



Math Games

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Tens Go Fish

Materials: Number Cards

Players: 2 – 4

Object: Find pairs of cards that total 10.

How to Play:

1. Deal five cards to each player. Place the rest of the deck facedown.
2. If you have any pairs of cards that total 10, put them down in front of you. Then replace them by drawing cards from the deck.
3. Take turns. On your turn, ask one other player for a card that will make 10 with a card in your hand. For example, if you have a 3, you can ask for a 7.
 - If you get what you ask for, put that pair down.
 - Whether or not you make a pair, draw a card.
 - If the card you draw makes a pair, put that pair down and draw again.
 - When you can't make another 10, your turn is over.
 - Any time you use all the cards in your hand, draw two cards.
4. The game is over when there are no more cards.
5. At the end of the game, list the combinations of 10 you made.

Scissors, Paper, Stone

Materials: Tally recording sheet

Players: 2

Object: Use tally marks to keep score.

How to Play:

Some children may be familiar with this ancient game. It is known by many other names and is played all over the world.

Three objects – scissors, a piece of paper, and a stone – are represented by hand gestures.

1. Players hide one hand behind their backs and make one of the three gestures.
2. Players count to 3. On the count of 3, both players show their hands.
3. One of the players wins the round according to these rules:
 - *Scissors and paper:* Scissors wins because scissors can cut paper.
 - *Paper and stone:* Paper wins because paper can be wrapped around a stone.
 - *Stone and scissors:* Stone wins because it can blunt scissors (make them less sharp).
 - If both players choose the same gesture, the round ends in a tie.
4. Players play 20 rounds. After each round, they make a tally mark in the chart on their half-sheet of paper to indicate either the winning gesture or that the round ended in a tie.
5. Encourage children to speculate about whether one gesture will probably win more often than the others. Point out that if one of the gestures was more likely to win than the others, then players would choose that gesture every time and games would always end in a tie!

Penny-Nickel-Dime Exchange

Materials: Bank of 20 pennies, 10 nickels and 10 dimes
1 number cube

Players: 2

Object: Practice with coin values and exchanges.

How to Play:

1. Players take turns. At each turn a player rolls the number cube and collects the amount of money in pennies from the bank.
2. Whenever players have at least 5 pennies, they say, "Exchange" and trade 5 of their pennies for a nickel in the bank.
3. Whenever players have at least 2 nickels or 5 pennies and 1 nickel, they say, "Exchange" and trade them for a dime.
4. The game ends when there are no more dimes in the bank. The player who has more dimes wins. If players have the same number of dimes, the player who has the greater amount of money wins.

Penny Cup

Materials: A cup and 10 pennies

Players: 2

Object: Find the missing addend for 10.

How to Play:

1. Players take turns. Player A turns the cup upside down, hides some of the pennies under the cup, and places the rest of the pennies on top of the cup.
2. Player B counts the pennies on top of the cup and guesses how many are hidden underneath. If the guess is correct, Player B gets a point.
3. Players trade roles.
4. Players keep a tally of their points. The player who has more points at the end of 5 rounds wins the game.

Variation: Change the specified number of pennies being used for the game, appropriate to the level of proficiency of the players.

Top-It

Materials: Number Cards

Players: 2

Object: Number Sense

How to Play:

1. Shuffle the cards and place cards in a stack with the number sides down.
2. Each player takes a card from the top of the deck, turns it over, and says the number on the card.
3. The player who has the larger number takes both cards. If the two cards show the same number, each player takes another card from the top of the deck. The player with the larger number then takes all the cards facing up.
4. The game is over when all cards have been taken. The player with more cards wins.

Variations:

- To determine who wins at the end of the game, flip a penny. Heads – the player with more cards wins. Tails – the player with fewer cards wins.
- **Addition Top-It** – Each player turns over 2 cards at a time and adds the numbers together. The player with the higher sum takes the cards in the round.

Number-Line Squeeze

Materials: Number Line (A number grid may also be used.)

2 Markers

Players: 2 - unlimited

Object: Guess a mystery number

How to Play:

The leader thinks of a mystery number and then calls out two numbers such that the mystery number is somewhere between the two numbers. The other players then try to guess the mystery number.

SAMPLE GAME

1. The leader chooses 5 as the mystery number and says, "I am thinking of a number between 1 and 9. What's my number?"
2. Two markers are used as bracket holders. One marker is placed on 1 and the other marker is placed on 9.
3. The leader chooses another player to make a guess. The guesser chooses 7. The leader says, "No, my number is less than 7." The right marker is moved to 7.
4. Another player guesses 4. The leader says that the mystery number is greater than 4. The left marker is then moved to cover the 4.
5. Players continue to guess. Eventually, the mystery number will be "squeezed" between the two brackets. The player who guesses the mystery number becomes the next leader.