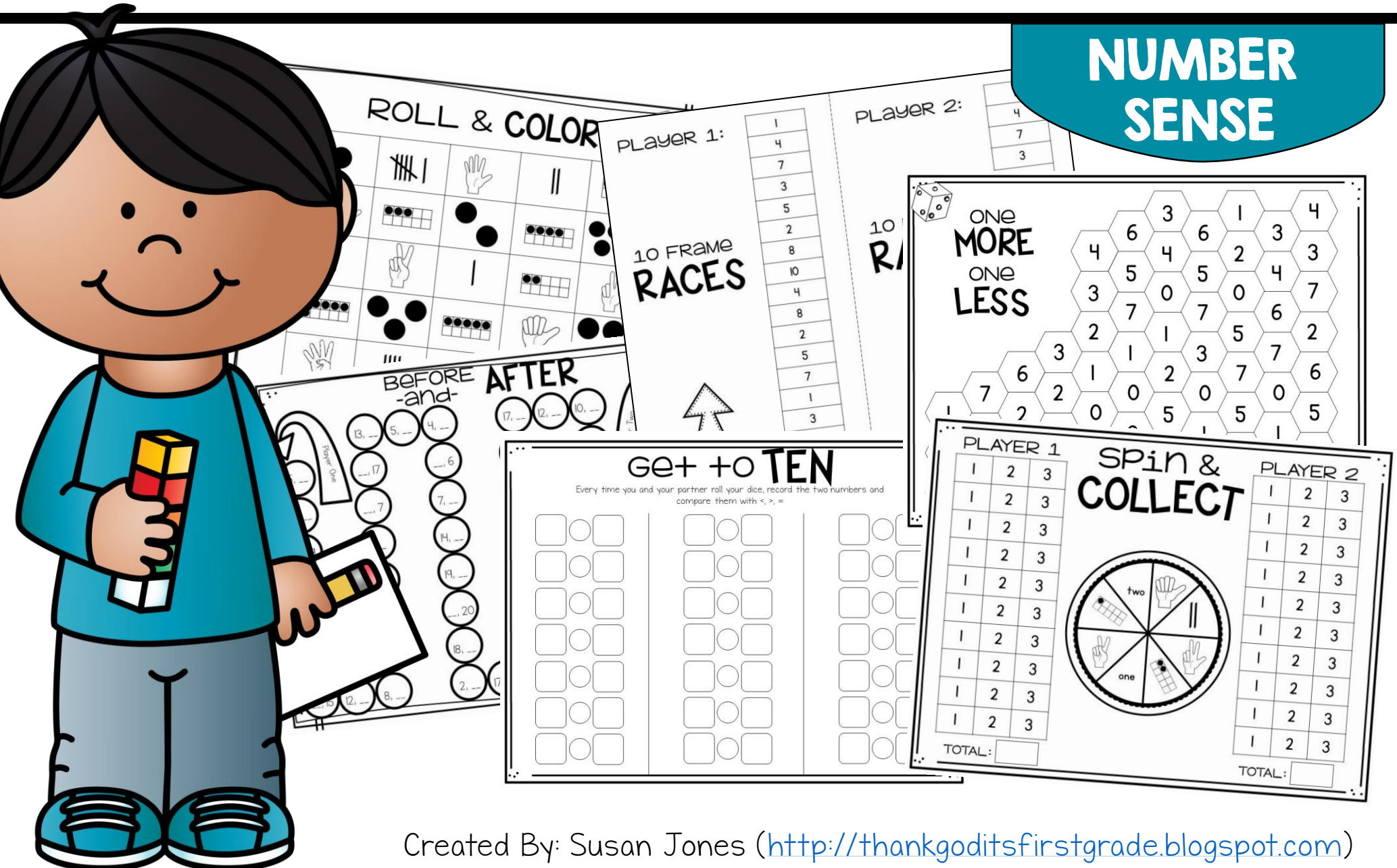
PRINT, PLAY, LEARN!

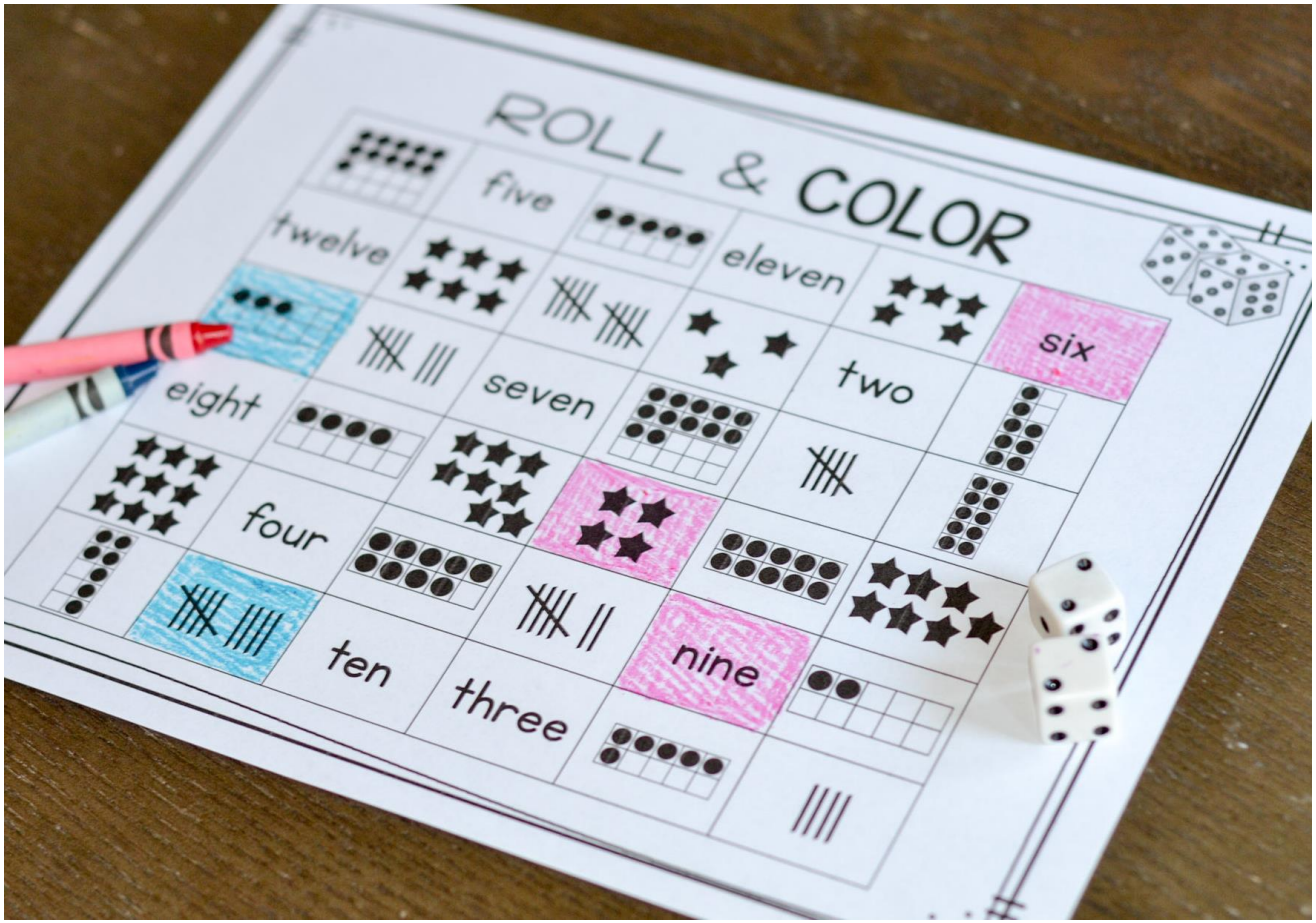


Created By: Susan Jones (http://thankgoditsfirstgrade.blogspot.com)

ROLL & COLOR

For this game you will need:
1, or 2 dice depending on the game board
2 crayons

Directions:
Students roll a die or dice and color in a number on the board that matches the number show on the dice. Students continue playing until all boxes are colored in. Whoever has the most boxes colored in, wins!

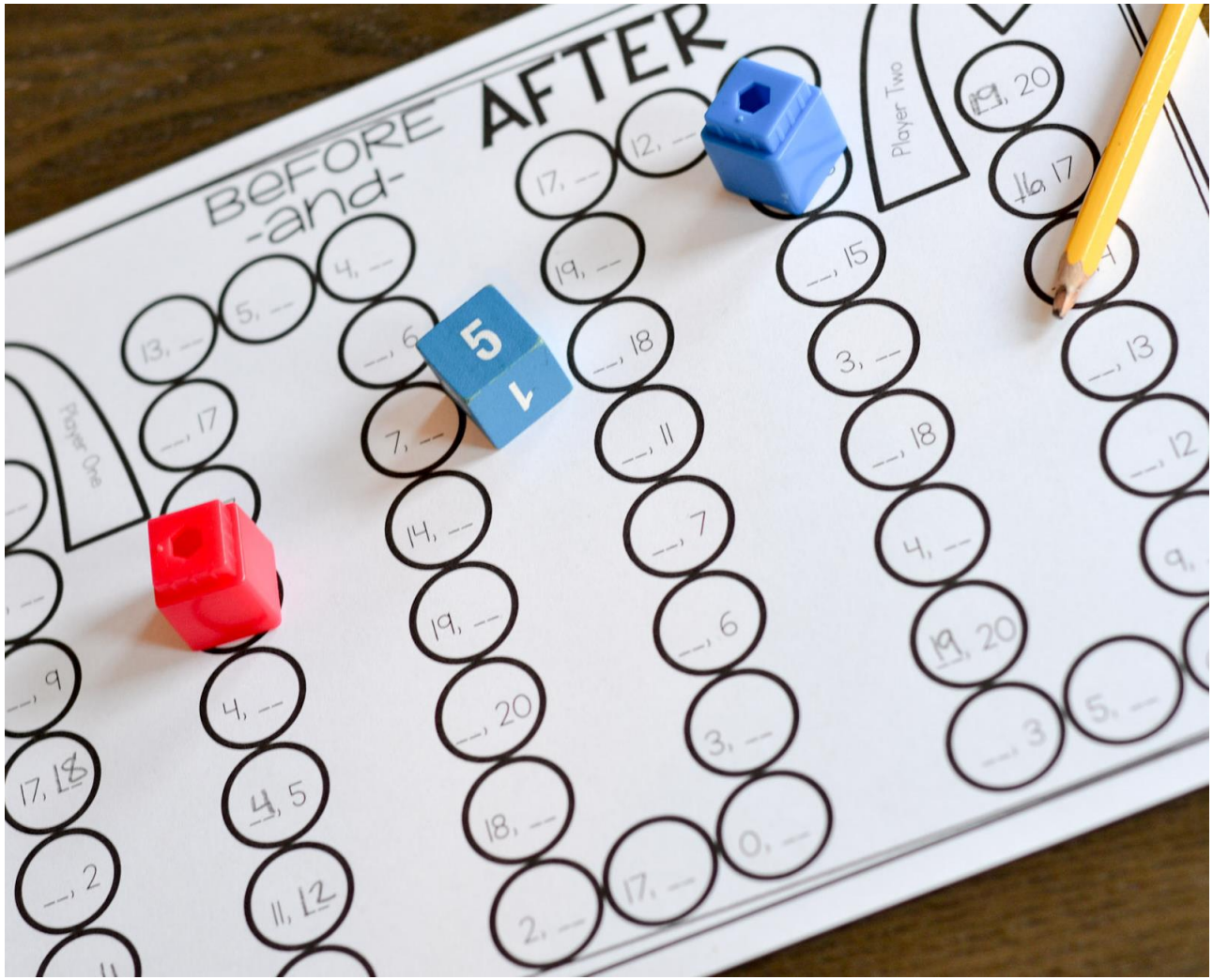


BEFORE -and- AFTER

For this game you will need:
1 die
pencil
2 cubes (one for each player)

Directions:
Students will roll the die and move that many spaces from their starting arrow. Students will complete the missing number and place the cube on their spot as a place keeper until their next turn.

Students take turns going around and around the board (skipping already filled in circles) until the whole board is completed.

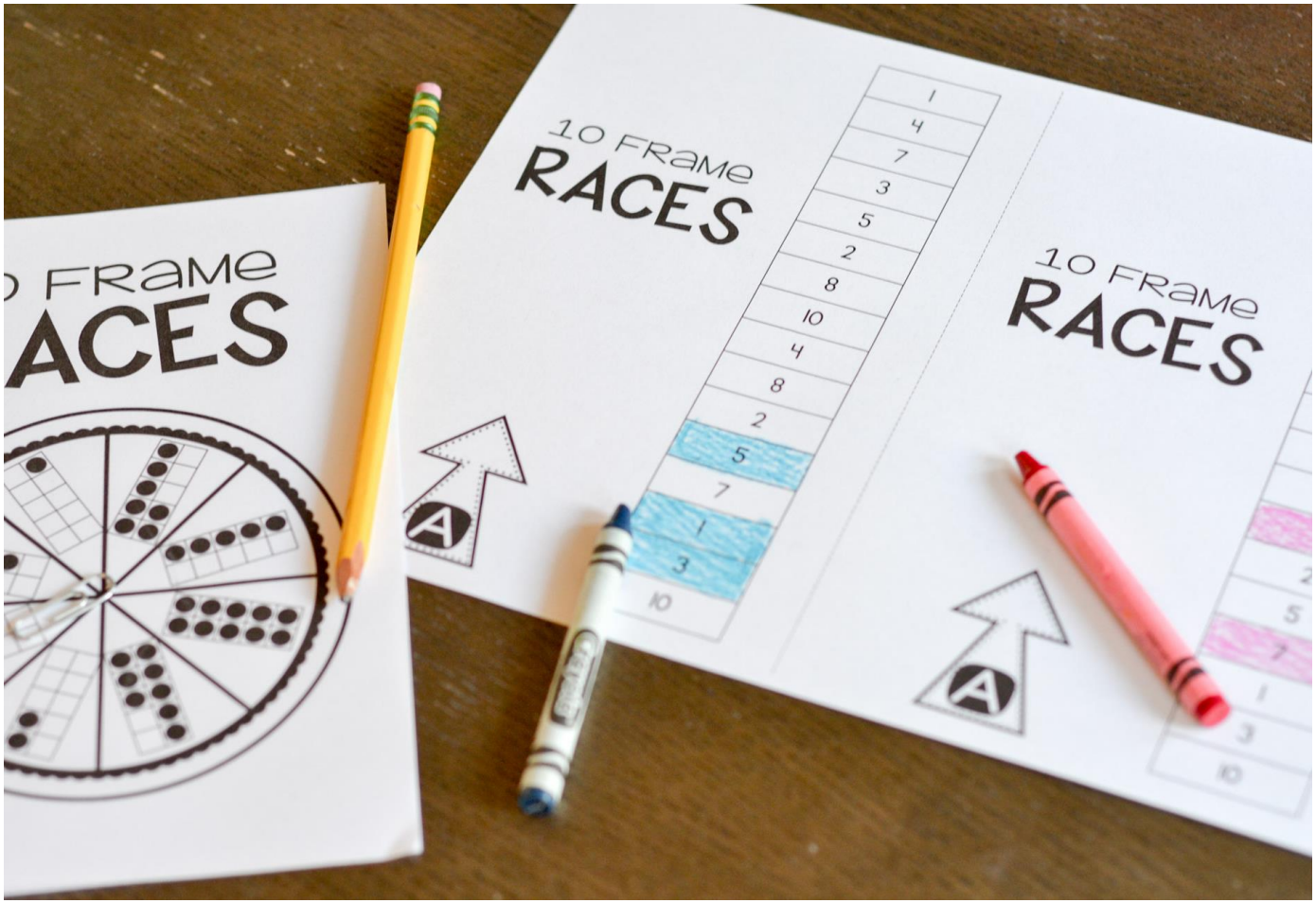


10 FRAME RACES

For this game you will need:
Pencil
Paper clip
Spinner
Game boards
2 crayons (one per student)

Directions:
Students each get their own spinner and game board. Students will take turns spinning and identifying the number shown on the 10 frames. They will color that number in on their tower. Students continue spinning and coloring until someone completes their tower first.

If one of their numbers is already colored in, their turn is skipped!



get to TEN

For this game you will need:
20 cubes (10 for each player)
1, 2, or 3 dice depending on difficulty

Directions:
This is a simple game that has students comparing numbers.

Each player rolls the die and compare numbers to see who has the bigger number. Whoever has the larger number gets to add a cube to their tower.

Students simply roll and compare over and over until one player reaches a tower of 10. If both students roll the same number, neither player gets a cube.

You can make this more difficult by using 2 or 3 dice at a time. You can also have students get to 15 or 20 or whatever number you choose!

Recording sheet is included in this game so students can practice using <, >, and =.

ONE MORE ONE LESS

For this game you will need:
2 crayons (1 for each player)
1, 2, or 3 dice depending on game board
Game board

Directions:
Students roll their die and they can choose to color a number on the grid that is one MORE or one LESS than the rolled number. Students continue rolling and finding a number more or less on the grid to color until all spaces are colored in.

If a number is rolled and there are no spaces available to color in, that student's turn is skipped!

Students can also play with 2 or 3 dice.

Spin & COLLECT

For this game you will need:
Pencil
Paperclip
Cubes or counters

Directions:
Students will each take 10 turns spinning the spinner and circling the number it landed on.

At the end, students will go line by line and collect that amount of cubes in a pile. They will count how many cubes they collected. Whoever has the most is the winner!