Cross Out Clues

Student will write the numbers 0-10 or 0-20 on a piece of paper or the response board. The teacher will give clues about the number. As numbers are eliminated, the student will cross out the numbers. For example:

I am thinking of a number.
- The number is odd.
- The number is greater than 5.
- The number is less than 9.
- The number is the number of days in a week.

My number is (show me).

Counting Counters with Random Number Music

Student will need to count out ten objects. On a piece of paper, they will construct the number that is heard from the Random Number Music with whatever manipulative that is chosen (crackers, pennies, buttons, etc.).

'Sum'thing is Funny!

Student will think about the range of sums that can be made from rolling two dice (2-12). Each student will write the numbers 2-12 like a number line on a piece of paper. Each player will count out 11 counters (buttons, crackers, pennies, etc.) Those 11 counters are placed above the numbers 2-12. Students will take

turns rolling the two dice. The equation is stated along with the sum. If the player has a counter above that number it is removed. The winner is the first player to remove all the counters. Play again! Are there some sums that come up more often than others? Play again.

Take Two for Ten

This game is to practice combinations of playing cards that add up to 10.

This game can be played as a solitaire game or with a partner. Each player would shuffle his/her deck of cards. The cards are placed in 10 piles face up in two rows in front of each player.

Students are "scanning" for two addends that make a sum of 10. Play should not be stopped. If a player can not find two cards that make a sum of 10, a pile should be shuffled and a new top card exposed. An "ace" is a one and all face cards are zero. The Jokers are equal to 10. If the deck is played correctly, the check will be eight cards left that are all face cards.

If played competitively, the partners will race through the deck using a timer. First player getting to the check situation, is the winner.

Dueling Facts

Deal all cards out evenly face down. Players keep their cards in a pile before them (without looking at them).

Decide what operation is to be used for this game-addition, subtraction, multiplication, or division. Each player turns over their top two cards. The player with the greatest total takes all four cards. If there is a tie, the cards stay out to be taken on the next round.

Play continues until all the cards have been won by a player or until time is called (in which case the player with the most cards is declared the winner).

Each time a player goes through his/her cards, she/he should shuffle the winnings and proceed with those cards. Once a player loses all his cards he/she is out of the game.