



# MATH

# GAMES

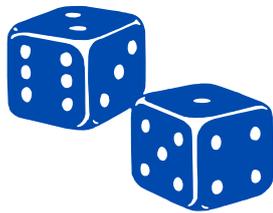


## Addition and Subtraction

Build +/- fact fluency with fun games! All you will need is a deck of cards or a pair of dice. Use the 120 chart when you need extra help. Keep track of your progress towards fluency on the attached record sheet.

### Make a 10

One die is rolled. Players try to find what number needs to be added to make ten. The number needed to make ten becomes the player's score for that round.



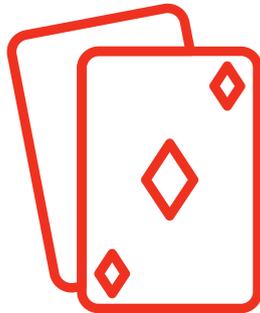
### If +/- 1 and 2

One card is flipped and players must say the number that is one more or one less.



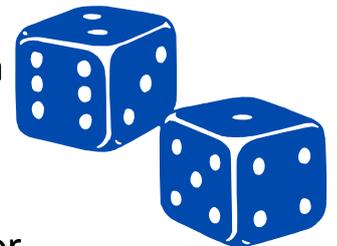
### Addition War

Two cards flipped over and players must say the sum of the two cards. The sum becomes your score for that round. First player to 100 wins.



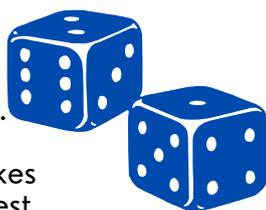
### Dice War

Roll two dice and add the two numbers to find a sum. The sum becomes your score for that round. First player to 100 wins.



### Going to Boston

You need three dice for this one. A player rolls all three dice at once, then sets the highest die aside. Roll the remaining two, and again set aside the highest. Roll the last die, then add all three together. Each player takes a turn doing this, with the highest score winning the round. Play a set number of rounds, or see who can get to a designated number like 100 first.



### Head Part Whole

Three players are needed. Two players flip over their cards and without looking at it place it on their foreheads. The third player says the sum of the two cards. Then each player tries to guess the number value on their head.

