

Rock on!

With Math Games

By Jane Loretz





Play List

(list of math card and dice Games)

Beat it! —Card Game, understanding greater or less than

Don't stop believin-Card Game, practicing addition facts

AB/CD-Dice game, practicing counting on

Any way you want it-Dice game, involves critical thinking in regard to fact families

I Wanna Rock-Dice game, practicing addition

Jump-Card game, learning facts of ten

Hit Me With your Best shot-Card game, practicing facts of addition or multiplication

Barracuda-Card game, practicing addition math facts

Born to Be Wild-Card game, practicing math facts for a specific number

Welcome to the Jungle-Card game, practicing subtraction math facts



Thank You for purchasing "Rock On With Math Games"

Do you need a quick activity for your students to work on after a math lesson? The games in this pack are card and dice games that are fun and easy games to play to reinforce math facts and concepts. These games are great for center activities or for children who finish quickly with their work. These games will provide excellent math practice and will have your students engaged in learning. There are ten games with complete instructions. They come with a Rock and Roll theme.

Game cards are included and have a ten frame on the card. The ten frame is an important learning tool that can be helpful in learning basic number facts. The cards come with 6 cards per number which will make playing time longer.

These cards should be run off on cardstock so the students do not see through the cards. Copying them in black and white to make multiple sets is also fine and you'll save on ink. However if you like the colored look just print off as many as you need. If your printer has two sided copies as many do now, to have "rock on" on the front of the cards where it says print one sided change to

print both sides and type in the page numbers you want or copy at your school copier for double sided copies.

These games are also great to play with a regular deck of cards. Share these games with your parents and they will have great quality games that they can play with their children to practice facts.

Also included are ten frame posters 1-10, that you can post in your classroom.

Enjoy, happy teaching and of course, ROCK ON!

Jane



Beat It!

(understanding greater and less than)

The deck of cards is placed in the middle of two children. They each take a card. The child with the larger numbered cards takes both cards and sets them in a pile. The child whose card is greater says, "____ is greater than ____" Continue to play until there is no more cards and at the end of the game the child with more cards is the winner. If the child has the same card than another card is to be taken. The greater card wins the entire set.

AM

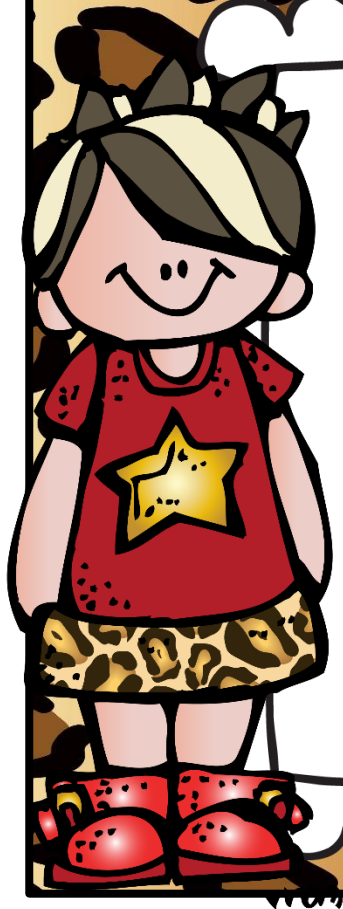


Don't Stop Believin

(practicing addition facts)

The deck of cards is placed in the middle of two children. They each take two cards. They add the totals up. The child with the larger total takes all the cards. Continue to play and at the end of the game, when there is no more cards, the child with the most cards is the winner. During play if the child has the same total as the other child then another set of cards are to be taken and the greater total wins all the cards in that set.

AM



AB/GD

(to practice counting on)

This is a dice game. Use the Counting-On Dice Game sheet. Children will roll a pair of dice. Then they will color in the box that shows the sum. Children should start at the bottom and continue until the top. Have students fill in the number which got to the top first.



Any way you want IT

(to use critical thinking in regard to fact families)

In this game you will need cheerios, buttons or beans and playing strips. First cover the circles with your items. The first player begins by rolling the dice and adding the numbers rolled. Then the player must pick up pieces of cereal (using the value of each circle on the game board) to equal the sum rolled. They may use combinations of cereal values that would add up to the same sum. (For example: If a student rolls an 8, he may pick up cereal on circle 8; circle 1 and 7; 2 and 6; 1 and 2 and 5; etc.) Keep taking turns until a player rolls and can't pick up. Then they are out of the game, but could still win. When all the players have rolled but no one can pick up, the player with the fewest pieces left on their game board is the winner.



I Wanna Rock!

(practicing addition)

In this game you will need cheerios, buttons or beans and playing strips. In this game each child will simply throw the dice, add the dice and cover up the sum rolled. First person to cover all the numbers first is the winner.

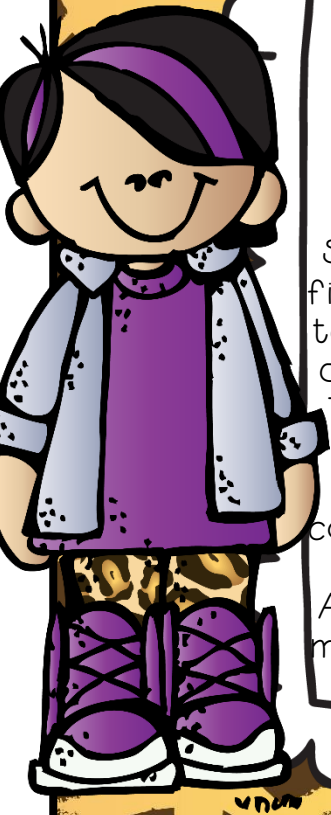


Jump

(learning facts of ten)

This game helps children learn the addition facts of ten. This game is similar to solitaire where you play against the cards. Children can play by themselves or with pairs to help each other beat the cards. Make three rows of four cards facing up. A total of twelve cards. Then you make facts of ten with the cards that are showing. Lift the whole stack and put on top of each other to make ten. When you have a blank spot where there was a card showing you may put a card from the deck, until all the cards are used.

If you have used up your cards you won. If you cannot make ten with the cards that are showing and you still have cards left then the cards win.



Hit Me With your Best Shot

(practicing facts of addition or multiplication)

This is a game for two people. For this game you will need the guitar cards, they will act like the face cards in a normal deck. Shuffle the deck well. Decide who will start with the deck of cards first and what facts you need to work on. For example if you need to work on adding 5 to numbers then the person with the deck flips one card and says 5 plus ____ (whatever number card is showing.) Then that person who they flashed the cards to says the answer. When you get to a guitar or face card then it becomes the other persons turn to flip the cards and say the facts. You keep the cards that you answered correctly and every time a guitar is drawn it is the other persons turn to say the facts and draw the cards. At the end, when all the cards have been used the person with the most cards is the winner. This game can be played with addition and multiplication facts.



Barracuda

(practicing addition math facts)

This game helps students learn addition by mentally working out simple math problems. Each round played practices math facts for a specific number. 2-4 students can play. This is like "Go Fish" asking each other for a specific card to add up to the featured number. First remove cards that are higher than that featured number for the math game. For example, if the number is seven then play with cards one through seven. Five cards are dealt to each player. The students' first look to see if they have any pairs that add up to the featured number, and place them face up. If the person has a card that is requested they give it up to that person or if they don't they tell them "Barracuda" or "Go Fish" and they take from the draw pile. If a player runs out of cards he can take five more from the draw pile to stay in the game. Continue until all cards are gone. The player with the most cards wins.



Born to Be Wild

(practicing math facts for a specific number)

This is a game that focuses on math facts for a specific number. This game is like memory or concentration but modified. Remove all cards that are higher than the featured number for the math game. If the goal is to learn addition facts of six then numbers one through six will be used. Turn the cards face down as in a grid. Each child takes a turn to flip two cards over to look for pairs that add up to the featured number. Appropriate pairs for six would be $5+1$, $4+2$, or $3+3$. The 6 card would also be laid aside as a correct solution that doesn't require a pair.

Continue play until all the cards in the deck have been matched into pairs. The player with the most pairs at the end wins.



Welcome to the Jungle

(practicing subtraction math facts)

Shuffle the deck of cards and deal them face down. Each player gets an equal number of cards until the deck runs out. Each player turns two cards face up, reads the number sentence and gives the answer. For example; if you have a 6 and a 2 you would say $6-2=4$.

If you draw an 8 and a 3 you would say, $8-3=5$.

Whoever has the larger numbered answer keeps all four cards. If the answer is the same take another set of cards and who wins that hand will win all the cards. When all the cards run out or when time is up, the person who has the most cards wins.

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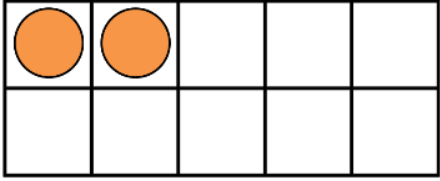
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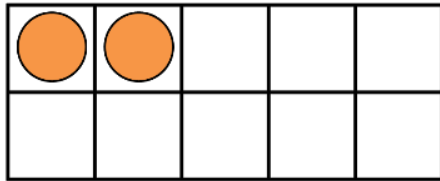
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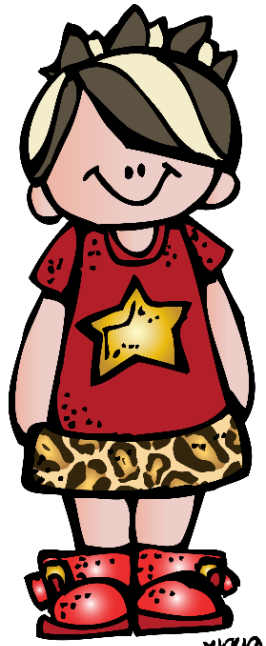
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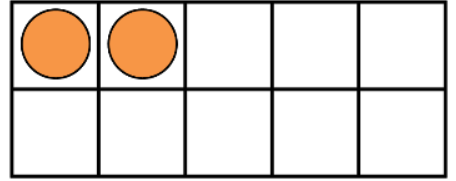
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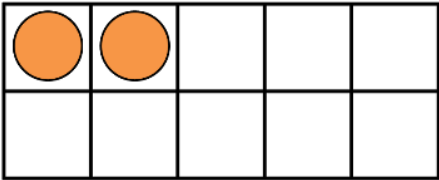
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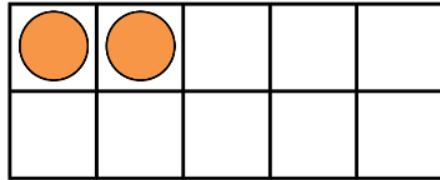
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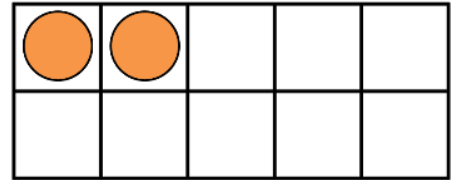
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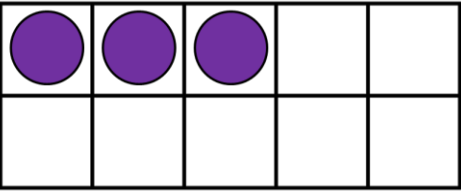
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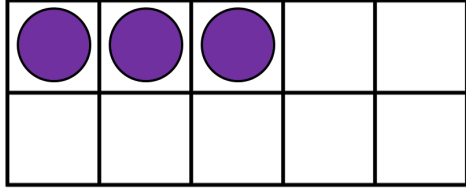
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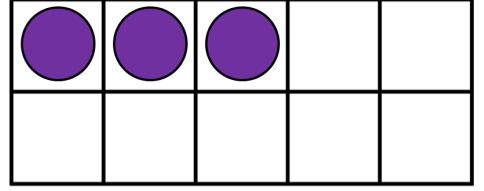
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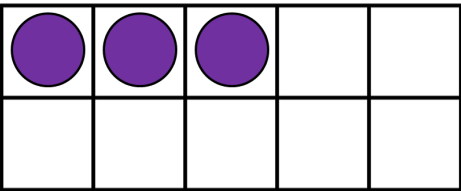
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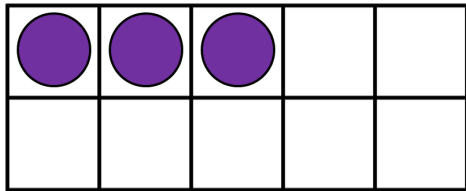
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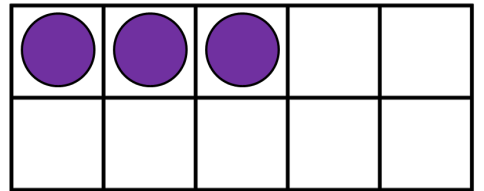
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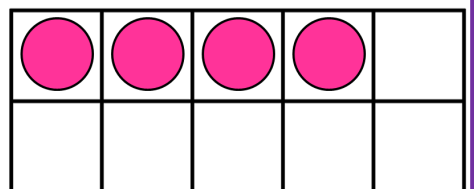
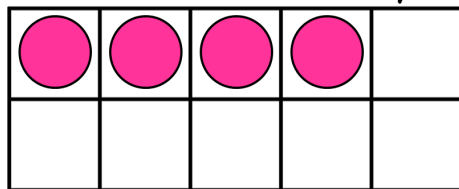
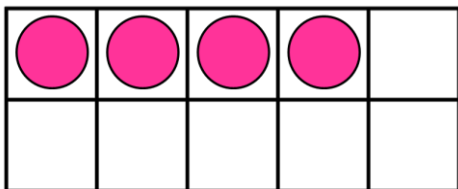
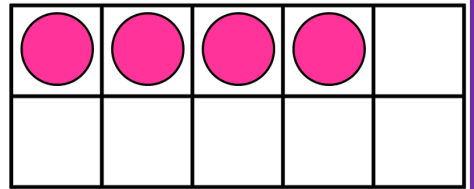
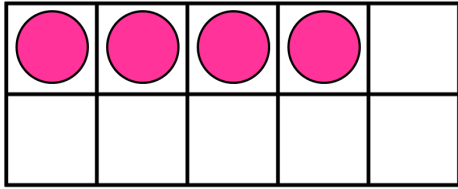
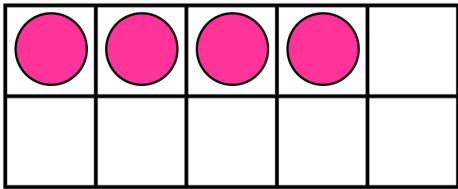


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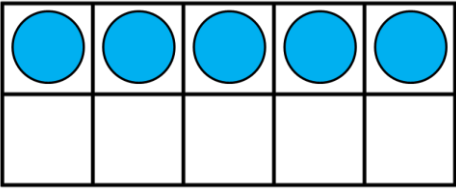
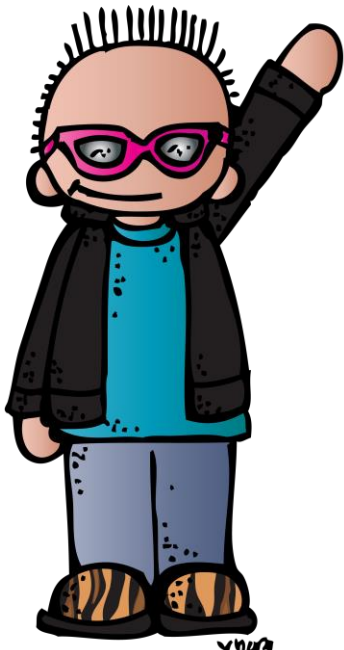


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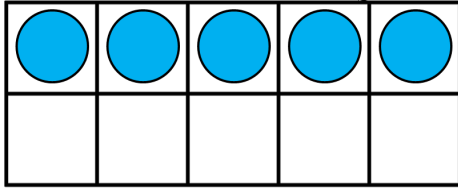
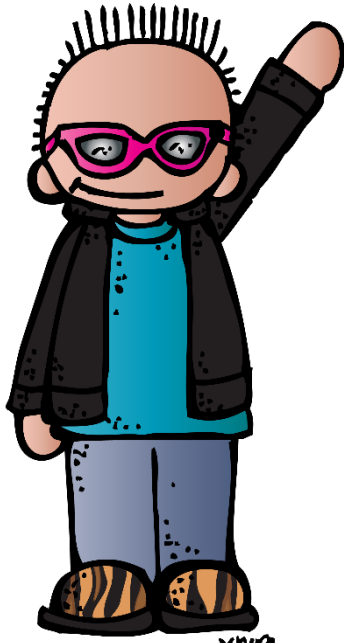




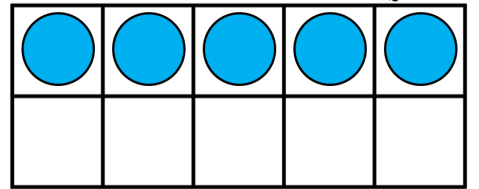
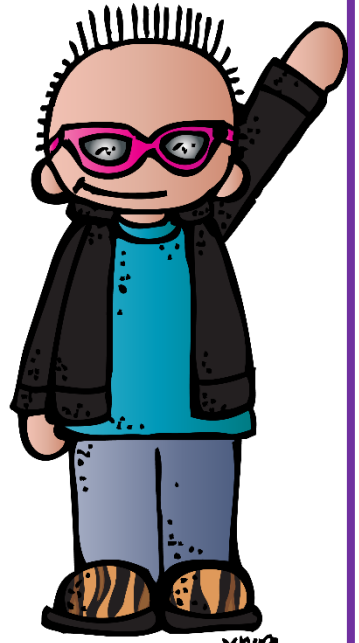
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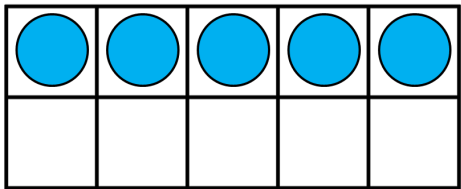
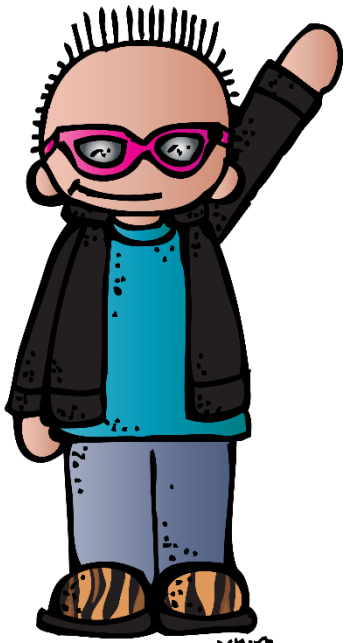
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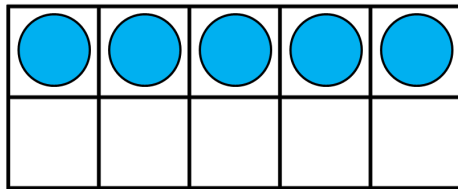
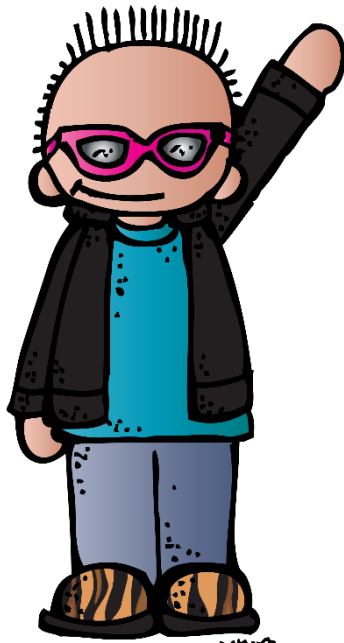
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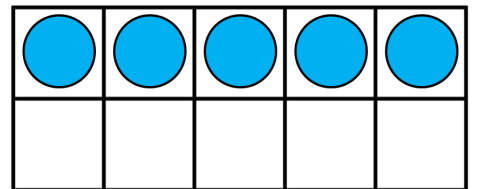
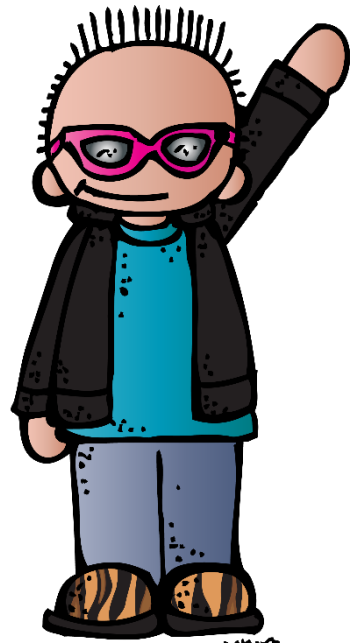
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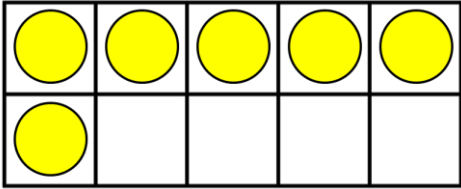
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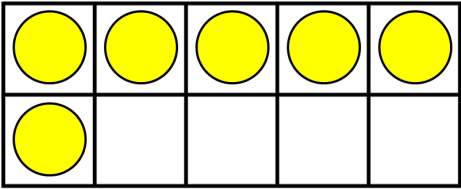
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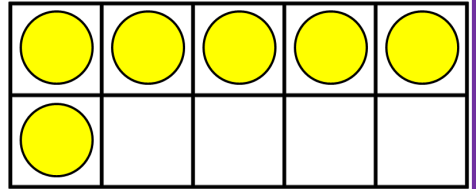
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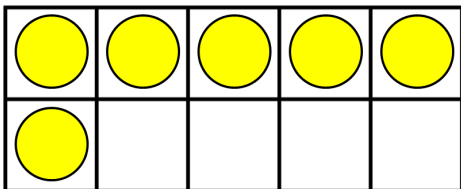
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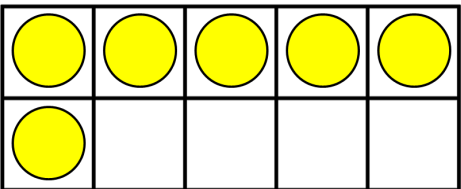
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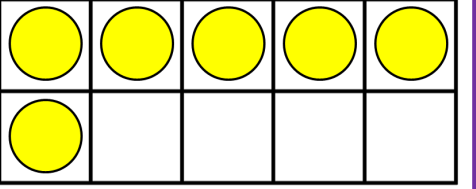
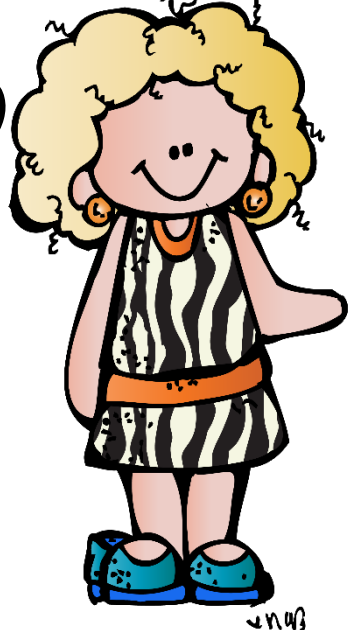
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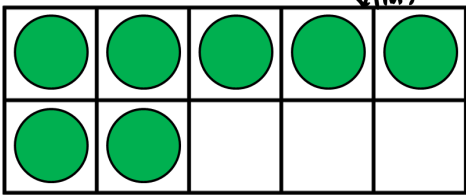
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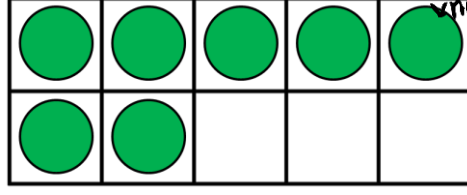
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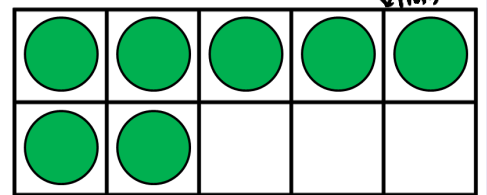
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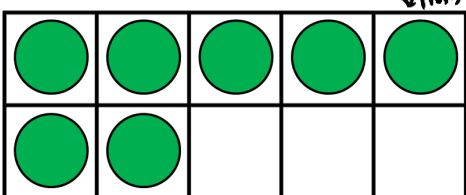
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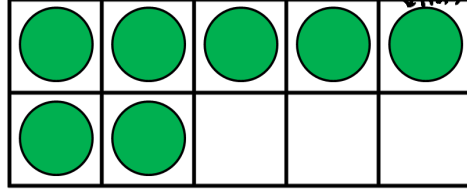
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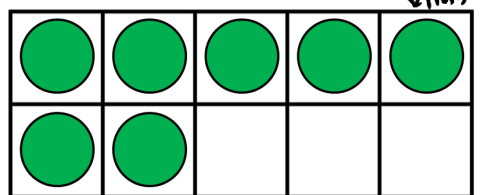
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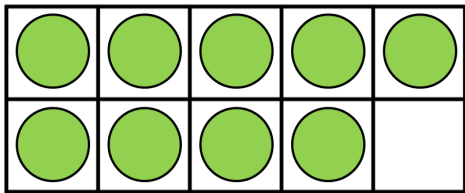
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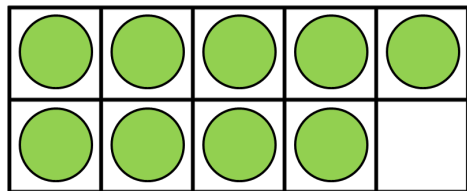


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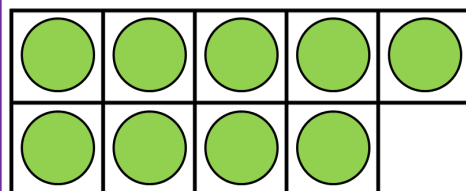
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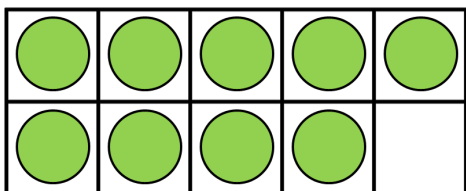
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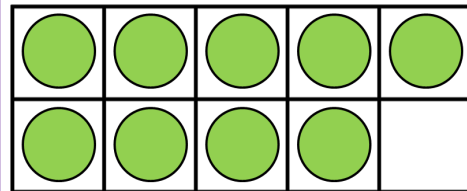
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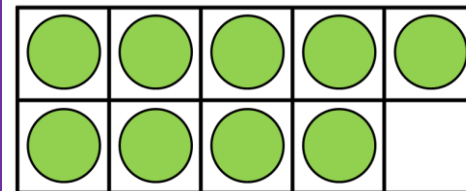
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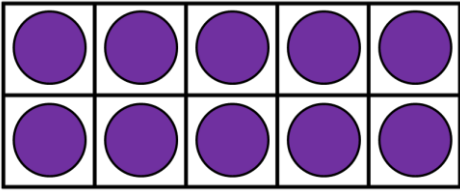
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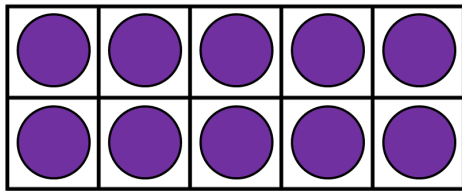
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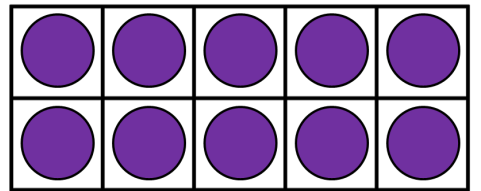
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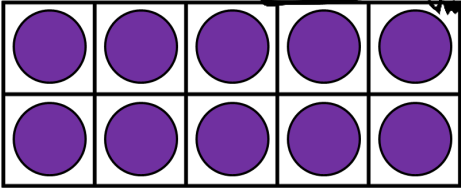
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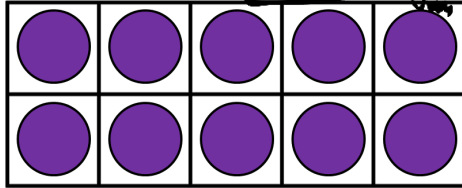
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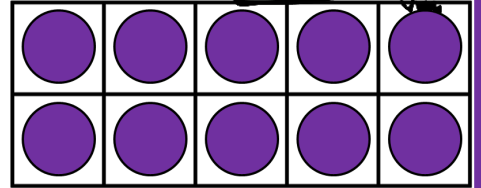
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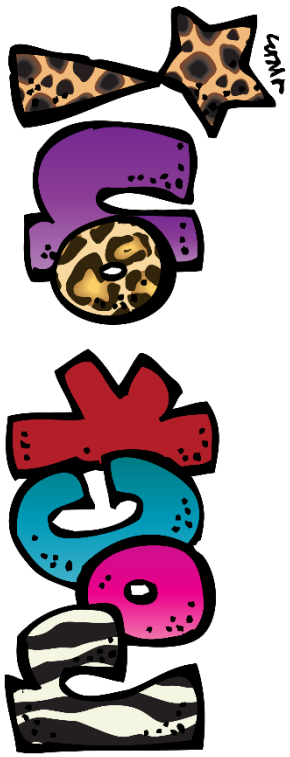
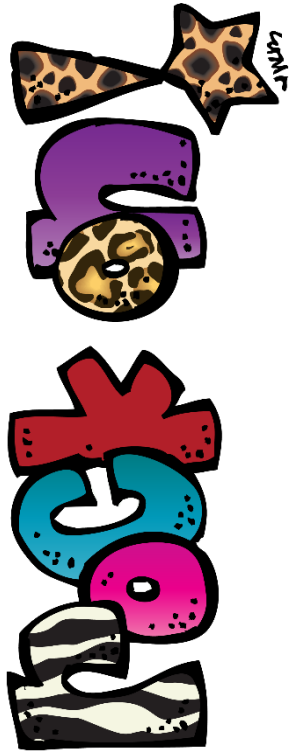


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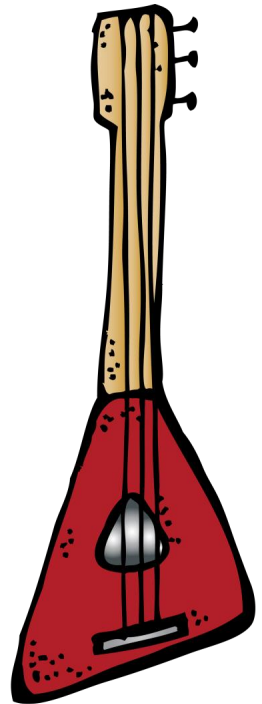
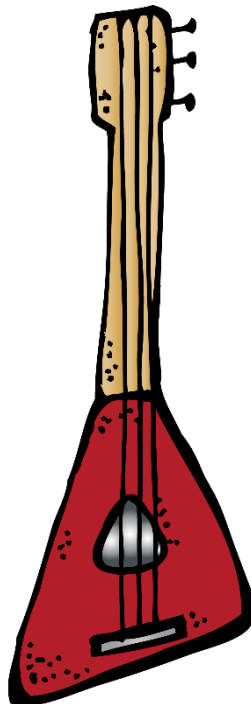
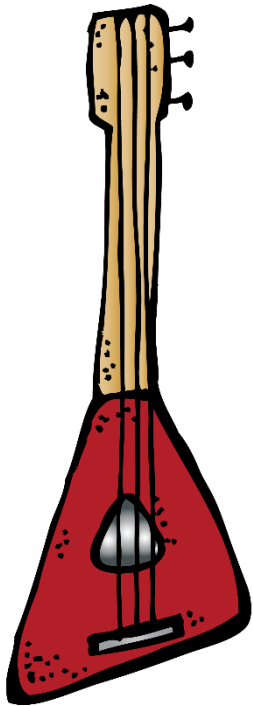
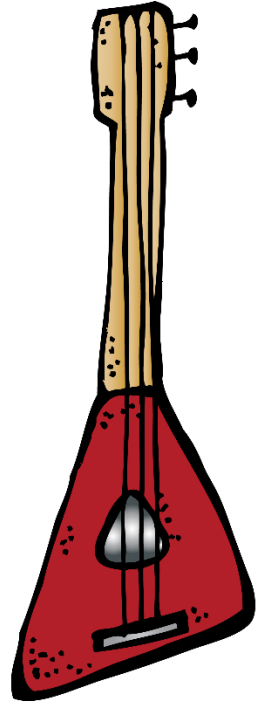
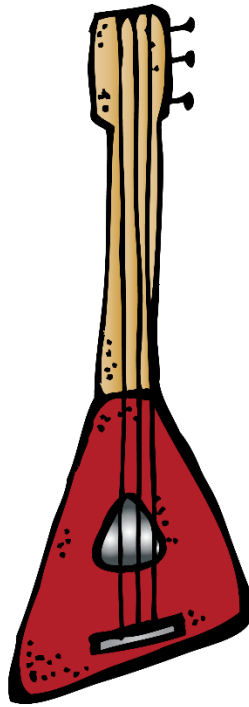
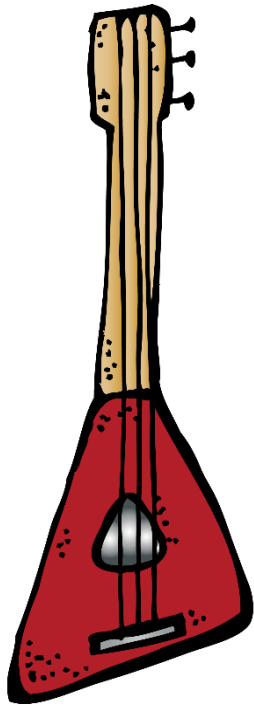


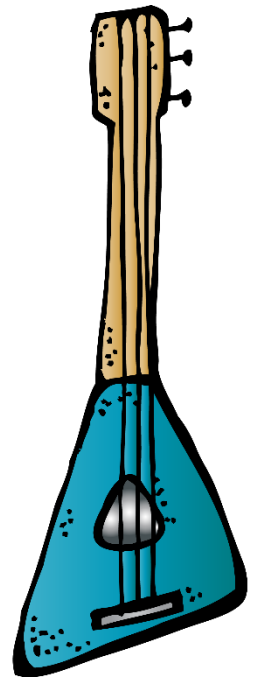
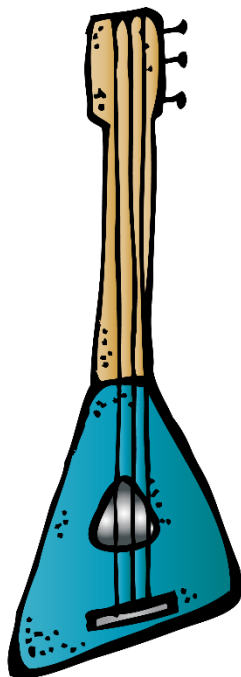
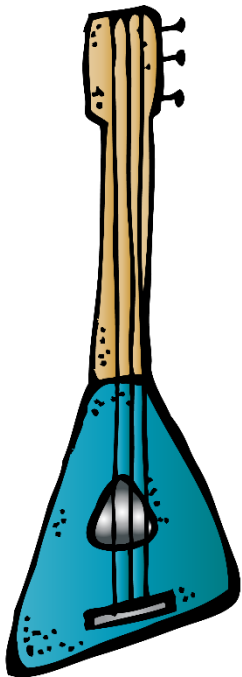
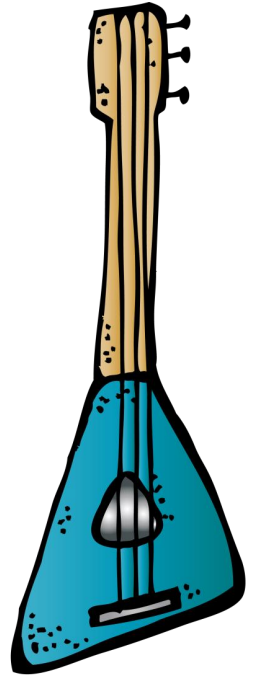
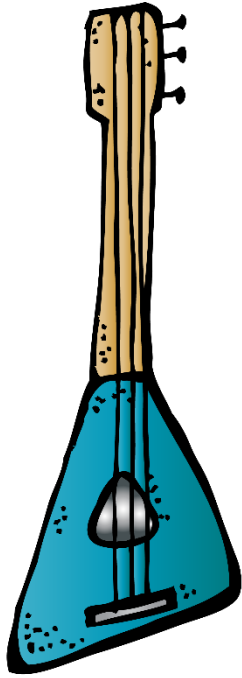
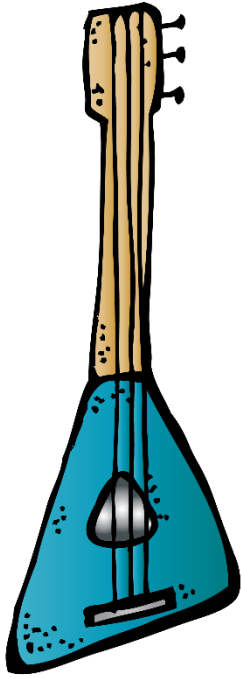
10





Need guitar cards with, Hit Me With your Best Shot





○	○	○	○	○	○	○	○	○	○	○
2	3	4	5	6	7	8	9	10	11	12

○	○	○	○	○	○	○	○	○	○	○
2	3	4	5	6	7	8	9	10	11	12

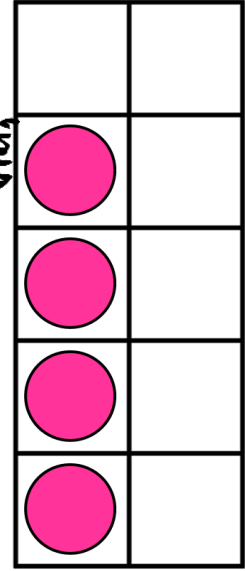
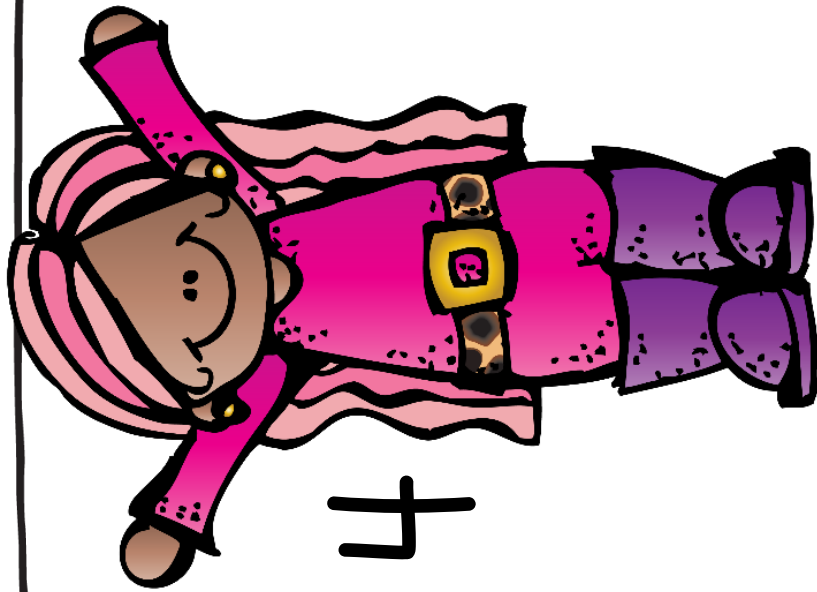
○	○	○	○	○	○	○	○	○	○	○
2	3	4	5	6	7	8	9	10	11	12

○	○	○	○	○	○	○	○	○	○	○
2	3	4	5	6	7	8	9	10	11	12

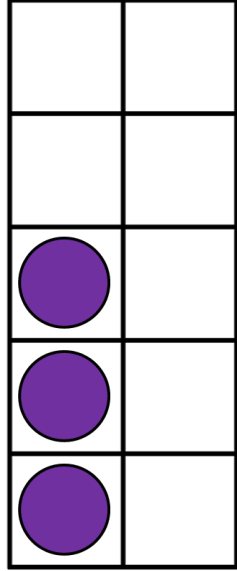
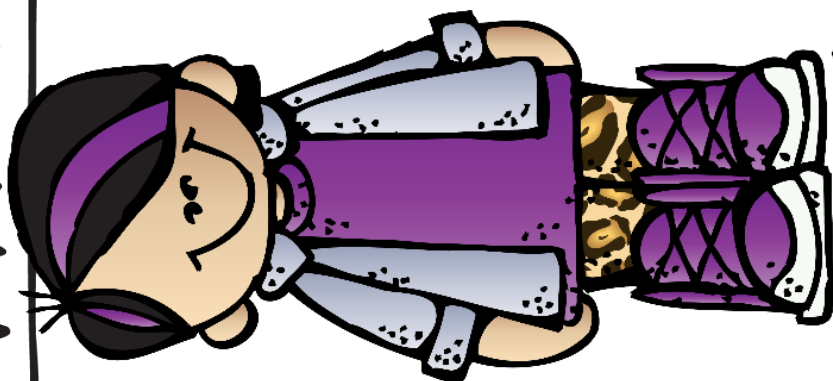
○	○	○	○	○	○	○	○	○	○	○
2	3	4	5	6	7	8	9	10	11	12

○	○	○	○	○	○	○	○	○	○	○
2	3	4	5	6	7	8	9	10	11	12

To use with dice games; AB/GD and Any way you want it

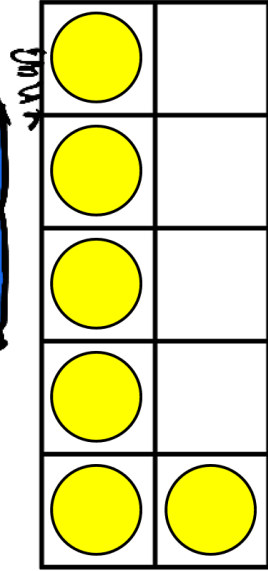


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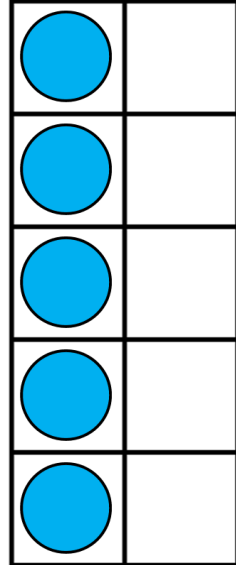
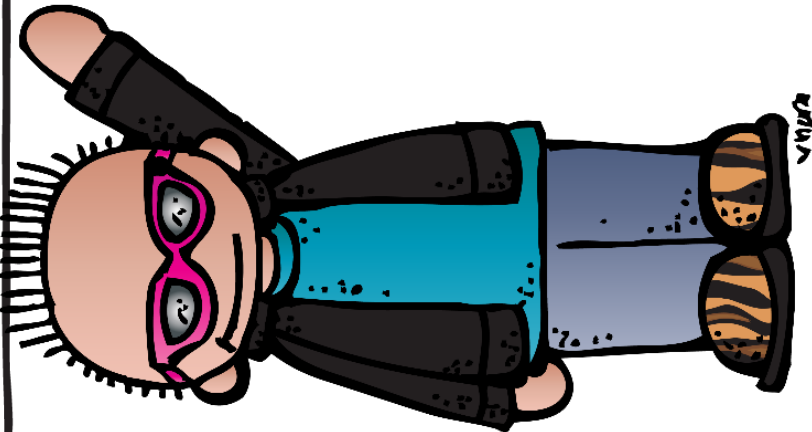
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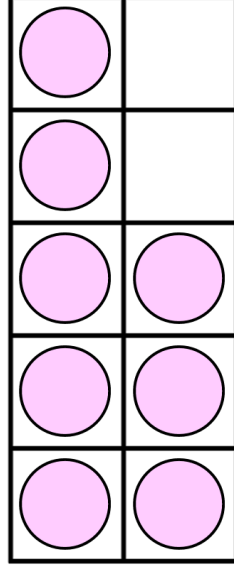
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5



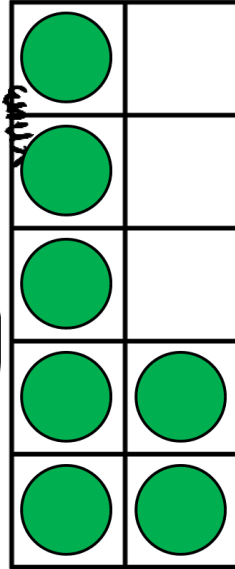
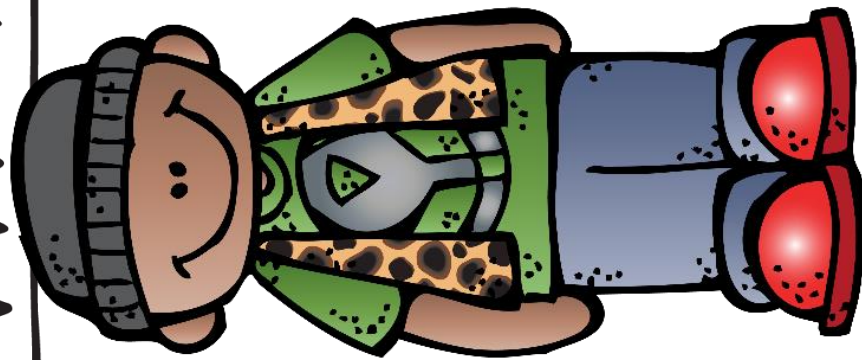
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8



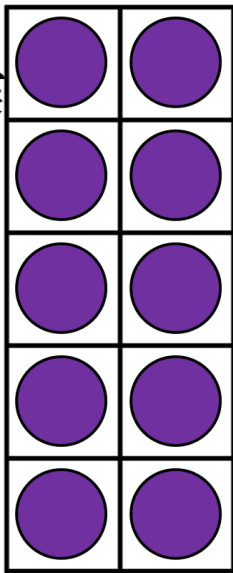
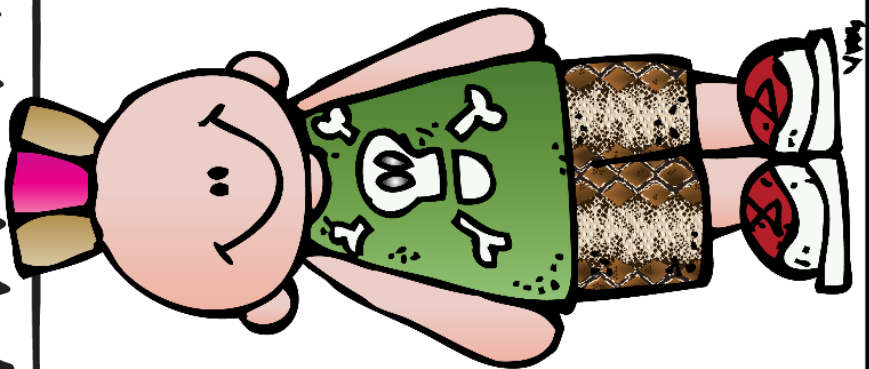
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7



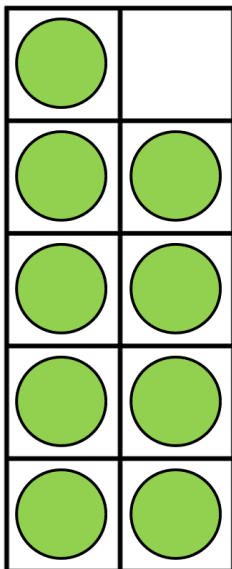
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10



ten

9



nine

Thank you so much for downloading

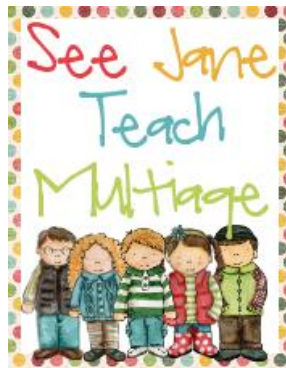
"Rock On with math Games"

if you have any comments or suggestions please e-mail me at

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