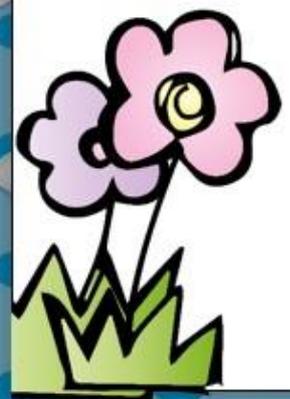


April

Write On/Wipe Off Math Games



By Miss DeCarbo

Dear Teachers,

Included in this download are six math games that can be played independently by students, with a partner, or in a small group! 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 numbers) with their cards. Both color and black and white versions of the cards have been included for your convenience. (The games could also be played using dice or general playing cards as well.) Place the number cards in a baggie or laminate for durability. For the measuring activity, your students will need a math cube (or you could use a paper clip) as a nonstandard form of measurement.

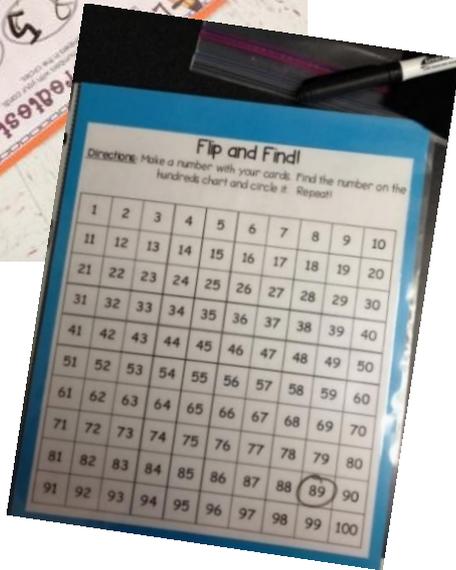
Students will need two sets of cards, a dry erase marker, eraser, and a game board. Students will follow the directions to play, erase the board, and repeat! My students are taught to “play the whole time” while I teach small group math. 😊

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.



Common Core Correlated

Time is Flying!

MD.3 Tell and write time in hours and half-hours using analog and digital clocks.

Shape Artist

K.G.5 Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.

1.G.2 Compose two-dimensional shapes (rectangles, squares, trapezoids, triangles, half-circles, and quarter-circles) to create a composite shape, and compose new shapes from the composite shape.

Take Your Places

K.NBT.1 Compose and decompose numbers from 11 to 19 into ten ones and some further ones, e.g., by using objects or drawings, and record each composition or decomposition by a drawing or equation (such as $18 = 10 + 8$)

1.NBT.2 Understand that the two digits of a two-digit number represent amounts of tens and ones.

2.NBT.1 Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones.

Show What You Know!

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 $6 + 6 + 1 = 12 + 1 = 13$).

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

Measure Up!

1.MD.2 Express the length of an object as a whole number of length units, by laying multiple copies of a shorter object (the length unit) end to end; understand that the length measurement of an object is the number of same-size length units that span it with no gaps or overlaps.

Order Up!

1.NBT.3 Compare two two-digit numbers based on meanings of the tens and ones digits

*This activity requires students to use number sense and place value to put four numbers in order from least to greatest.

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Use a Sheet Protector To Create Instant, Reusable Games!

Show What You Know!

Directions: Make two numbers with your cards. Write a vertical addition or subtraction problem. Write the + or - sign in the circle. Solve!



Measure

Directions: Jen and Owen are having a long jump. Write the number beside each kid. Use a line showing how far the kids jumped. For Jen, use 4 cubes long. Circle the picture of the kid who jumped the farthest!



Take Your Places!

Directions: Make a two or three digit number with your cards. Complete the chart using your number.

My Number:

Base 10 Blocks

Example:

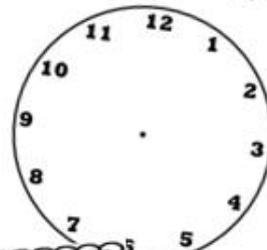
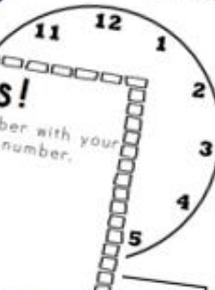
Expanded Form

Example: $20 + 3$

Number Line

Time Is Flying!

Directions: Flip a card for each clock to find the hour. Draw the hands on each clock to show the time.



30

Shape Artist

Directions: For each shape, flip a card and write the number beside it. Then, draw a picture with all of your shapes!



Order

Directions: Make four numbers with your cards. Write the numbers in order from least to greatest.

least

greatest



1	2	3
4	5	6
7	8	9

Thank you for purchasing this learning pack!



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Happy Learning,

Christina DeCarbo (Miss DeCarbo)

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