

## Everyday Math Curriculum Support

### Card Games:

1. Concentration
2. Crazy Eights
3. Go Fish
4. Old Maid
5. Slap Jack
6. Spit
7. War (the Everyday Mathematics version of this is Top-It)

### Commercial Games that Use Mathematics:

1. Attributes, Patterns, and Geometry:
  - a. Barrel of Monkeys
  - b. Big Top
  - c. Bingo
  - d. Candy Land
  - e. Crazy Eights (traditional or commercial)
  - f. Dog Dice
  - g. Go Fish (traditional or commercial)
  - h. Guess Who
  - i. Hiss
  - j. I Spy Memory Game
  - k. Kitty Corners
  - l. Mazes
  - m. Mystery Garden
  - n. Peanut Butter and Jelly
  - o. Puzzles
  - p. Rummy
  - q. Slamwich
  - r. Tangrams
  - s. Uno
2. Cooperative Games
  - a. Granny's House
  - b. Max
  - c. Princess
  - d. Round-Up
  - e. The Secret Door
  - f. Sleeping Grump
3. Counting, Number Recognition, Adding and Subtracting
  - a. Buggo
  - b. Bzz Out
  - c. Candy Land
  - d. Chutes and Ladders
  - e. Cootie
  - f. 4-Way Count Down!
  - g. Fowl Play
  - h. Hi, Ho! Cherry-O
  - i. Hopscotch
  - j. Rat-a-Tat Cat
  - k. Sorry!
  - l. Spit!
  - m. The Cat and the Fiddle
  - n. Trouble
4. Money
  - a. Monopoly, Jr.
5. Puzzles:

- a. Polydron
  - b. Tangrams
  - c. Tangles
6. Strategy and Spatial Perception:
- a. Ants in the Pants
  - b. Battleship
  - c. Checkers
  - d. Chinese Checkers
  - e. Clue Jr.
  - f. Connect Four
  - g. Dominoes
  - h. Don't Spill the Beans
  - i. Junior Labyrinth
  - j. Mancala (traditional or commercial)
  - k. Mastermind for Kids
  - l. Memory (many names exist for this game of matching face-down pictures)
  - m. Pretty Pretty Princess
  - n. The a-MAZE-ing Labyrinth
  - o. Tic-tac-toe
  - p. Yahtzee, Jr.

Everyday Mathematics Online Games at:

1. <http://media.emgames.com/emgames/demosite/demolevel1.html>
  - a. Build a Train
  - b. Monster Squeeze (0-10)
  - c. Spin a Number

Everyday Mathematics Home Games:

1. Die Roll Game

**Materials:** a die, 2 game worksheets (see attached), 2 pencils

**Directions:** Each player circles the number at the bottom of the worksheet that he/she predicts will reach the top of the column first (this is for fun only, and to reinforce the concept of chance). The first player rolls a die. That number is written in the first box of the matching number column (progressing from bottom to top). The second player takes a turn, and the process repeats until one player reaches the top of one of the columns. When the game is over, prompt discussion about the results of the number graphs (Which number did you roll the least? The most? Were there any ties? What results do you expect if you play the game again? When rolling a die, how many possible outcomes are there? etc.).

**Challenge:** Dice Roll Game

**Materials:** 2 dice, 2 game worksheets (see attached), 2 pencils

**Directions:** Each player circles the number at the bottom of the worksheet that he/she predicts will reach the top of the column first (this is for fun only, and to reinforce the concept of chance). The first player rolls 2 dice. The 2 numbers are added together. When counting 2 numbers together, encourage your child to identify the largest number and count on from there (it is okay to use fingers when counting). For example: If the 2 dice are 3 and 5, count aloud beginning at 5 and count on for each of the 3 fingers: "5, 6, 7, 8." That number is written in the first box of the matching number column (progressing from bottom to top). The second player takes a turn, and the process repeats until one player reaches the top of one of the columns. When the game is over, prompt discussion about the results of the number graphs (Which number did you roll the most? The least? Were there any ties? What results do you expect if you play the game again? etc.).

2. Disappearing Train

**Materials:** blank die; cubes or other small objects

**Directions:** Mark the sides of a die with -1, -2, -3, -1, -2, -3. Explain that the die has minus signs before each number because this sign means "subtract" or "minus."

Children play the game in small groups or pairs. Begin by having each player make a train of cubes (or blocks, bottle caps, buttons, pennies, etc.) equal in number. Take turns rolling the die and removing as

many cars from their trains as the numbers on the die indicate. The child whose train is the first to disappear wins. Players must roll the exact number needed to make the train disappear. If one cube is left, player needs to roll a -1 to finish.

3. **Finger Patterns**

Directions: Place both hands behind your back. Display random numbers of fingers to your child (flash each number about 3 seconds and then place them behind your back). Have your child identify the number of fingers that you flashed. Alternate between random numbers of fingers on each hand (ex: 5 + 3), and double sets of fingers (the same number of fingers on each hand; ex: 4 + 4).

4. **Number Top-It**

Materials: Number Cards or playing cards (remove jacks, queens, and kings): 4 each of numbers 1 – 10

Number of players: 2

Directions: This is a game for two people. Deal out a deck of number cards to the two players. The players place their stack face down before them and turn over their top card. Each player reads aloud the number on the card. Whoever turned over the larger number takes both cards (we also use the words “greater,” “higher,” and “more” to compare 2 numbers). Some students may want to refer to the number line on their ABC strip for support. If two of the same cards are turned over, a second card is turned over on top of the original. The player with the highest card on top takes both the tie cards and the new cards. When all the cards are used up, the player with the most cards wins.

Interesting Fact: Adults may remember this as the game “War.”

Challenge: **Addition Top-It**

Directions: This is a game for two people. Deal out a deck of number cards to the two players. The players place their stack face down before them. Each player turns over two cards and calls out their sum. The player with the largest sum wins the round and takes all the cards. In case of a tie for the largest sum, each tied player turns over two more cards and calls out their sum. The player with the largest sum takes all the cards from both plays. Play ends when not enough cards are left in the deck for each player to have another turn. The player with the most cards in his/her pile wins. Or players may toss a penny to determine whether the player with the most or the fewest cards wins.

Challenge: **Subtraction Top-It:**

Directions: The game is played the same way as Addition Top-It. Use the cards or dice to generate subtraction problems. The player with the largest difference wins the round. The game ends when there are no more cards to be turned up or when time runs out.

5. **Odd One Out**

Materials: Number Cards - 40 cards (4 each of numbers 1 – 10)

Directions: Mix up a deck of number cards and one card with a unique drawing on it. Allow one set of ten cards for each player. The unduplicated card with the drawing on it is the “odd one out.” Deal out all the cards. Players look at their hands and put aside any pairs. The first player then draws a card from the person on the right. Pairs are put to one side. The next player (to the left of the first player) then gets to pick a card from the person on his right, and so on. The game ends when one player puts down all his or her cards. The player who has the “odd” card at the end of the game is the “odd one out.”

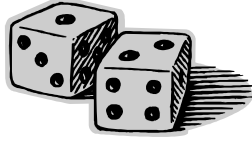
Interesting Fact: Adults may remember “Old Maid” as a similar game.

**Printables are available upon request via an e-mail attachment: number cards, finger pattern cards, tens frames cards, money graphics, Die Roll Game worksheets, Dice Roll Game worksheets, and future game worksheets. The Dollar Store carries dominoes, playing cards, number dice, and blank dice.**



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

## The Dice Roll Game




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