How to play Make Ten:

1. Remove the face cards from a deck of playing cards and place the deck, face down on the table.
2. Each player chooses 5 cards and places the cards in front of him.
3. The first player uses the 5 cards to create as many equations as he can in which the sum equals ten. For example, if I have 9, 9, 3, 2, 4, I could make the following equations: 9+4-3=10 and 9+3-2=10
4. After making as many equations as possible, player sets aside the used cards and play passes to the next player.
FOUR SQUARE
• Roll two dice.
• Add or Subtract the two numbers.
• Find the number on the board and color it!
• The first player to color four connected boxes in any direction wins!

<table>
<thead>
<tr>
<th>4</th>
<th>7</th>
<th>1</th>
<th>8</th>
<th>3</th>
<th>9</th>
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<tbody>
<tr>
<td>12</td>
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<td>8</td>
<td>11</td>
<td>4</td>
<td>7</td>
<td>12</td>
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</tbody>
</table>
Doubles Cover Up!

* Roll the die & double your number * Place your colored marker in the box.
* The player to cover up the final number wins!

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<th>2</th>
<th>8</th>
<th>12</th>
<th>10</th>
<th>6</th>
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<tr>
<td>6</td>
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<td>4</td>
<td>10</td>
<td>2</td>
<td>8</td>
</tr>
</tbody>
</table>
Count On, Count Back

You Will Need:

- 10 clear counters
- Addition and Subtraction cards
- Count On, Count Back Game Board

How To Play

1. Put 10 clear counters on the number line
2. Take an equation card from the bag. Count on or back to find the answer.
3. If the answer is covered, take the counter.
4. Play until all the counters are gone.
5. The player with the most counters wins.
## Count On, Count Back Game Board

<table>
<thead>
<tr>
<th></th>
<th>2 − 1</th>
<th>3 − 2</th>
</tr>
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<tr>
<td>10</td>
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<td>3 − 1</td>
</tr>
<tr>
<td>9</td>
<td>2 + 1</td>
<td>5 − 2</td>
</tr>
<tr>
<td>8</td>
<td>2 + 2</td>
<td>5 − 1</td>
</tr>
<tr>
<td>7</td>
<td>3 + 2</td>
<td>7 − 2</td>
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<tr>
<td>6</td>
<td>4 + 2</td>
<td>7 − 1</td>
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<tr>
<td>5</td>
<td>5 + 2</td>
<td>9 − 2</td>
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<tr>
<td>4</td>
<td>7 + 1</td>
<td>10 − 2</td>
</tr>
<tr>
<td>3</td>
<td>8 + 1</td>
<td>10 − 1</td>
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<tr>
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<td>8 + 2</td>
<td>9 + 1</td>
</tr>
<tr>
<td>1</td>
<td></td>
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</tr>
</tbody>
</table>
Jack And The Beanstalk

You Will Need:

- A counter for each player
- Game board
- 1 dice

How To Play:

1. Taking turns, players roll a dice and move their counter that number of spaces.
2. If the counter lands on the base of a beanstalk, the player can climb to the top of the beanstalk.
3. If the counter lands at the top of the slide, the player must slide the counter back to the bottom of the slide.
4. The first person to reach the giant’s castle is the winner.
5. Players must read every number they land on out loud.
Jack and the Beanstalk Game Board
Roll Before and After!

Name:

Five numbers before!

Five numbers after!

Five numbers before!

Five numbers after!

Five numbers before!

Five numbers after!

www.secondsatthebeach.blogspot.com
How to Play!

**Materials:** 10-sided dice, game boards, pencils, partners, and a positive attitude!

- Both players roll the dice to create a two-digit number
- Both players write the number in the star on their game boards
- Player A fills in the five numbers before the number rolled and player B fills in the five numbers after the number
- On the next roll, player A and player B switch the numbers they write
Tens Go Fish!

How To Play:

Remove the Jack, Queen, and King. Each player gets 5 cards. Players match up cards to make sums of ten. Players take turns asking each other for the missing addend needed to make ten. If player 2 does not have the card, player 1 will “go fish” in the pile of cards in the middle. When a player gets a match, he or she draws another card. If a player runs out of cards, he or she draws two from the pile. The player with the most matches wins.
Make that number

Roll two dice. Start with the larger number and add or subtract the other one. Can you make a number below? Cover it. Try to get four in a row!

<table>
<thead>
<tr>
<th>12</th>
<th>11</th>
<th>3</th>
<th>11</th>
<th>10</th>
<th>2</th>
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</thead>
<tbody>
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<td>1</td>
<td>12</td>
<td>7</td>
<td>1</td>
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<tr>
<td>3</td>
<td>4</td>
<td>q</td>
<td>8</td>
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<td>12</td>
<td>11</td>
<td>3</td>
<td>5</td>
<td>10</td>
<td>q</td>
</tr>
</tbody>
</table>

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Dice War

Grade Level: Kindergarten to Grade Two

Materials Needed: Dice, Bingo Chips

How to Play:

1) Each player gets one dice.
2) At the same time, all players roll their dice. The player who has the highest roll wins. They collect one bingo chip.
3) How to win: whoever collects 10 bingo chips first is the winner of the game!

Variation

For students in Grade One and Two, this game can be played to incorporate addition skills.

How to Play:

1) Each player gets two dice
2) At the same time, all players roll their two dice. The player who has the highest sum (answer) collects 1 bingo chip.
3) How to win: whoever collects 10 bingo chips first is the winner of the game!
1 – 6 Yahtzee
Materials: Dice and Number Charts

Roll a die.
Color in the square with the corresponding number.
Try to complete a row or get a blackout!

Memory Game
Materials: Cards

Choose four pairs.
Place cards face down and create 2x4 rows.
Take turns flipping over two cards at a time.
If two cards match, keep the pair, if not, flip cards back face down.
To increase difficulty, add additional pairs and rows.
Winner will have the most pairs.

Slap It!
Materials: Cards

What You Do:
1. The dealer shuffles the cards and then deals them out, face down, to each player in rotation, until all the cards have been passed out. (It doesn't matter if one player gets an extra card or two!) Players arrange their cards, without looking at them, into a neat pile in front of them.
2. The object of the game is to win as many cards as possible, by being the first to slap each odd number as it lands in the center.
3. Beginning with the dealer, each player lifts the top card off of his pile and places it face up in the center, making sure to turn up the
card so it's facing away from him, so he doesn't see it any sooner than anyone else.

4. When the card put down is odd, the first player to slap his hand down on it takes it, as well as all the cards beneath it. The player winning these cards turns them face down, places them under his pile of cards, and shuffles his deck to form a new, larger pile. He then places the pile in front of him as before.

5. If more than one player slaps a card, the one whose hand is directly on top of it wins the pile. If a player slaps at any card in the center that is not odd, he must give one card, face down, to the player of that card. When a player runs out of cards, he stays in the game until the next odd card is turned. He can slap at that card in an effort to get a new pile. If he fails to win that next pile, he is out of the game.

Play continues until one player has won all the cards. That player is the winner!
Dinner Time!

- Each player picks a dog to start on.
- Take turns rolling two dice and finding the sum.
- The player with the larger sum moves up.
- First player to reach the doghouse wins!

Materials:
- 2 dice
- 2 colored markers
Make 10 Go Fish

What you need:
- deck of cards including ace up to 9.

How to Play:
1. Deal out five cards to each player and place the remaining cards in a draw pile.
2. Find any two cards that add up to 10. Put those cards down beside you.
3. The person with the least number of “Make 10 pairs” goes first.
4. On your turn you can ask any other player for a card that will help you make 10. If the person asked has the card they give it to you. If they do not have the card they say “Go Fish!” You draw a card from the center pile.
5. If a player runs out of cards he can choose five more cards from the draw pile to stay in the game.
6. Continue playing until all the cards in the deck have been made into “10” or until no more “Make ten” pairs can be made.

The player with the most “Make 10” pairs at the end of the game is the winner.
**Addition War:**

**Jacks, Queens, and Kings = 10.**
Aces = 1.

*What You Do:*
1. Shuffle the deck of cards and deal them face down, giving each player an equal number of cards until the deck runs out.

2. Each player turns two cards face up, reads the number sentence and says the answer. EX: If you draw a 5 and a 4 you would say: 5 + 4 = 9

3. The person whose answer is greater wins the four cards and puts them at the bottom of their pile. BUT if both number sentences have the same answer, then it's war!

4. For WAR: Each player puts four cards face down and turns up two of them. Now ADD these two cards together. The player with the greater sum wins all eight cards and puts them at the bottom of their pile.

5. Play for 10 rounds. After 10 rounds count your cards. The person with the most cards wins!

---

**Subtraction War:**

**Jacks, Queens, and Kings = 10.**
Aces = 1.

*What You Do:*
1. Shuffle the deck of cards and deal them face down, giving each player an equal number of cards until the deck runs out.

2. Each player turns two cards face up, reads the number sentence and says the answer. EX: If you draw a 5 and a 4 you would say: 5 - 4 = 1.

3. The person whose answer is greater wins the four cards and puts them at the bottom of their pile. BUT if both number sentences have the same answer, then it's war!

4. For WAR: Each player puts four cards face down and turns up two of them. Now ADD these two cards together. The player with the greater sum wins all eight cards and puts them at the bottom of their pile.

5. Play for 10 rounds. After 10 rounds count your cards. The person with the most cards wins!
Connect Four!

Subtraction

How To Play:
1. Roll two dice (1-6 & 5-10)
2. Subtract the numbers
3. Cover the difference with your marker.
4. First player to get 4 in a row wins!
Fact Families

Roll the dice and write in the 2 numbers. Add to calculate the 3rd number.
Write the complete fact family.
**addition battle**

Materials: one deck of cards

1. Each player gets half of the deck of cards.
2. Each player calls out, "Ready, set, battle!" and then flips over the top card.
3. The first person to add up the total of both cards wins the cards. If there is a tie, 2 more cards are flipped over & compared. The winner takes all 4 cards.

Play until time is up. The person with the most cards wins.

**speed**

Materials: 2 dice, paper, & pencil

1. Each player rolls a die at the same time.
2. The first player to correctly add the two dice together gets a point.

Play for until time is up. The person with the most points wins.
odds & evens

Materials: one die, 50 counters

1. Each player takes 5 counters and puts the rest in a pile between them.
2. Player 1 predicts whether he will roll odd or even and then rolls the die.
3. If he is correct, he takes that many counters from the middle. If he is not correct, he has to put that many counters back into the middle.

Example, I predict odd, roll a 5, and then collect that many counters from the middle.

Play until time is up. The person with the most cards wins.

chop

Materials: 20 snap cubes

1. Player 1 is the Chopper and counts the cubes out loud as he/she snaps them together.
2. The Chopper then breaks the cube stack. He/she puts one half in the right hand & one half in the left hand.
3. The Chopper puts his/her hands behind his/her back.
4. Player 2 picks a hand for the Chopper to show. Player 2 must figure out how many cubes are in the other hand that is not showing.

Example: If there are 10 cubes and the Chopper is showing 9 in one hand, then there must be 1 cube in the other hand because $9 + 1 = 10$.
5. Take turns being the Chopper & Guesser.
**Roll & Tally**

Materials: 1 die, paper, & pencil

Players take turns rolling the die and recording the number they rolled using tally marks.

Play until time is up (5 or 10 minutes). Skip count by 5's to see how many tallies each player has. The player with the most tallies wins.

---

**Subtraction Battle**

Materials: one deck of cards

1. Each player gets half of the deck of cards.
2. Each player calls out, "Ready, set, battle!" and then flips over the top card.
3. The first person to SUBTRACT the smaller card from the bigger card wins the cards. If there is a tie, 2 more cards are flipped over and subtracted. The winner takes all 4 cards.

Play until time is up. The person with the most cards wins.
**Roll and Make 10 Challenge**

Supplies: 9 sided dice, counters, 2 ten frames

1) Roll the dice. Fill in that many counters on the ten frame. Ex: 5

2) Roll the dice again. Fill in that many counters on the other ten frame. Ex: 8

3) Write the equation Ex: 5 + 8

4) Move counters from one ten frame to the other to make a full ten frame

5) Record the “Add on from 10” equation and the answer.

---

**Face Off Challenge**

1. Each player has a deck of twenty cards. Each deck is shuffled and placed face down.

2. Player 1 and Player 2 simultaneously turn over a card. The first player to say the SUM wins.

3. A player may challenge if she thinks the sum is wrong. The player who is actually correct wins the cards. When a student wins a round, she collects her winnings and creates a blue pile and a red pile of winnings.

4. Ties are settled by each person winning their own card OR both players turn over another card and the winner of that round takes everything.

5. The winner is the person who holds the most cards.
# Making Tens Dice Roll

<table>
<thead>
<tr>
<th>Dice Roll Number</th>
<th>The Number I Need to Make 10</th>
<th>Equation</th>
<th>Tens Frame (use 2 colors)</th>
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</table>
**Steal a Double Go Fish**

What you need:
-deck of cards including ace up to 10.

*How to Play:*
1. Deal out five cards to each player and place the remaining cards in a draw pile.
2. Find any two cards that are the same. Put those cards down beside you.
3. Say the double equation including the answer. Ex: 6 and 6 makes 12. These first doubles laid are safe and cannot be stolen from you.
4. The person with the least number of “Doubles pairs” goes first.
5. On your turn you can ask any other player for a card that will help you make a double. If the person asked has the card they give it to you. If they do not have the card they say “Go Fish!” You draw a card from the center pile.
6. If you can make a double on your turn you say the double equation including the answer. **But watch out because if your opponent says the double and the answer before you they can steal the cards from you.**
7. If a player runs out of cards they can choose five more cards from the draw pile to stay in the game.
8. Continue playing until all the cards in the deck have been made into “double” or until no more pairs can be made.

The player with the most doubles pairs at the end of the game is the winner.