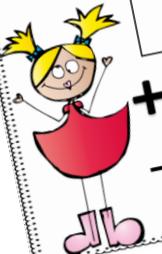


February Write On/Wipe Off Math Games

Addy Loves To Add

Directions: Make a two digit number with your cards and write it in the boxes. Flip over one more card, find the sum of the two digit and one digit number. Erase and repeat!



$+$



Mix It Up!

Take two numbers with your cards. Move one space on the board. If you land on a + sign, add the numbers together. If you land on a - sign, subtract the numbers. Write your answers in the spaces as you travel around the board. When you get to the end, play it again!



+	-	-
-	+	-
+	-	-

FINISH

Problem Sweet Shop

Use your cards. Use the words from the list to write a story problem. Remember to use more than one object!

My Story Problem:

$+$ _____ $=$ _____



By Christina DeCarbo

Dear Teachers,

Included in this download are six math games that can be played independently by students. Simply print the game boards and laminate for durability. Place each game board in a sheet protector to create an instant write on/wipe off game or center that can be reused over and over again!

Students will use the number cards to play each game. Print off two sets of number cards so students can create two digit numbers (or three digit) with their cards. A color and a black and white version has been included for your convenience. The games could also be played using dice or general playing cards as well. ☺ We have used both of these materials in my classroom to play the games. Place the number cards in a baggie or laminate for durability.

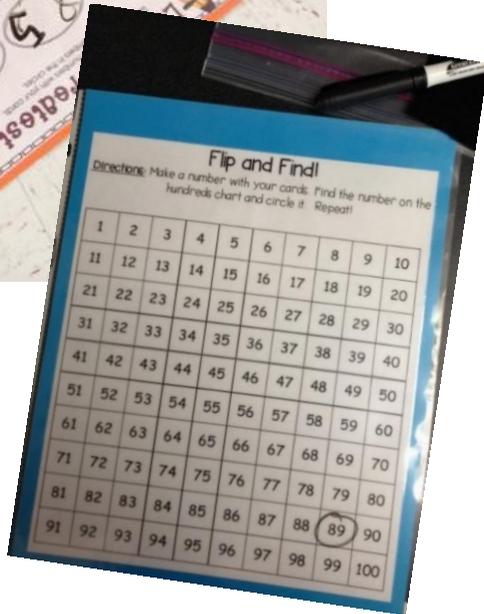
Students will need two sets of cards, a dry erase marker, eraser and a game board. Students will follow the directions to play, erase the board, and repeat! My students are taught to “play the whole time” while I teach small group math. ☺

These games are great for first graders, struggling second graders, or advanced kindergarteners. I suggest playing the games within a small group before setting the games out for independent use. This will promote independence and allow you the opportunity to model how to play the games. I hope you enjoy these independent math games!

Happy Learning.
Christina



Getting Organized



Laminate the game boards for durability. Place them in a sheet protector to make them write on/wipe off! 😊 Add a dry erase marker and an eraser and you are ready to go! 😊 (Baby socks or squares of felt work great for erasers.)

Tip & Trick: Store your games to make them easily accessible to your students. I keep little buckets that are filled with dry erase markers, erasers, and number cards (playing cards work, too.). Students simply grab the game and grab a bucket. They now have all the materials they need to play independently.



6 Independent, Differentiated Math Games!

Mix It Up!

Directions: Make two numbers with your cards. Move one space. If you land on a + sign, add the numbers together. If you land on a - sign, subtract the numbers. Write your answers in the spaces as you go. When you get to the end, play it again!



+	-	-
-		+



Math Games!

Addy Loves To Add

Directions: Make a two digit number with your cards and write it in the boxes. Flip over one more card. Find the sum of the two digit and one digit number. Erase and repeat!



+

99 Chart: Fill It In!

Directions: Flip over a two digit number and write it in the chart. Continue to flip, find, and write until your chart is filled up!

	5	6	7	8	9



Number Order

Directions: Make three numbers with your cards. Put them in order from least to greatest.



START!

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Directions: Make three numbers with your cards. Put them in order from least to greatest.

1	2
4	5
7	8

Story Problem Sweet Shop

Directions: Make three numbers with your cards. Use the words from the menu to write and solve your own addition story problem. Remember to add a suffix -s if you write about more than one object!

My Story Problem:

	chocolate
	heart
	cupcake
	cookie

_____ + _____ + _____ = _____

7	8	9
---	---	---

Even Ed vs. Odd Ollie

Directions: Make a two digit number. Use the chart to figure out if the number is even or odd. Draw a tally mark to record your answer. When your time is up, count the tally marks to see if Ed or Ollie wins.

If your number ends in a...

2	4	6	8	= even
3	5	7	9	= odd

Even Ed

Odd Ollie



Common Core Correlated

Mix It Up!

1.OA.6: Add and subtract within 20, demonstrating fluency for addition and subtraction within 10. Use strategies such as counting on; making ten (e.g., $8 + 6 = 8 + 2 + 4 = 10 + 4 = 14$); decomposing a number leading to a ten (e.g., $13 - 4 = 13 - 3 - 1 = 10 - 1 = 9$); using the relationship between addition and subtraction (e.g., knowing that $8 + 4 = 12$, one knows $12 - 8 = 4$); and creating equivalent but easier or known sums (e.g., adding $6 + 7$ by creating the known equivalent $6 + 6 + 1 = 12 + 1 = 13$).

Addy Loves to Add

1.NBT.4 Add within 100, including adding a two-digit number and a one-digit number, and adding a two-digit number and a multiple of 10, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method and explain the reasoning used. Understand that in adding two-digit numbers, one adds tens and tens, ones and ones; and sometimes it is necessary to compose a ten.

Story Problem Sweet Shop

1.OA.2 Solve word problems that call for addition of three whole numbers whose sum is less than or equal to 20, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem.

2.OA.1 Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.

Number Order

1.NBT.3 Compare two two-digit numbers based on meanings of the tens and ones digits, recording the results of comparisons with the symbols $>$, $=$, and $<$. *Students are not using the $>$, $<$, or $=$ symbols in this activity. They are using their knowledge of place value to compare the numbers and put them in order from least to greatest and greatest to least. Being able to order numbers shows an understanding of place value.

Hundreds Chart Fill-In (99 Chart, 100 Chart, 120 Chart)

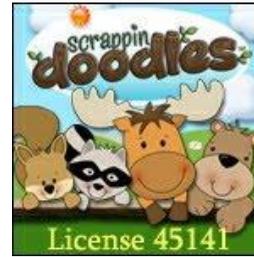
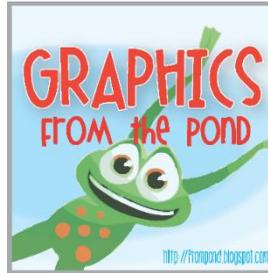
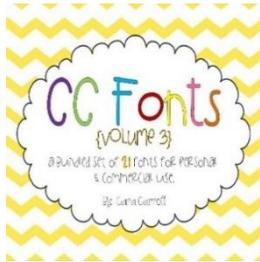
K.OC.1 Count to 100 by ones and by tens.

1.NBT.1 Count to 120, starting at any number less than 120. In this range, read and write numerals and represent a number of objects with a written numeral.

Even Ed vs. Odd Ollie

2.OA.3 Determine whether a group of objects (up to 20) has an odd or even number of members, e.g., by pairing objects or counting them by 2s; write an equation to express an even number as a sum of two equal addends. *This game does not use objects and students can make numbers greater than 20 with their cards. It is thrown in as a challenge and an opportunity for students to understand the number patterns within odd and even numbers.

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Happy Learning,

Christina DeCarbo

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