Number line from 0 to 10.

Number line from 0 to 20.

Twenty-One

Materials needed:
Well shuffled deck of cards (A= 1 or 11. J, K, Q = 10. No Jokers.)
Dry erase board/markers/erasers – for keeping score

To play:
The player with the cards that add up closest to 21 without going over 21 wins the round and scores a point.

Place cards face down in a stack where everyone can reach them.

Players take turns being the "Dealer" or the "Player."

The "Player" goes first. He/she draws 2 cards and places them face up where everyone can see. The "Dealer" draws 2 cards and puts one face up and the other face down.

The Player adds his/her 2 cards together (For example – if the cards are a 4 and a Queen, that would equal 14.) Then the player must decide if he/she will "stick" – not draw any more cards – or draw another card to try to get closer to a total of 21. Player can keep drawing cards as long as he/she wants – but if he/she busts (total adds up to more than 21), the dealer automatically wins the round.

Once the Player decides to stick, the Dealer turns over his/her face-down card. (Let's say the dealer was showing a 5 and turns over a 6 – that would equal 11). If the Dealer has less than a total of 16, he/she must keep drawing cards until he/she reaches 16 or more. Once the dealer's total is over 16, he/she is just trying to draw enough cards to beat the Player. If the Dealer goes bust the Player automatically wins – otherwise, whoever is closest to 21 without going over wins and gets the point for that round.

Re-shuffle the cards and play another round; switch who is "Dealer" and who is "Player."

To win: First one to score 3 points (win 3 rounds) wins.

Flashcard Maze

Materials needed:
- Flashcards
- 6-sided die
- Game pieces

Prep:
Lay out the flashcards in a maze, face down.

To Play:
Take turns rolling the dice and moving that number of spaces on the maze. When you land on a card, turn it over and answer the problem. If you get it correct, leave the card face up. You get to stay in that place. If you get it wrong, you have to go back to where you were before you rolled.

If you land on a card that has already been turned over, you must say a problem that would have the same answer as the card where you landed. For example, if you land on "2 + 3," but it has already answered. You can say "2 + 3 = 5, and 4 + 1 also equals 5."

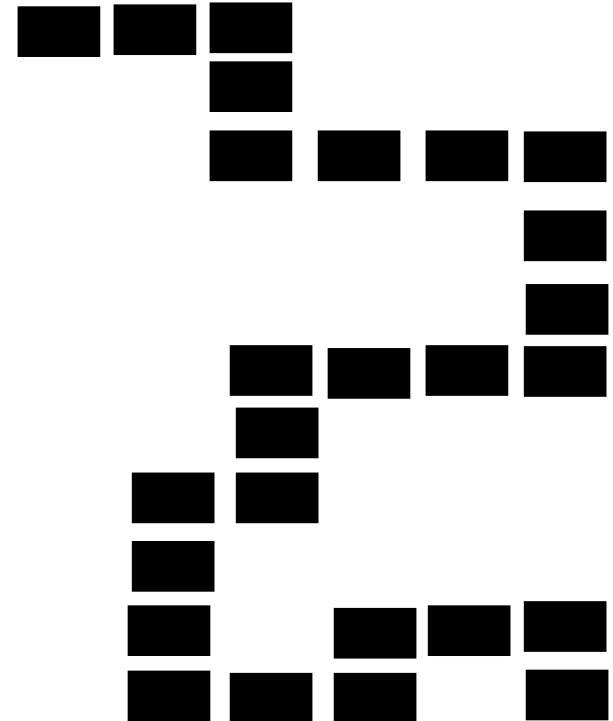If you land on a "+ 0 card," move 2 spaces back (but do not turn over that card).

If you land on a "+10" card move 2 more spaces forward (but do not turn over that card).

To win:
First player to complete the maze wins.

Lay out the flashcards (as many as you want) in a maze pattern.

Start

End

I Spy

Materials needed:
- Flash cards

Prep:
Lay out 9 flashcards in an array, face up. Put the rest of the cards in a stack face down where everyone can reach them.

To Play:

1st player draws a card and answers the problem. If he gets it right, he keeps the card and he looks at the array. He can pick up any other cards on the array that have the same answer as the card he drew. (Replace any picked up cards with cards from the draw stack.)

If he misses the problem, put the card back on the bottom of the draw pile.

If he accidentally picks up a card that does not have the same answer as the card he drew, he must put any cards he picked up from the array back in the array.

Player 2 does the same and so on.

To win:
First player to get 20 cards wins. Or you can play to a certain time limit or until you run out of cards – then the person with the most cards wins.

Lay out 9 flashcards in an array, face up.
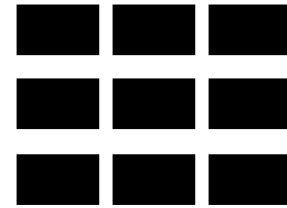
Patches

Materials needed:
- Flash cards
- Patches Game Board (on the back of these instructions)
- Dry erase markers/erasers – a different color for each player

To Play:

Players take turns drawing cards and answering. When you answer a problem correctly, you can mark out the square with the answer on the Patches Game Board in your color of marker.

The object of the game is to make biggest "patch." A patch is a group of squares where all the squares are touching another square on at least one full side. (Corners touching doesn't count).

To win:

Play till you run out of cards or until all the squares on the gameboard have been claimed. Player with the biggest patch wins.

In this example the "light grey" player's biggest patch has 16 blocks, and the "dark grey" player's biggest patch with 11 blocks, so the "light gray" player wins.

If the biggest patch is tied, go on to the second biggest patch for a tie breaker.

1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5

10	8	13	10	17	11	14	14	5	11	11	10	8	2	11
1	10	14	11	18	5	15	15	6	12	12	3	9	3	12
2	11	10	12	10	6	16	16	10	13	13	4	10	4	7
3	12	11	13	20	7	10	17	11	14	14	5	11	10	8
4	7	12	14	10	8	11	18	5	15	15	6	12	3	9
10	8	13	15	1	10	12	10	6	16	16	10	13	4	10
3	9	14	16	2	11	13	20	7	10	17	11	14	5	11
4	10	15	17	3	12	14	10	8	11	18	5	15	6	12
5	11	10	10	4	7	15	1	10	12	10	6	16	10	13
6	12	11	11	10	8	16	2	11	13	20	7	17	11	14
10	13	12	12	3	9	17	3	12	14	10	8	18	5	15
11	9	13	13	4	10	10	4	7	15	1	10	10	6	16
5	10	14	14	5	11	11	10	8	16	2	11	20	7	17
6	11	15	15	6	12	12	3	9	17	3	12	10	8	18
7	12	16	16	10	13	13	4	10	10	4	7	1	10	10

The Great Turtle Race – All Addition Practice

Materials Needed:
- Turtle Race game boards
- 6-sided die
- Dry erase boards/Markers/Erasers
- 6 "Turtles" (game counters) per player

To play:

Each Player puts a turtle (game counter) in the first space of each "lane" on his/her racing card.

Player 1 rolls the die and answers the math problem in the next available space in the lane with the number corresponding to the roll of the dice. If the answer is correct, move the turtle for that lane one space forward. Then it is player 2's turn.

AS ALWAYS: Any player who rolls the dice off the table loses a turn.

To win: First player to get 3 turtles across the finish line wins.

The Great Turtle Race

1	2 + 9	3 + 9	3 + 8	7 + 4	8 + 4	9 + 4	Finish!
2	7 + 9	8 + 9	6 + 5	7 + 5	8 + 5	9 + 5	Finish!
3	6 + 8	5 + 6	6 + 6	7 + 6	8 + 6	9 + 6	Finish!
4	4 + 7	5 + 7	6 + 7	7 + 7	8 + 7	9 + 7	Finish!
5	4 + 8	5 + 8	6 + 8	7 + 8	8 + 8	9 + 8	Finish!
6	4 + 9	5 + 9	6 + 9	7 + 9	8 + 9	9 + 9	Finish!

The Great Turtle Race – All Addition Practice

Materials Needed:
- Turtle Race game boards
- 6-sided die
- Dry erase boards/Markers/Erasers
- 6 "Turtles" (game counters) per player

To play:

Each Player puts a turtle (game counter) in the first space of each "lane" on his/her racing card.

Player 1 rolls the die and answers the math problem in the next available space in the lane with the number corresponding to the roll of the dice. If the answer is correct, move the turtle for that lane one space forward. Then it is player 2's turn.

AS ALWAYS: Any player who rolls the dice off the table loses a turn.

To win: First player to get 3 turtles across the finish line wins.

The Great Turtle Race

1	2 + 9	3 + 9	3 + 8	7 + 4	8 + 4	9 + 4	Finish!
2	7 + 9	8 + 9	6 + 5	7 + 5	8 + 5	9 + 5	Finish!
3	6 + 8	5 + 6	6 + 6	7 + 6	8 + 6	9 + 6	Finish!
4	4 + 7	5 + 7	6 + 7	7 + 7	8 + 7	9 + 7	Finish!
5	4 + 8	5 + 8	6 + 8	7 + 8	8 + 8	9 + 8	Finish!
6	4 + 9	5 + 9	6 + 9	7 + 9	8 + 9	9 + 9	Finish!

0 + 1 =	**1 + 1 =**	**1 + 2 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
1 + 3 =	**1 + 4 =**	**1 + 5 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
1 + 6 =	**1 + 7 =**	**1 + 8 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice

1 + 9 =	**1 + 10 =**	**2 + 0 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
2 + 1 =	**2 + 3 =**	**2 + 4 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
2 + 5 =	**2 + 6 =**	**2 + 7 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice

2 + 8 =	**2 + 9 =**	**2 + 10 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
3 + 0 =	**3 + 1 =**	**3 + 2 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
3 + 3 =	**3 + 4 =**	**3 + 5 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice

$3 + 6 =$	$3 + 7 =$	$3 + 8 =$
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
$3 + 9 =$	$3 + 10 =$	$4 + 0 =$
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
$4 + 1 =$	$4 + 2 =$	$4 + 3 =$
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice

4 + 4 =	**4 + 5 =**	**4 + 6 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
4 + 7 =	**4 + 8 =**	**4 + 9 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
4 + 10 =	**5 + 0 =**	**5 + 1 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice

5 + 2 =	**5 + 3 =**	**5 + 4 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
5 + 6 =	**5 + 7 =**	**5 + 8 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
5 + 9 =	**5 + 10 =**	**6 + 0 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice

6 + 1 =	**6 + 2 =**	**6 + 3 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
6 + 4 =	**6 + 5 =**	**6 + 6 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
6 + 7 =	**6 + 8 =**	**6 + 9 =**
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice

6 + 10 =	7 + 0 =	7 + 2 =
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
7 + 3 =	7 + 4 =	7 + 5 =
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
7 + 6 =	7 + 7 =	7 + 8 =
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice

$7 + 9 =$	$7 + 10 =$	$8 + 0 =$
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
$8 + 1 =$	$8 + 2 =$	$8 + 3 =$
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
$8 + 4 =$	$8 + 5 =$	$8 + 6 =$
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice

8 + 7 =	8 + 8 =	8 + 9 =
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
8 + 10 =	9 + 0 =	9 + 1 =
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
9 + 2 =	9 + 3 =	9 + 4 =
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice

9 + 5 =	9 + 6 =	9 + 7 =
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
9 + 8 =	9 + 9 =	9 + 10 =
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
10 + 1 =	10 + 2 =	10 + 3 =
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice

10 + 4 =	10 + 5 =	10 + 6 =
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
10 + 7 =	10 + 8 =	10 + 9 =
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice
10 + 10 =	7 + 8	8 + 7
Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice	Addition Strateigies: All Addition Practice