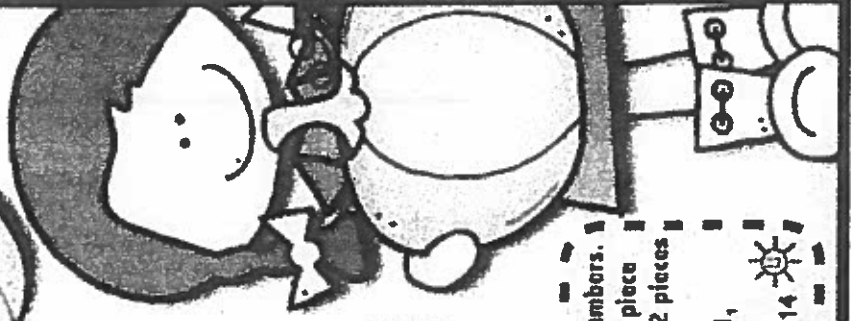
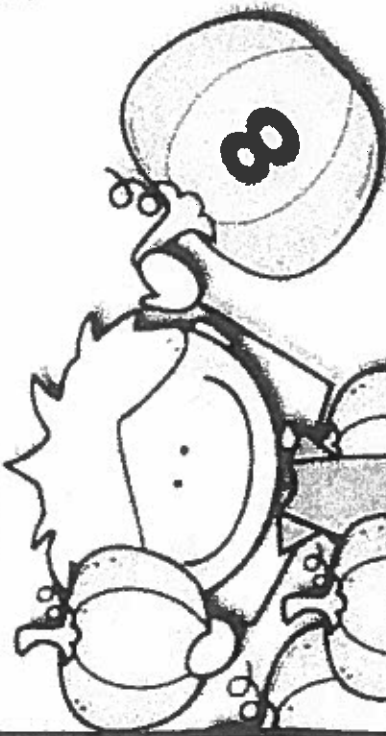
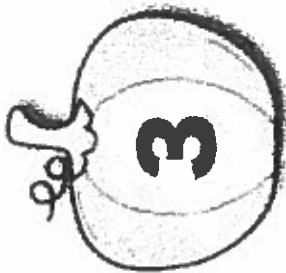
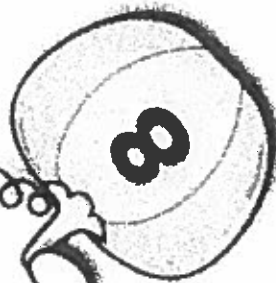
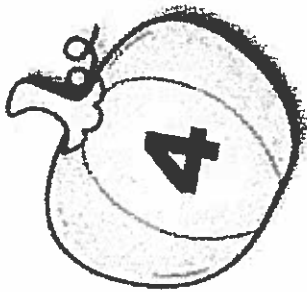
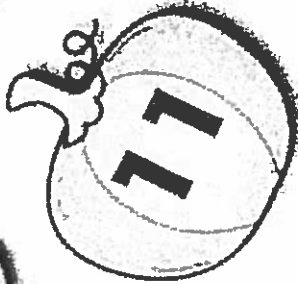
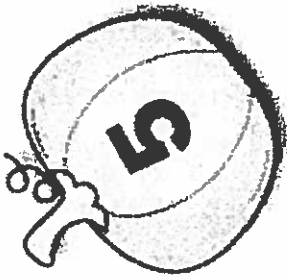
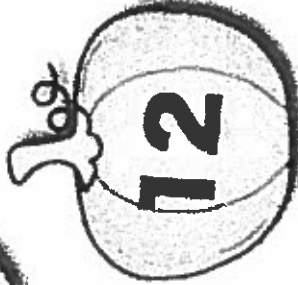
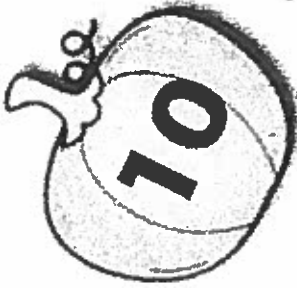
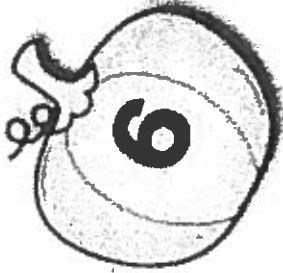
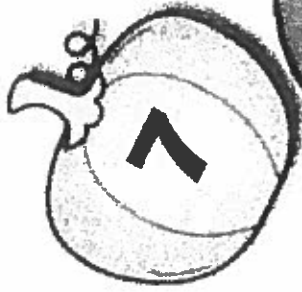
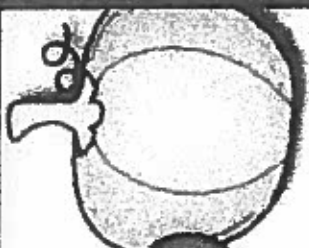


# Pumpkin Bump



**Directions:** Start with 8 or 10 game pieces. Roll the dice. Add the numbers. Place one of your pieces on that space. If the other player has only 1 piece there, then you can "bump" him/her off of the space. When you get 2 pieces on a space, it is "locked" and you cannot be bumped from it.

This game addresses the following Common Core Standards: K.OA.A.1, K.OA.A.5, 1.OA.B.3, 1.OA.C.5, 1.OA.C.6, 1.OA.D.8, & 2.OA.B.2

Teacher Tam 2014



# Math Night Games

## Five and Ten Frames

### "Flip and Show"

Materials Needed:

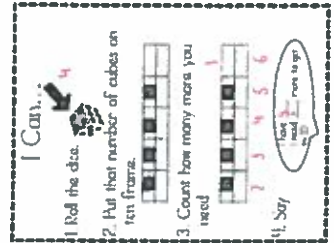
- Index Cards (labeled 1-10)
- Ten Frame
- 10 Items (cotton balls, Legos, magnets, little toys)



### "Roll and Show"

Materials Needed:

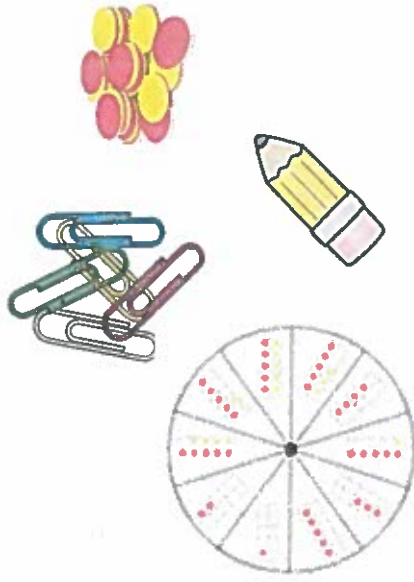
- Number Dice
- Ten Frame
- Ten Items (cubes, counters, etc.)



### "Ten Frame Spin and Cover"

Materials Needed:

- Spinner
- Pencil
- Paper clip
- Number Card
- Counters



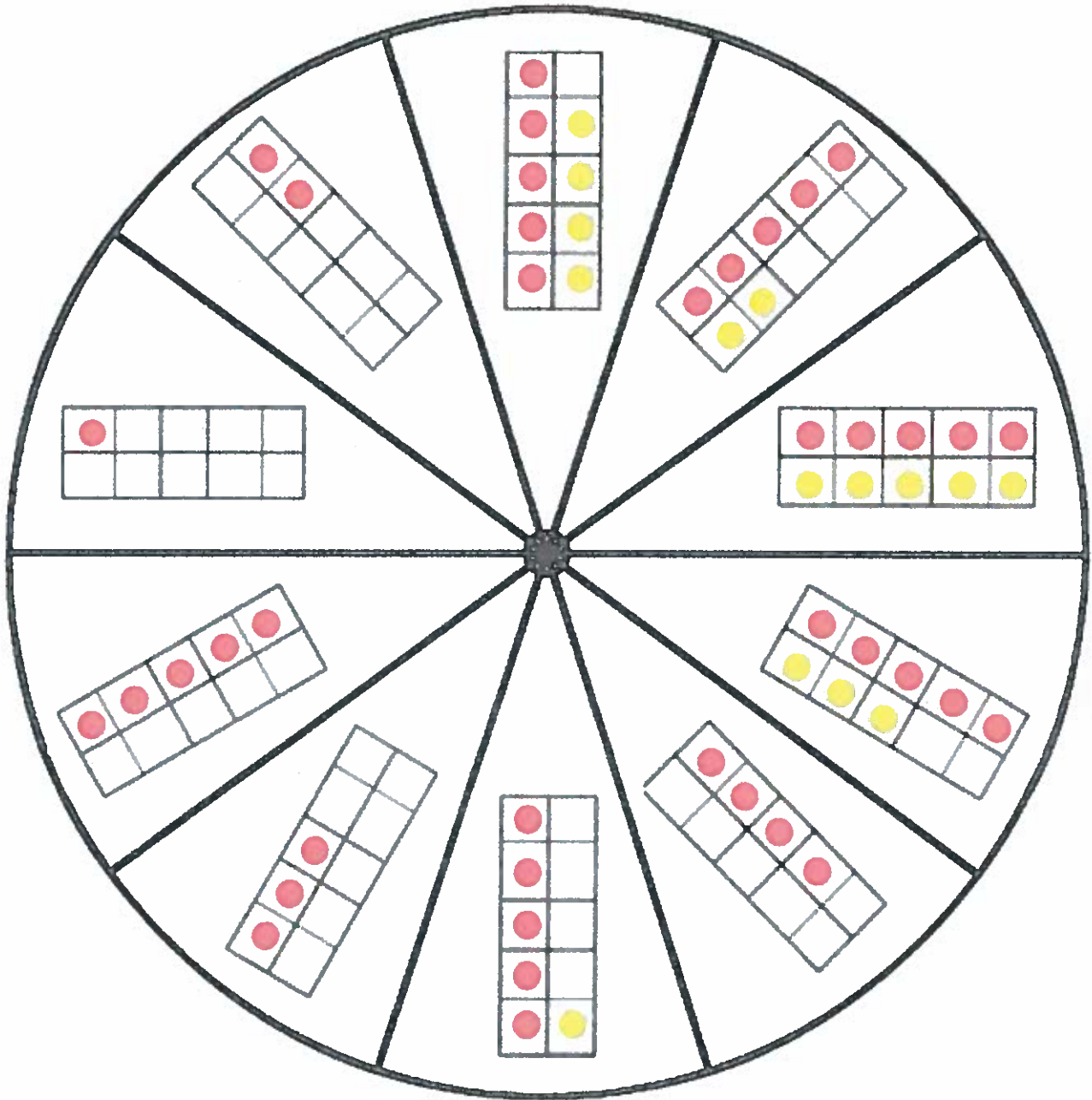
### "Add It!"

Materials Needed:

- Ten Frames
- Dry Erase Marker
- Index Cards with Addition Facts within 10



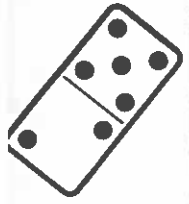
# Ten Frame Spinners



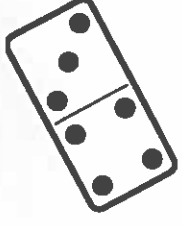
# Ten Frame Spin & Cover



1	10	8	9	3	4
5	6	2	7	6	7
10	1	3	6	5	4
2	8	9	7	4	6



# Domino Math



Have fun making your own dominoes with tag sale stickers and paper, or with index cards and a marker!

## Domino Memory

**Purpose** To build number sense, one to one match, recognize and match quantities

**Helpful Vocabulary** Equal, more, less, same, different, total, value, quantity, match, pairs

**How to Play** Set up the dominoes face down. Flip over the dominoes two at a time. Count the number of dots on the domino. If the total quantities are equal the player keeps the match! Continue playing until all the domino pairs have been made.

## Domino Parking Lot

**Purpose** To build number sense, one to one match, recognize and match quantities

**Helpful Vocabulary** Equal, more, less, same, different, before, after, total, value, quantity, match, pairs

**How to Play** Write the numbers 1 to 12 on a piece of paper. Pick up a domino, count the total number of dots on the domino to find its value then "drive" the dominoes to its proper space.

## Domino Trains

**Purpose** To build number sense, one to one match, recognize and match quantities

**Helpful Vocabulary** Equal, more, less, same, different, total, quantity, match, longer, shorter, compare

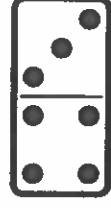
**How to Play** Each player gets a set number of dominos. Place one start domino between the players. Take turns connecting the dominoes with the same number of dots next to each other so the matching quantities touch like the cars in a train. The game is over when no one can match the quantities to extend the train.

## Domino Addition

**Purpose** To build number sense, addition skills

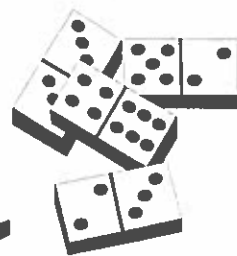
**Helpful Vocabulary** Add, adden, equal, in all, total, number sentence, part, whole

**How to Play** Use dominoes to create number sentences.



$$4 + 3 = \underline{\quad}$$

Name \_\_\_\_\_



# Domino Addition

$$\begin{array}{r} \boxed{\phantom{00}} \\ \hline \boxed{\phantom{00}} \end{array} + \begin{array}{c} \boxed{\phantom{00}} \\ \bigcirc \end{array}$$

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$$\boxed{\phantom{00}}$$

$$\begin{array}{r} \boxed{\phantom{00}} \\ \hline \boxed{\phantom{00}} \end{array} + \begin{array}{c} \boxed{\phantom{00}} \\ \bigcirc \end{array}$$

---

$$\boxed{\phantom{00}}$$

$$\begin{array}{r} \boxed{\phantom{00}} \\ \hline \boxed{\phantom{00}} \end{array} + \begin{array}{c} \boxed{\phantom{00}} \\ \bigcirc \end{array}$$

---

$$\boxed{\phantom{00}}$$

$$\begin{array}{r} \boxed{\phantom{00}} \\ \hline \boxed{\phantom{00}} \end{array} + \begin{array}{c} \boxed{\phantom{00}} \\ \bigcirc \end{array}$$

---

$$\boxed{\phantom{00}}$$

1 one	2 two	3 three	4 four	5 five	6 six



# DOMINO PARKING LOT



7 seven	8 eight	9 nine	10 ten	11 eleven	12 twelve

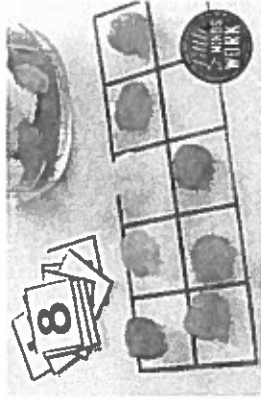
# Math Night Games

## Five and Ten Frames

### "Flip and Show"

Materials Needed:

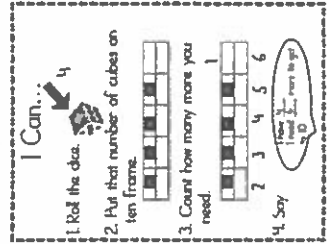
- Index Cards (labeled 1-10)
- Ten Frame
- 10 Items (cotton balls, Legos, magnets, little toys)



### "Roll and Show"

Materials Needed:

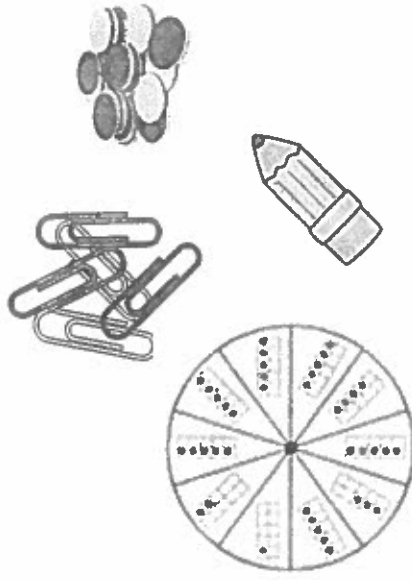
- Number Dice
- Ten Frame
- Ten Items (cubes, counters, etc.)



### "Ten Frame Spin and Cover"

Materials Needed:

- Spinner
- Pencil
- Paper clip
- Number Card
- Counters



### "Add It!"

Materials Needed:

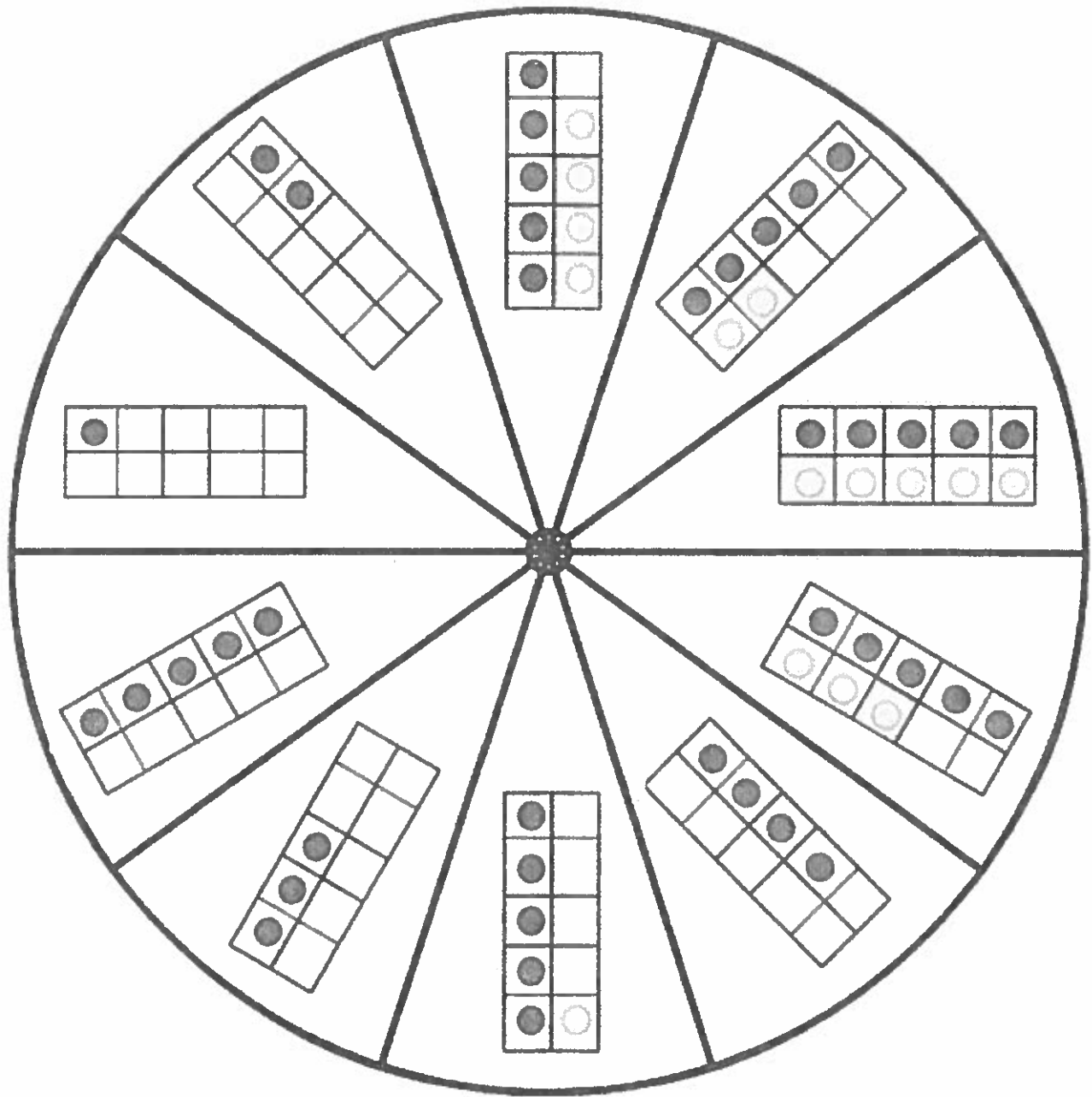
- Ten Frames
- Dry Erase Marker
- Index Cards with Addition Facts within 10



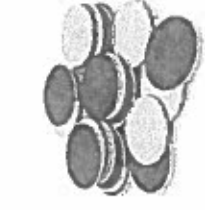





# Ten Frame Spinners



# Ten Frame Spin & Cover



1	10	8	9	3	4
5	6	2	7	6	7
10	1	3	6	5	4
2	8	9	7	4	6