Build it to 10

Materials: Number cards 0-10, ten frame.

Goal: Matching numbers to the correct number of cubes.

To Play:

- Put the number cards face down in a pile. Turn over a number card. Put that many cubes (or other type of counter) on the ten frame to match the number turned over.

- Example: A 6 card is turned over. Put 6 cubes on the ten frame.
Build it to 20

Materials: Number cards 0-20, 2-ten frame.

Goal: Matching numbers to the correct number of cubes.

To Play:

- Put the number cards facedown in a pile. Turn over a number card. Put that many cubes (or other type of counter) on the 2-ten frame to match the number turned over.
- Example: A 16 card is turned over. Put 16 cubes on the 2-ten frame.

Unit 2
Roll and Record to 6

Materials: roll and record sheet, dot dice (1-6)

Goal – roll a dot dice, count the dots and be able to record the total.

To play:

1. Roll a dot dice.
2. Count the dots
3. Write the number in the correct column. Keep playing until one column is all the way filled up.

For a challenge: Roll a number cube instead of a dot dice

Unit 2
Roll and Record 2

Materials:

- roll and record sheet 2,
- dot dice (1-6) and a 1-3 dot cube

Goal—roll a dot dice and dot cube, count the dots and be able to record the total.

To play:

1. Roll the two cubes. How many are there altogether? Put that number on your recording sheet.
   Example—If you roll 5 dots and 2 dots, record the number 7 on your roll and record sheet.
2. Keep playing
3. The game is finished when one number wins and the column is filled up.

Unit 4
Grab and Count Compare

1. Grab one handful of objects and count them.
2. Grab another handful and count them.
3. Which handful is more?
4. Which handful is less?
5. Show your work in the space below.
Build on is a variation of Build it

Materials: primary number cards, ten frame, 1-3 dot cube, counters

Math goal-counting, and finding the total after a small amount is added to a set.

1. Put the number cards in a pile face down.
2. Player 1 turns over the top card and puts that many counters on the ten-frame.
3. Player 2 rolls the 1-3 dot cube to see how many counters to add to the ten-frame.
4. Work together to figure out how many counters there are altogether.
One more, One fewer

Materials:

- Deck of Primary number cards
- A plus or Minus 1 cube
- A set of pennies or other counting objects
- Ten-frame
- One more, one fewer recording sheet

To Play:

1. Put all the cards face down in a pile
2. Player 1 turns over one card. Put that many pennies on the ten-frame. If a 6 is turned over, put 6 pennies on the ten-frame
3. Roll the plus or minus cube. Depending on the roll, player 1 will either take a penny off or add a penny to their ten-frame.
4. Player 2 circles plus +1 or -1 on the one more, one fewer recording sheet.
5. Together find the new total. Player 2 records it.
6. Then the players switch roles.
7. Play until the recording sheet is filled up.

Unit 4
Grab and Count two handfuls

In this version of grab and count, the student grabs two handfuls of cubes and figures a way to record how many they grabbed.

Materials:

- Recording sheet (blank paper will work)
- Snap cubes or other objects to count

1. Grab a handful of snap cubes. Count them and build a tower.
2. Grab another handful of snap cubes. Count them and build a tower.
3. How can we figure out how many cubes we have altogether?
4. Show the total of the two handfuls on the recording sheet.
Build it/Change it

Math focus: Students change the number of pennies on the ten-frame from matching the number on the first card turned over to matching the number on the second card turned over.

Materials:
- Deck of primary number cards with wild cards removed
- Pennies or other counters
- Ten-frame

To Play:

1. Put all the cards face-down in a pile.
2. Player one turns over the top card and places that many counters on the ten-frame.
3. Player two turns over the next card. Player two must change the ten-frame so that it matches the card he picked.

Example: Player 1 turns over 5 and puts 5 pennies on the ten-frame. Player 2 turns over 8. Player 2 must add 3 pennies to match the 8 that was turned over.

4. Clear the ten-frame. This time player 2 goes first.
Collect 10 Together

Materials:
blank dice with 2 sides with one dot, 2 sides with 2 dots, and 2 sides with 3 dots.

In this game, players roll a 1-3 dot cube to accumulate pennies until they have 10. The goal of collect 10 together is for two players to work together to collect 10 pennies or counters.

To Play:

1. Take turns rolling a dot cube.
2. Take as many pennies as there are on the cube. If you roll and have two dots you take two pennies.
3. The game is over as soon as you and your partner have at least 10 pennies.
4. Depending on what you roll at the end, you may get exactly, or you may end up with more than ten pennies.
Collect 15 Together

Materials:
- blank dice with 2 sides with one dot, 2 sides with 2 dots, and 2 sides with 3 dots.
- Fifteen frame

In this game, players roll a 1-3 dot cube to accumulate pennies until they have 15.

The goal of collect 15 together is for two players to work together to collect 15 pennies or counters.

To Play:

1. Take turns rolling a dot cube.
2. Take as many pennies as there are on the cube. If you roll and have two dots you take two pennies.
3. The game is over as soon as you and your partner have at least 15 pennies.
4. Depending on what you roll at the end, you may get exactly, or you may end up with more than ten pennies.
Toss the Chips

Materials:

- 4-10 two color counters
- Recording sheet

To Play:

Use 4-10 two colored counters

For example:

1. Use 4 two-colored counters.
2. Write the number 4 on Total Number_______
3. Toss the counters. How many red? How many yellow? Write the amount for each.
4. Repeat tossing the counters and recording how many red? How many yellow? until the sheet is filled up.
5. Play the game again and choose another number between 4 and 10
Collect 20 Together

Materials:
- blank dice with 2 sides with one dot, 2 sides with 2 dots, and 2 sides with 3 dots.
- Two ten-frame or a twenty frame

In this game, players roll a 1-3 dot cube to accumulate pennies until they have 20.

The goal of collect 20 together is for two players to work together to collect 20 pennies or counters.

To Play:

5. Take turns rolling a dot cube.
6. Take as many pennies as there are on the cube. If you roll and have two dots you take two pennies.
7. The game is over as soon as you and your partner have at least 20 pennies.
8. Depending on what they roll at the end, they may get exactly, or they may end up with more than ten pennies.
Roll and Record 3

This is another version of roll and record

Materials:

- two 0-5 cubes (cover the 6 on a 1-6 dot cube with a blank stick-on dot
- roll and record 3 recording sheet

To Play:

1. Roll two 0-5 dot cubes. How many dots do you see altogether?
2. Write the total number of dots on the two dice on the recording sheet. For example: If you roll a 4 and a 5, that is 9 dots total. Put a 9 in the 9 column on the recording sheet.
3. Keep rolling the two dice and recording the total.
4. When one number is finished and the column is full the game is over.

Unit 6
Build and Remove

Materials:

- Deck of primary number cards (wild cards removed)
- Ten-frame
- One 1-3 dot cube
- Build and remove recording sheet
- Counters

To Play:

1. Put the cards face down in a pile. Player 1 turns over a number card and puts that many counters on the ten-frame.
2. Player 2 rolls a 1-3 dot cube and removes that many counters from the ten-frame.
3. Players work together to figure out how many counters are left and record their work on the recording sheet

Unit 6
Double Compare

Materials: one deck of primary number cards. The game uses the 0-6 cards.

To Play:

5. Each player gets half of the deck and puts the cards in a pile, facedown.
6. Both players turn over their top two cards, and the person with the larger total says “Me”.
7. The person with the larger total gets all 4 cards.
8. Keep playing until all the cards are used in each player’s pile.
9. Each player counts how many cards they have. The player with the most cards wins that game.
Total of 6

Materials:

- Primary number cards with 7-10 removed
- Tower of 6 cubes

To Play:

1. Each player gets a tower of 6 cubes.
2. Lay out 12 cards facing up (three rows, four cards per row). Put the remaining cards face down.
3. In this game, players look for combinations that total 6.
5. Use the tower of 6 cubes to check and make sure the combination of 6 is correct.
6. As cards are used, replace them with cards from the pile.
7. Keep playing and taking turns until all the cards are used.
**Compare**

Materials: deck of Number Cards 0-6 (remove the 7-10 cards and the wild cards from the complete set), Counters (about 15, optional)

Object: Decide which of two cards shows a larger number

To Play:

1. Mix the number cards and deal them evenly to each player. Both players put their pile of cards facedown in front of them.
2. Both players turn over their top card at the same time. Look at the numbers. (You can use counters to show the numbers if you like.)
3. If your number is larger, you say “ME”!
4. Keep turning over cards. Each time, say “ME”! if your number is larger.
5. The game is over when you have both turned over all the cards in your pile.

Variations

- If you have the smaller number, you say “ME”!
- Play with three people. Look at all three numbers. If you have the largest number, say “ME”!
- Add four wild cards to the deck. If you turn over a wild card, you can decide what number it is
- Play with all the cards 0-10

Unit 2
Racing Bears

Materials:

- Racing Bears Gameboard
- dot cubes (dice) with 1-3 dots on them
- four teddy bear counters (or another type of counter)

Object: Play is over when players together collect 4 counters

To Play:

1. Place a teddy bear at the beginning of each of the four tracks and a counter in the circle at the end of each track
2. Take turns rolling the dot cube and moving any of the bears that number of spaces.
3. The object is to work together to get a bear to the tenth space on any track. When a bear lands exactly on the tenth space, the players take the counter off.
4. When all four bears have reached the tenth spot and all four counters have been collected, the game is over.

Variations:

- Play the game with a dot cube or dice (1-6)
- When a bear lands on the tenth sport, take a counter and replace it with another. The game is over when 10 counters have been collected instead of four.
- The game can be played individually, a group of two or with the whole family.

Unit 4