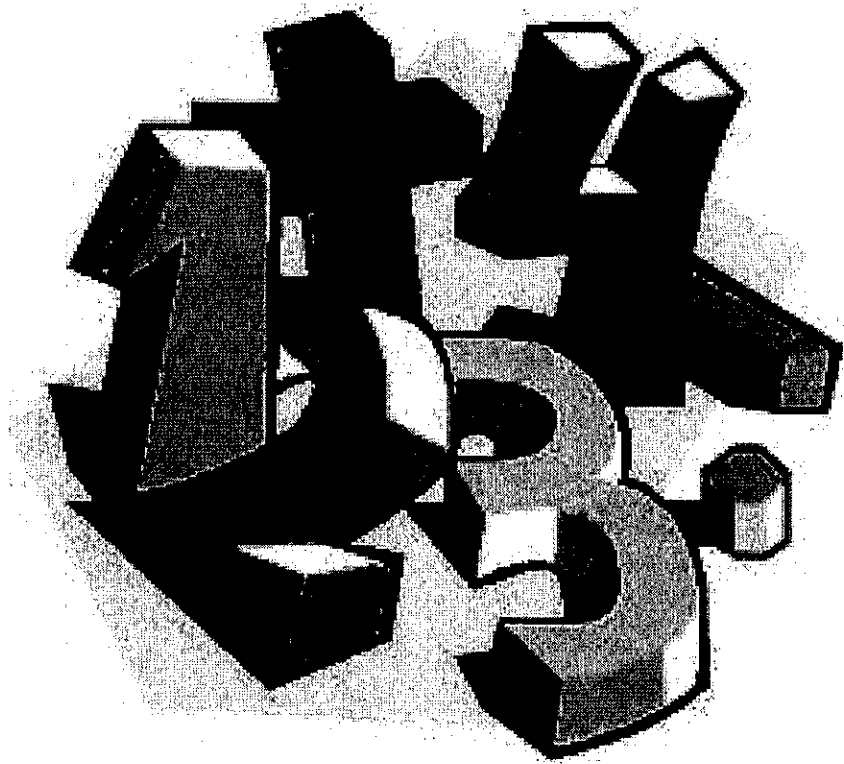


Math Games

K



TIC TAC TOE

How do we play?

1. Mix the number cards up and put them face down where you can't see the numbers.
2. Player 1 draws a card from the stack and places a game marker on the number that comes just before the number drawn.
3. Players take turns.
4. The first player to get three in a row is the winner.



Printables for “Tic Tac Toe”

KNPIG ID # Nb 1107.2 – YELLOW

This file contains printables for two students.

For each additional pair of students print new TicTacToe boards and numeral cards.

- 4 TicTacToe Game Boards – Labeled 1-9.
- Numeral Cards - Numbered 2-10.
- Number Line - Numbered 1-10

Teacher Notes: A number line is included in the printable in case students need additional support. Students at this stage may need to drop back and count forward to get the number word before a given number.

Tic Tac Toe Boards 1-9

4	2	7
1	3	6
8	9	5

1	5	3
8	2	6
7	9	4

4	7	2
8	1	3
5	6	9

9	3	1
2	4	7
8	6	5

Number Cards 2 to 10

2	3	4	5
6	7	8	9
	10		

1	2	3	4	5	6	7	8	9	10
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Reading and Sequencing 1 to 10

OR 10 to 1

How do we play?

Lay the number cards out in front of your child in a random order. Have your child put the numerals in order from 1 to 10 first and then when they are able to do that, challenge them to put them in order from 10 to 1. Have your child read the numbers out loud to you. Mix the cards and try it again!

Where's the Math?

There is a lot of math in this game that goes along with what kids are learning in school. This activity will help your child begin learning the correct counting sequence and will also help him or her be able to read and write numbers. Kids will also become better at counting from any number instead of always having to start at one and will become more familiar with the patterns that make up our base-10 number system.

Things to Think About:

As you do this activity with kids, remember to BE PATIENT. Sometimes it's hard to not to help them along if they are having a hard time figuring out which number goes where. Instead of telling them the answer, ask questions that will help them get to the answer *on their own*. Try asking "*what do you think comes first? Could you use this number to help you figure it out?*" rather than just saying "the 6 comes next." When kids are given the chance to figure things out on their own, they gain a deeper understanding of whatever we are trying to help them learn!

When first using this activity, have your child put the number cards in order and say the numbers forward and backward several times. If you see that he/she is having trouble with a number or two, try only using a few numbers before and after that number. For example, if your child keeps calling a "3" an "8," only use the cards 1, 2, 3, and 4 until he/she can easily identify the 3. As your child becomes better with the activity, try turning a number or two over and ask them to count forward and backward again. Continue turning over more cards and asking your child to say the sequence until most or all of the cards are turned over.



Printables for “Reading and Sequencing (1 to 10)”

KNPIG ID # Nb 1104.1 – YELLOW

This file contains printables for two students.

For each additional pair of students print 1 set of Numeral Cards.

* Numeral Cards - Numbered 1 - 10

Teacher Notes: Extend the activity by turning over one to three cards and asking the student to say the number words backward starting with 10. Continue turning over more cards and having student say the sequence until most or all of the cards are turned over. (see instructions for Nb 1104.0 for how to use senteacher.org to make printable numeral cards.)

1

2

3

4

5

6

7

8

9

10

“Pyramid (Match to 5)”

How do we play?

Shuffle the cards and stack them in a deck. Select a “mystery card” and set it aside without looking at it. Then, place the rest of the cards in a pyramid shape face up. They can be in any order. Your child will choose two cards that match. You can then fill in the empty space with another card from the deck. Your child will continue making pairs until there are no more cards in the deck and only one card of the pyramid remains. Then your child can say the “mystery card” numeral! Shuffle and play again.



Printables for “Pyramid (Match to 5)”

KNPIG ID # S 2211.0 – YELLOW

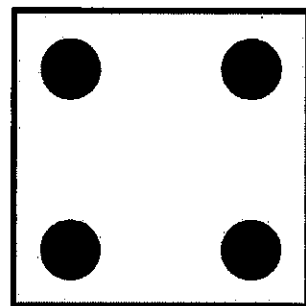
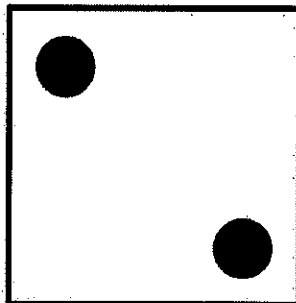
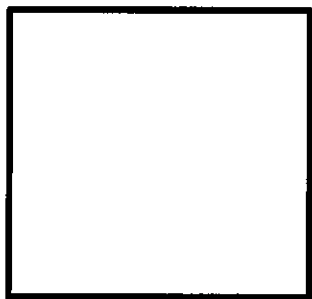
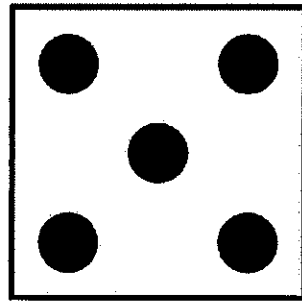
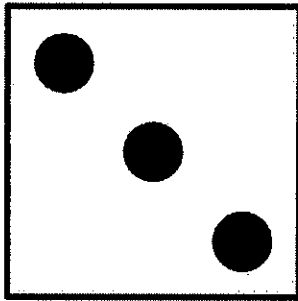
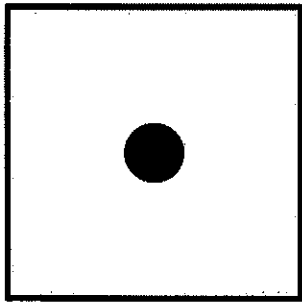
This file contains printables for 2 students.

- Dot Cards- 6 in total: numbered 0-5.
- Numeral Cards- 12 in total (2 sets): numbered 0-5.
-6 aligned vertically, 6 aligned horizontally.
- Number Word Cards- 12 in total (2 sets): numbered 0-5.
-6 aligned vertically, 6 aligned horizontally
- Irregular Dot Cards- 6 in total: numbered 0-5.
- 5 Frame Cards – 6 in total: numbered 0-5.
- Finger pattern Cards – 6 in total: numbered 0-5.
- Tally Cards – 6 in total: numbered 0-5.
- 10 Frame Cards- 6 in total: numbered 0-5.

*There should be 10 pages with 60 cards in total.

Teacher Notes: Other representations of number can be used in addition to or in place of numeral or dot cards, including five frames, finger pattern images, tallies, 10 frames and words (see print link). The deck should consist of an even number of cards for each amount. The more representations included in the deck, the more challenging the game. When the students are comfortable with the game, let them play in pairs or small groups.

Dots 0 to 5



Numerals 0 to 5

1

3

5

0

2

4

word

one

three

five

zero

two

four

Numerals 0 to 5

2

4

0

1

3

5

word

one

three

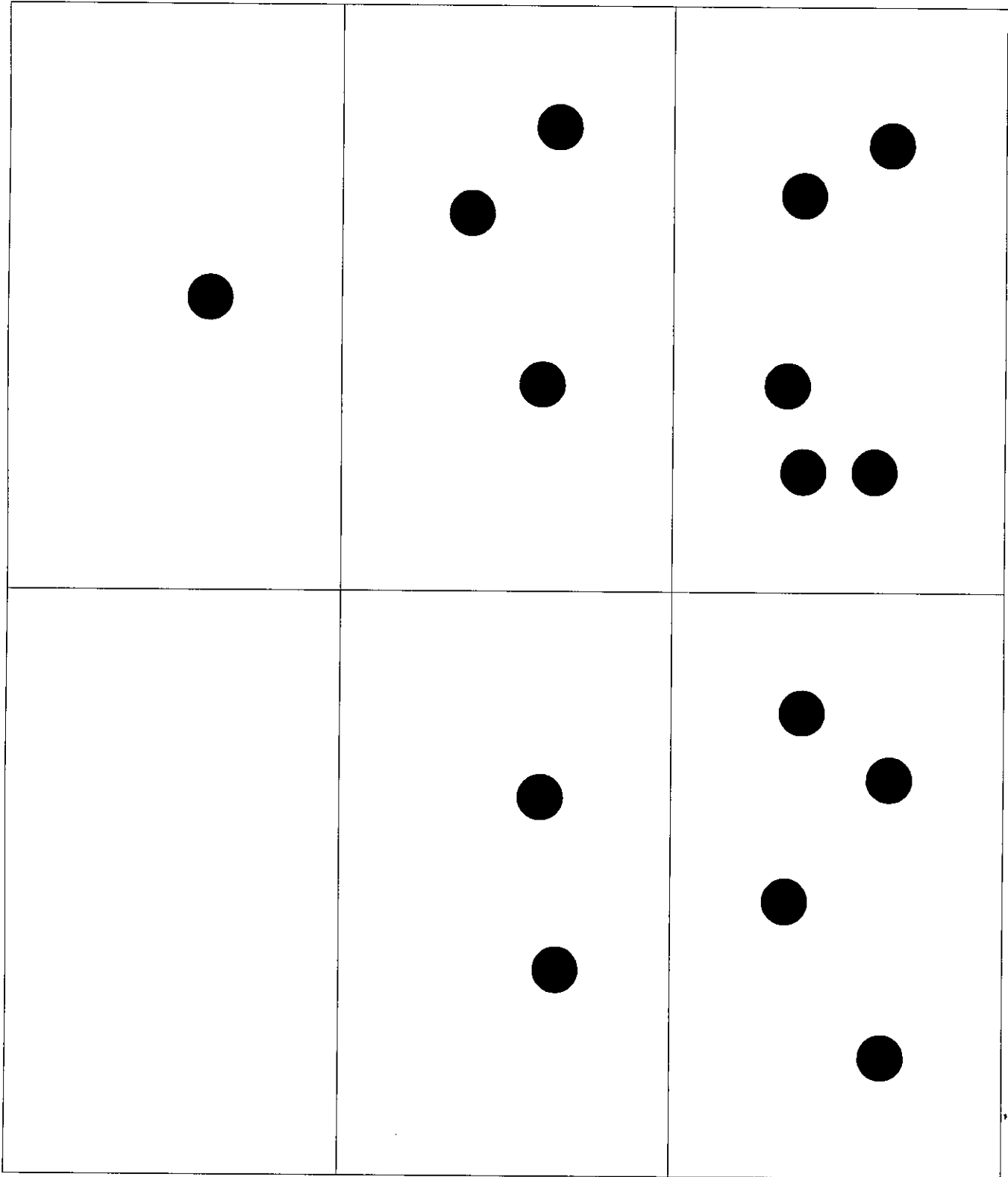
five

zero

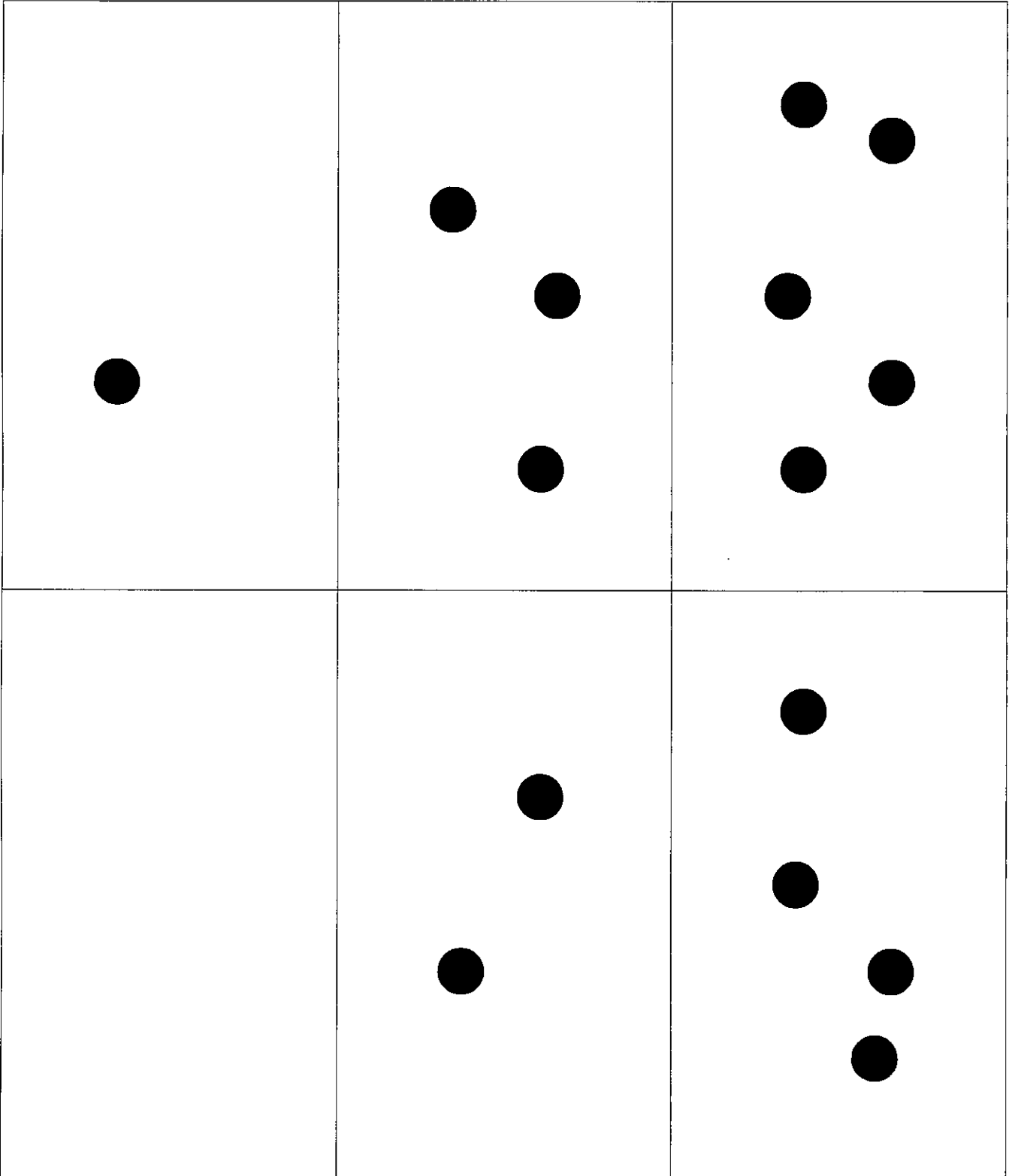
two

four

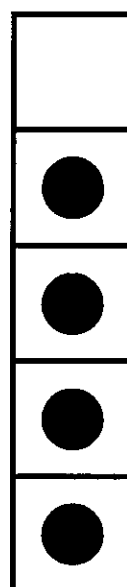
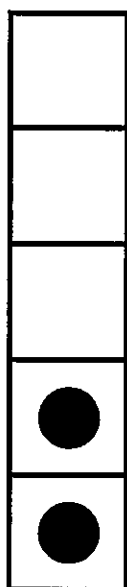
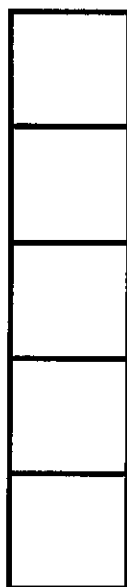
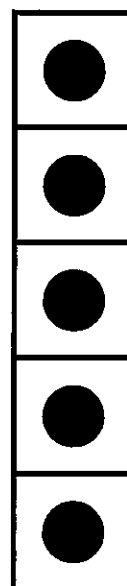
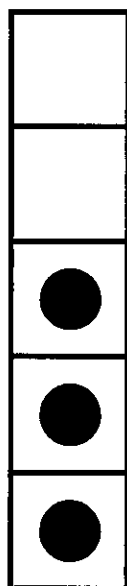
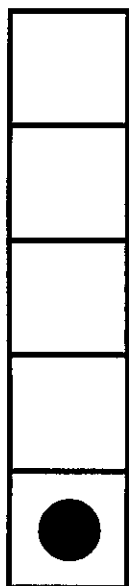
irreg 0 to 5



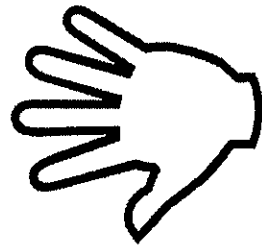
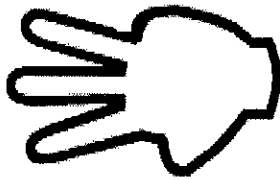
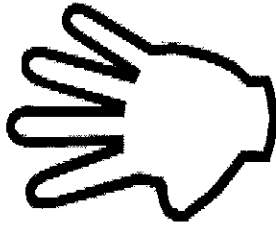
irreg 0 to 5



5 frames frames 0 to 5



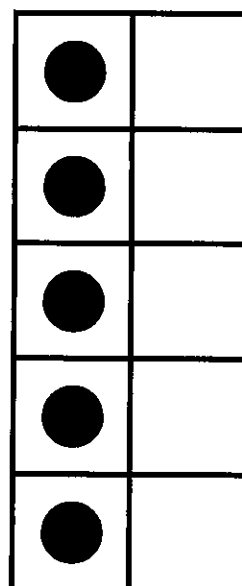
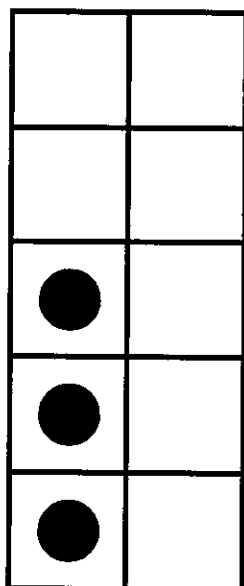
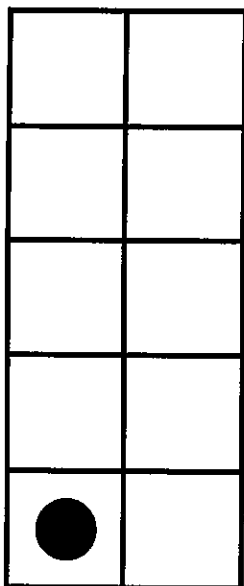
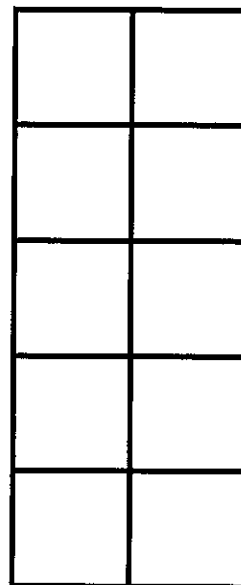
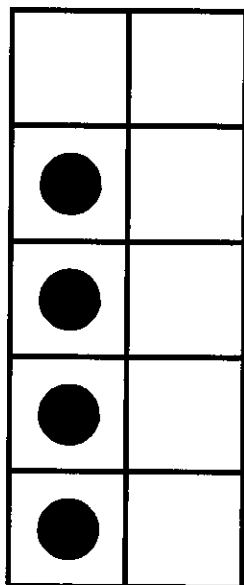
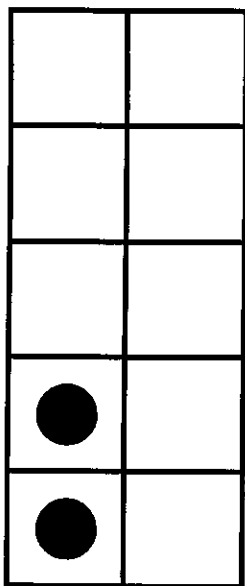
Finger patterns 0 to 5



Tallies 0 to 5



10 frames 0 to 5





Printables for “Speed make Five”

KNPIG ID # S 2204.1 – RED

This file contains printables a small group of students.

*For each additional pair of students print 1 game board.

- 3 Game boards: In sheet protectors or laminated.
- Teachers need to provide students with wipe off markers.

Teacher Notes: Alternatively, each student could be given a game board and students can race to circle all pairs on his/her game board. To play a version without speed, allow students to cooperatively circle pairs on one game board or work independently to find all of the pairs on a single game board.

Make Five

1	4	2	3	0
5	3	2	4	5
0	4	1	1	1
3	2	5	3	4
4	1	0	2	0
2	3	1	4	5

Find and circle two numbers— across or down — that have the sum of 5.

Make Five

2	5	0	2	1
3	4	1	3	4
1	4	3	0	5
3	5	2	4	2
2	0	1	1	3
5	0	4	2	3

Find and circle two numbers— across or down — that have the sum of 5.

Make Five

5	0	1	3	2
3	0	4	0	5
2	5	3	2	2
1	5	0	4	3
4	3	2	1	5
2	3	4	1	0

Find and circle two numbers— across or down — that have the sum of 5.