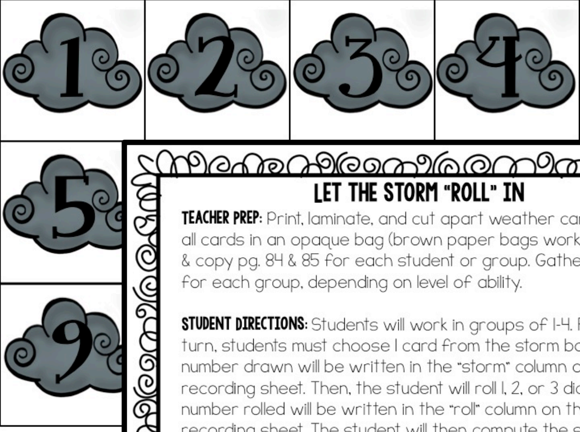
PARTNER GAMES

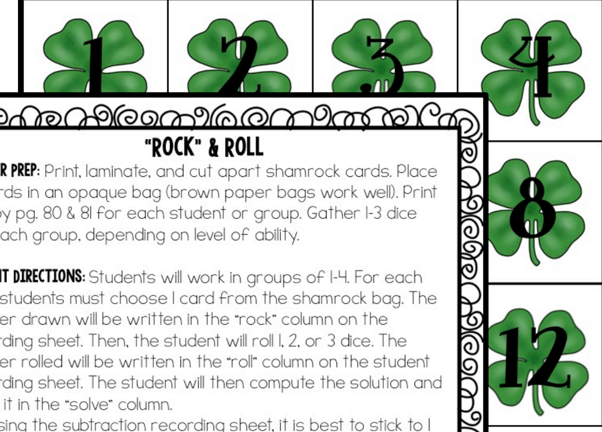
GRAB, ROLL, ADD, & SUBTRACT



LET THE STORM "ROLL" IN

TEACHER PREP: Print, laminate, and cut apart weather cards. Place all cards in an opaque bag (brown paper bags work well). Print & copy pg. 84 & 85 for each student or group. Gather 1-3 dice for each group, depending on level of ability.

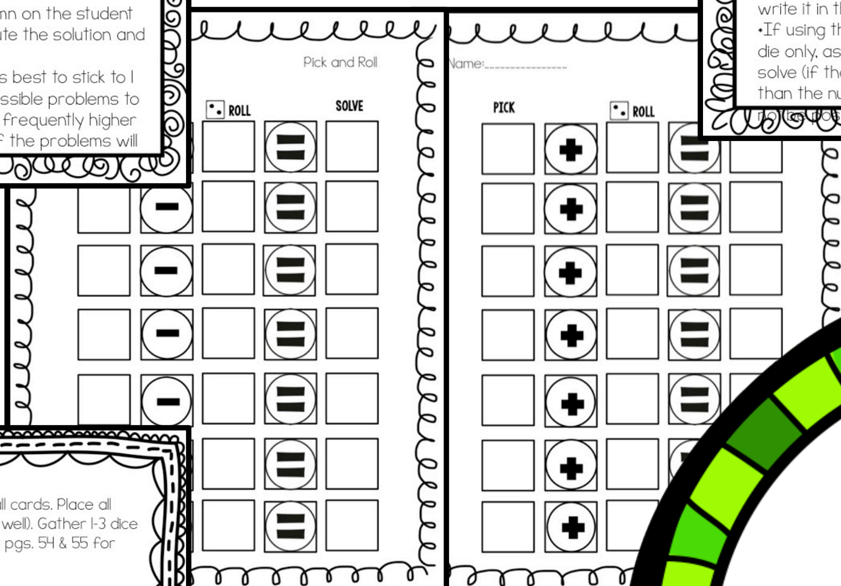
STUDENT DIRECTIONS: Students will work in groups of 1-4. For each turn, students must choose 1 card from the storm bag. The number drawn will be written in the "storm" column on the recording sheet. Then, the student will roll 1, 2, or 3 dice. The number rolled will be written in the "roll" column on the student recording sheet. The student will then compute the solution and write it in the "solve" column.
•If using the subtraction recording sheet, it is best to stick to 1 die only, as this will ensure a high rate of possible problems to solve (if the number in the second column is frequently higher than the number in the first column, many of the problems will not be possible to compute.

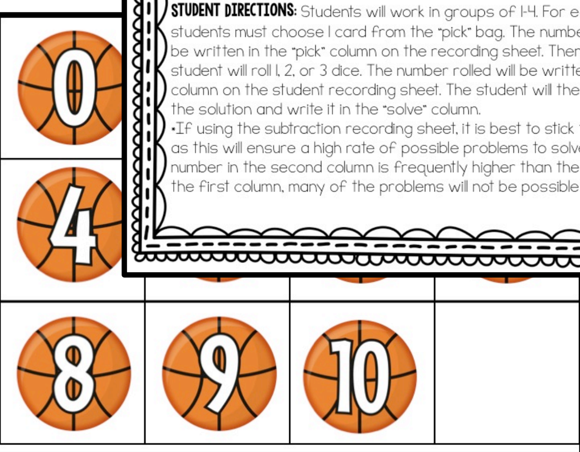


"ROCK" & ROLL

TEACHER PREP: Print, laminate, and cut apart shamrock cards. Place all cards in an opaque bag (brown paper bags work well). Print & copy pg. 80 & 81 for each student or group. Gather 1-3 dice for each group, depending on level of ability.

STUDENT DIRECTIONS: Students will work in groups of 1-4. For each turn, students must choose 1 card from the shamrock bag. The number drawn will be written in the "rock" column on the recording sheet. Then, the student will roll 1, 2, or 3 dice. The number rolled will be written in the "roll" column on the student recording sheet. The student will then compute the solution and write it in the "solve" column.
•If using the subtraction recording sheet, it is best to stick to 1 die only, as this will ensure a high rate of possible problems to solve (if the number in the second column is frequently higher than the number in the first column, many of the problems will not be possible to compute.

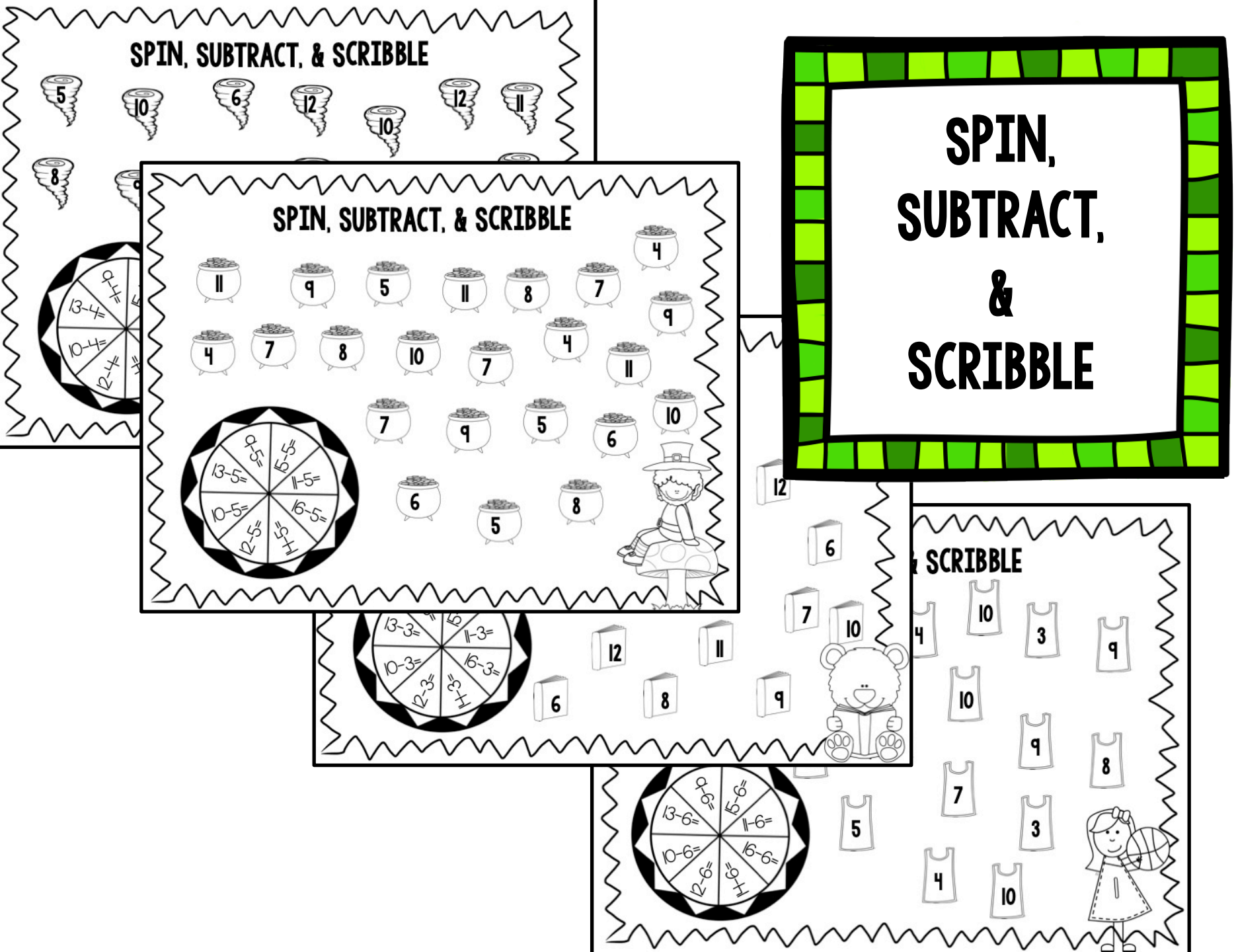


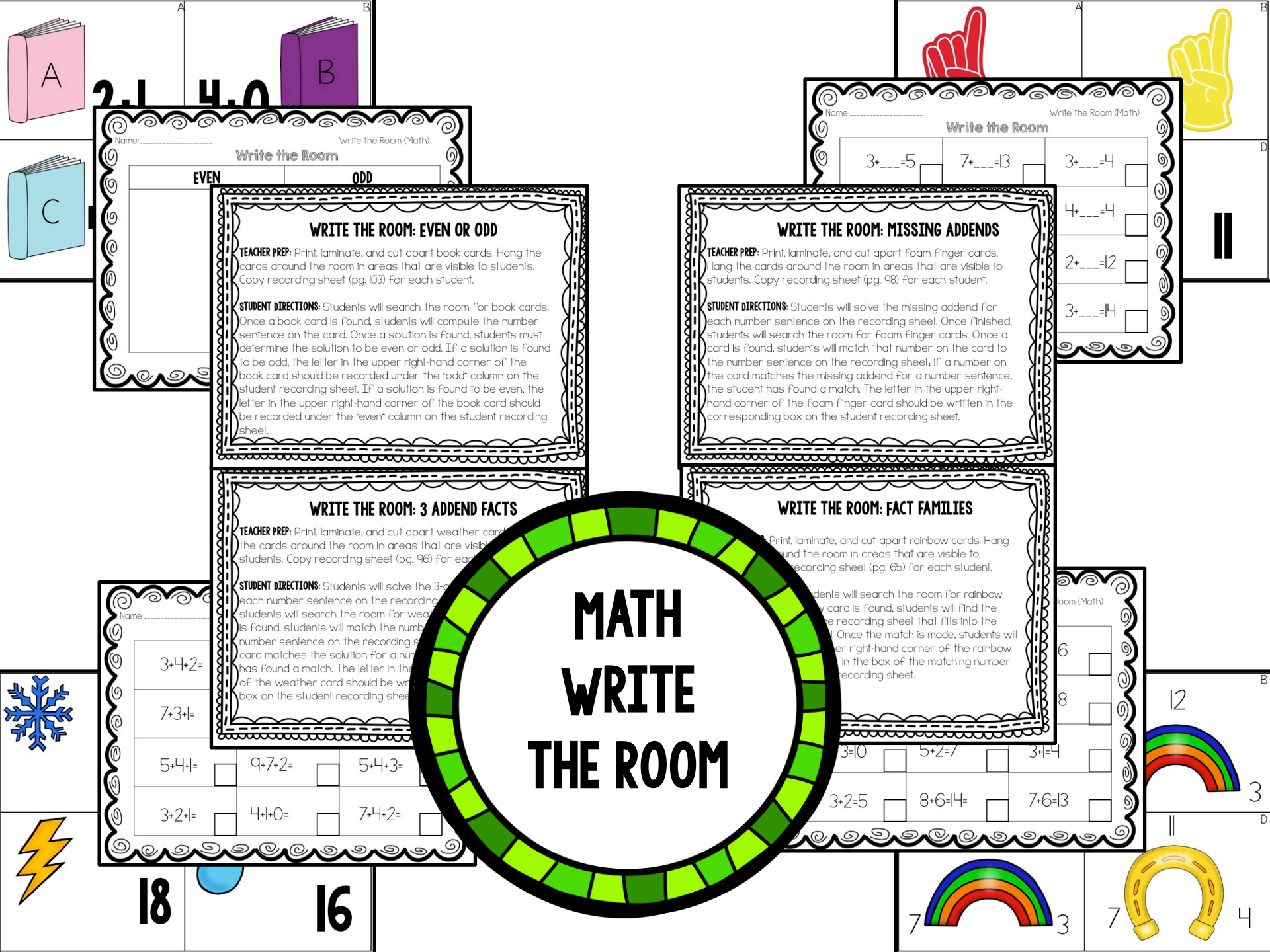


PICK & ROLL

TEACHER PREP: Print, laminate, and cut apart basketball cards. Place all cards in an opaque bag (brown paper bags work well). Gather 1-3 dice for each group, depending on level of ability. Copy pgs. 54 & 55 for each student or group.

STUDENT DIRECTIONS: Students will work in groups of 1-4. For each turn, students must choose 1 card from the "pick" bag. The number drawn will be written in the "pick" column on the recording sheet. Then, the student will roll 1, 2, or 3 dice. The number rolled will be written in the "roll" column on the student recording sheet. The student will then compute the solution and write it in the "solve" column.
•If using the subtraction recording sheet, it is best to stick to 1 die only, as this will ensure a high rate of possible problems to solve (if the number in the second column is frequently higher than the number in the first column, many of the problems will not be possible to compute.


SPIN, SUBTRACT, & SCRIBBLE
SPIN, SUBTRACT, & SCRIBBLE
SPIN, SUBTRACT, & SCRIBBLE
SCRIBBLE
SPIN,
SUBTRACT,
&
SCRIBBLE


MATH
WRITE
THE ROOM
WRITE THE ROOM: EVEN OR ODD
TEACHER PREP: Print, laminate, and cut apart book cards. Hang the cards around the room in areas that are visible to students. Copy recording sheet (pg. 103) for each student.
STUDENT DIRECTIONS: Students will search the room for book cards. Once a book card is found, students will compute the number sentence on the card. Once a solution is found, students must determine the solution to be even or odd. If a solution is found to be odd, the letter in the upper right-hand corner of the book card should be recorded under the "odd" column on the student recording sheet. If a solution is found to be even, the letter in the upper right-hand corner of the book card should be recorded under the "even" column on the student recording sheet.
WRITE THE ROOM: MISSING ADDENDS
TEACHER PREP: Print, laminate, and cut apart foam finger cards. Hang the cards around the room in areas that are visible to students. Copy recording sheet (pg. 98) for each student.
STUDENT DIRECTIONS: Students will solve the missing addend for each number sentence on the recording sheet. Once finished, students will search the room for foam finger cards. Once a card is found, students will match that number on the card to the number sentence on the recording sheet; if a number on the card matches the missing addend for a number sentence, the student has found a match. The letter in the upper right-hand corner of the foam finger card should be written in the corresponding box on the student recording sheet.
WRITE THE ROOM: 3 ADDEND FACTS
WRITE THE ROOM: FACT FAMILIES
Name:
Write the Room (Math)
Write the Room
EVEN
ODD
3+___=5
7+___=13
3+___=4
4+___=4
2+___=12
3+___=14
3+4+2=
7+3+1=
5+4+1=
9+7+2=
5+4+3=
3+2+1=
4+1+0=
7+4+2=
3+2=5
8+6=14=
7+6=13
18
16
12
3
7
3
7
4