catch Thing 1 and Thing 2!

Directions: Taking turns with a partner roll two dice, (or one twice) then add them and color or cover the space that makes that sum. Surround Thing 1 and Thing 2 to catch them and win! Try to catch them all!

11	8	3	5	9	8	4	10
10		6	10	11	9		7
6	2	7	3	7	12	6	11
12	10	4	12		2	5	6
3	8	11	3	8	4	12	9
9	4	5	7	5	8	10	2
11		6	10	2	4		3
5	4	12	8	6	7	11	5



# Make 20



Directions: With a partner use a paperclip to create a spinner. Color or cover the number needed to make 20. The first to four in a row wins!

17	11	19	15	14
10	16	17	18	15
18	12	10	13	19
19	13	12	14	11
13	16	11	12	18
14	17	10	16	15