

Nutty Buddies 1

Building Fluency: adding within 20

Materials: gameboard, pair of dice, 15 game markers per player

Number of Players: 2

Directions:

1. Each player places all of their game markers on any number on their gameboard. There may be more than one marker on a number.
2. Each player takes a turn rolling the dice and finding the sum.
3. The player may remove one cube from the sum that was rolled.
4. If there is not a marker to take off the gameboard, the player loses the turn.
5. The player that clears their gameboard first is the winner.

Variation/Extension: Players can roll the dice and subtract that sum from 14.

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|-----------------|-----------|-----------|-----------|
| PLAYER 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 |



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|-----------------|-----------|-----------|-----------|
| PLAYER 2 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 |

Nutty Buddies 2

Building Fluency: adding within 20

Materials: gameboard, 3 die, 16 game markers per player

Number of Players: 2

Directions:

1. Each player places all of their game markers on any number on their gameboard. There may be more than one marker on a number.
2. Each player takes a turn rolling the dice and finding the sum.
3. The player may remove one cube from the sum that was rolled.
4. If there is not a marker to take off the gameboard, the player loses the turn.
5. The player that clears their gameboard first is the winner.

Variation/Extension: Players can roll the dice and subtract that sum from 21.

| | | | | |
|-----------------|-----------|-----------|-----------|-----------|
| PLAYER 1 | 3 | 4 | 5 | 6 |
| | 7 | 8 | 9 | 10 |
| | 11 | 12 | 13 | 14 |
| | 15 | 16 | 17 | 18 |



| | | | | |
|-----------|-----------|-----------|-----------|-----------------|
| 3 | 4 | 5 | 6 | PLAYER 2 |
| 7 | 8 | 9 | 10 | |
| 11 | 12 | 13 | 14 | |
| 15 | 16 | 17 | 18 | |

Plus "1"

Building Fluency: relate counting to addition and subtraction

Materials: gameboard, die, 12 markers for each player

Number of Players: 2

Directions:

1. Players take turns.
2. Each turn, a player rolls the die and adds 1 to the number of dots.
3. The player covers the sum on his gameboard.
4. Only one number may be covered at a turn.
5. If the sum is already covered, the player loses a turn.
6. The first player to cover all sums is the winner.

Variation/Extension: Use a blank gameboard to create a different game. Students can add a different number, use a different die (1-9) or digit cards.



| | |
|---|---|
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |
| 5 | 5 |
| 6 | 6 |
| 7 | 7 |

PLAYER 1

| | |
|---|---|
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |
| 5 | 5 |
| 6 | 6 |
| 7 | 7 |

PLAYER 2

Shorty Forty

Building Fluency: adding and subtracting within 20

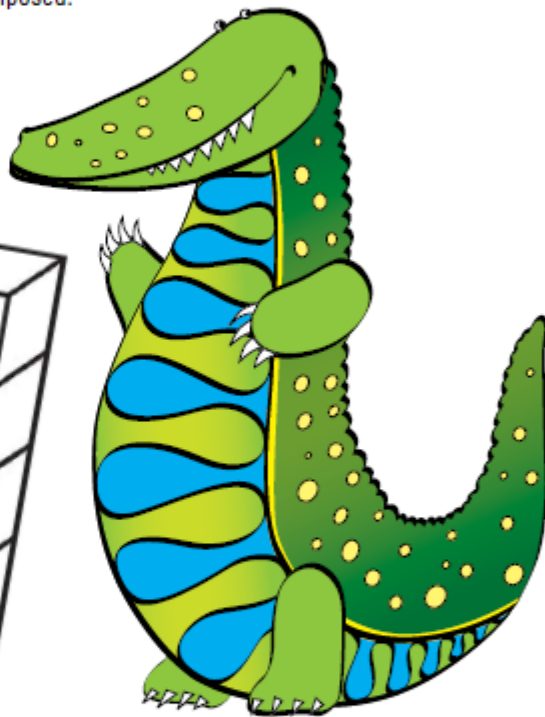
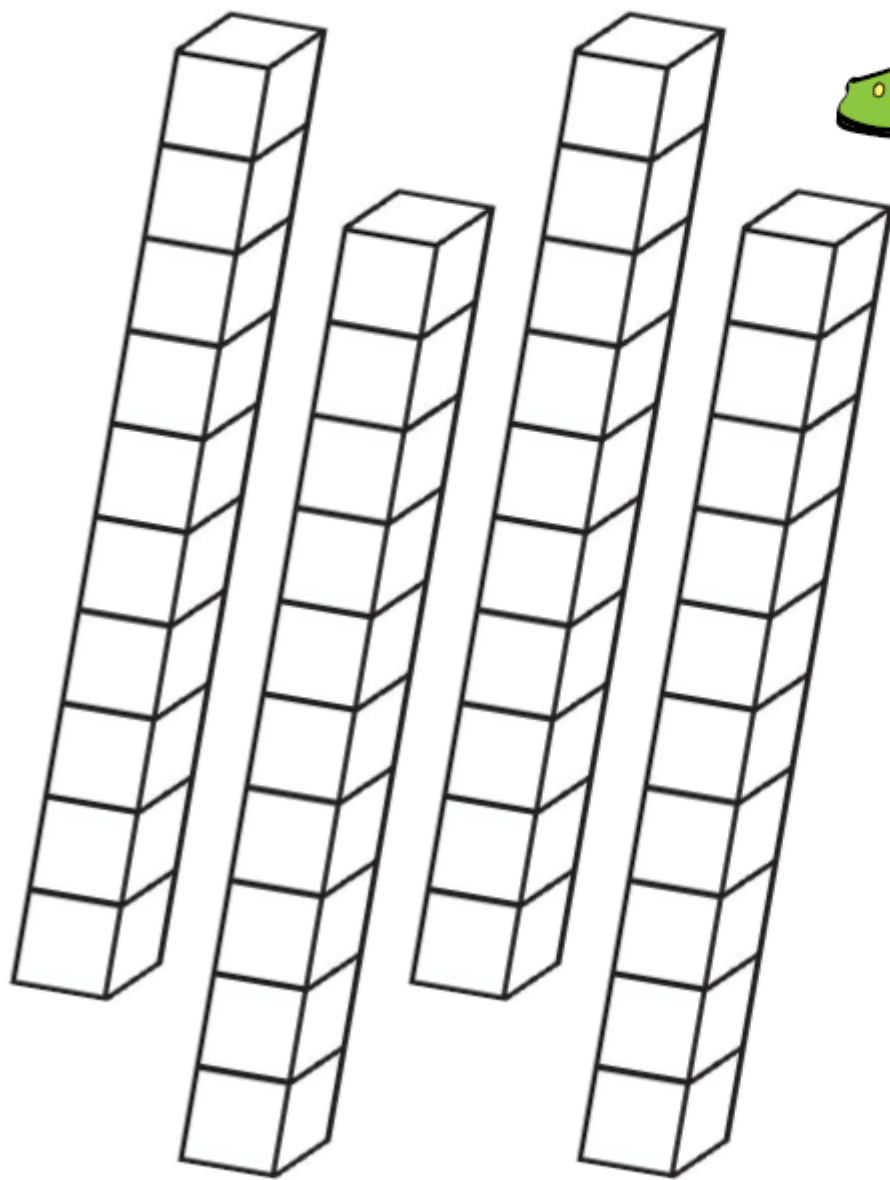
Materials: pair of dice, 40 cubes per player

Number of Players: 2-4

Directions:

1. Players take turns
2. Each turn, a player rolls the dice and adds the number together.
3. Then, the player subtracts the sum from 20.
4. The player collects that number of cubes.
5. As cubes are collected, players should compose tens when able.
6. The first player to reach 4 tens is the winner

Variation/Extension: Players can change the number of tens that need to be composed.



Outer Space Chase

Building Fluency: adding and subtracting within 20

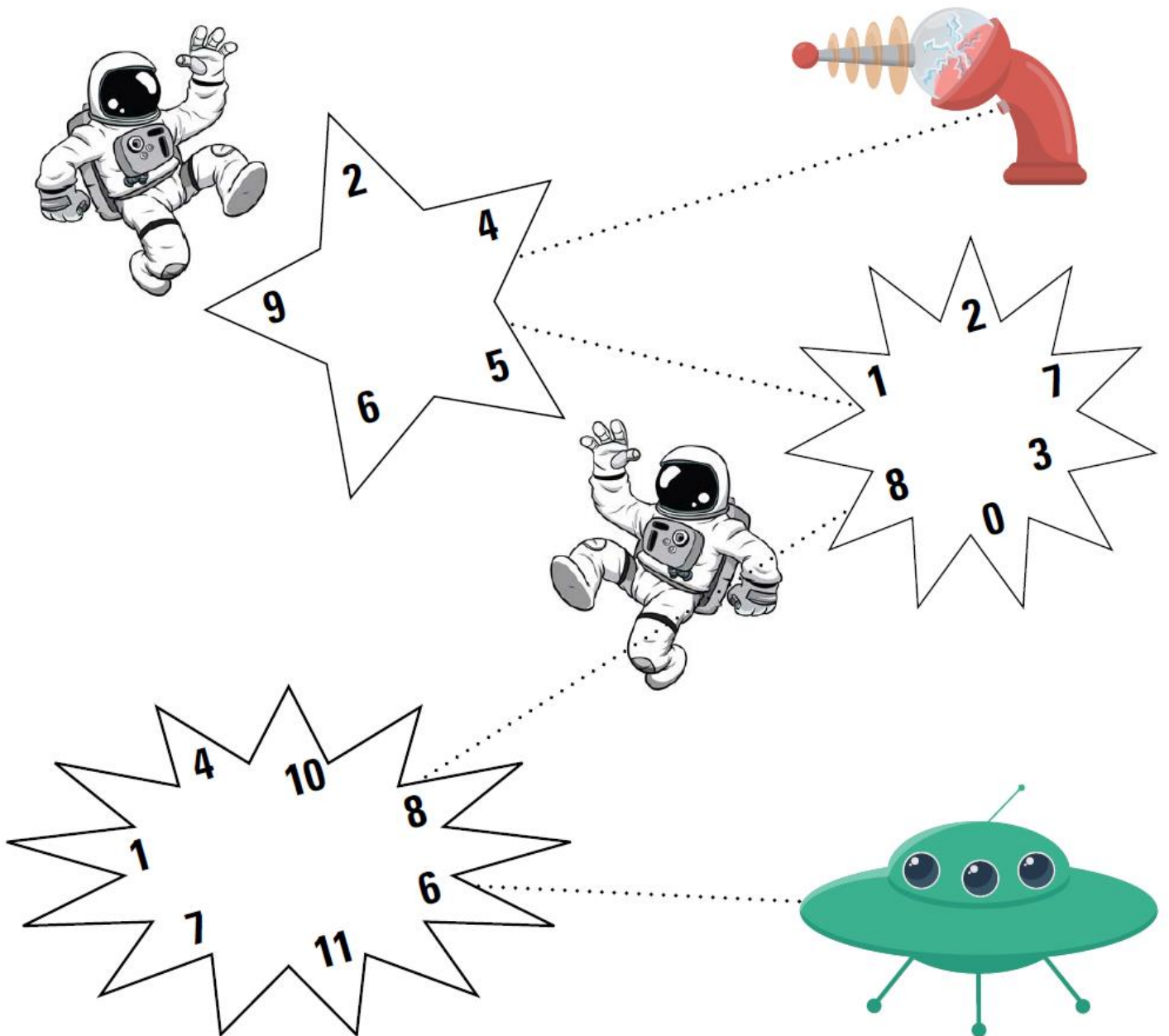
Materials: gameboard, pair of dice, game marker for each player

Number of Players: 2-3

Directions:

1. Players take turns.
2. Each turn, a player rolls the dice and adds the numbers.
3. Then, the player subtracts the sum from 12.
4. If the difference is on the next star, the player may move ahead.
5. If the difference is not on the next star, the player loses their turn.
6. The game continues until a player reaches the flying saucer.

Variation/Extension: Players can change the number of die they use and subtract from a different number.



King Seven



Building Fluency: adding within 20

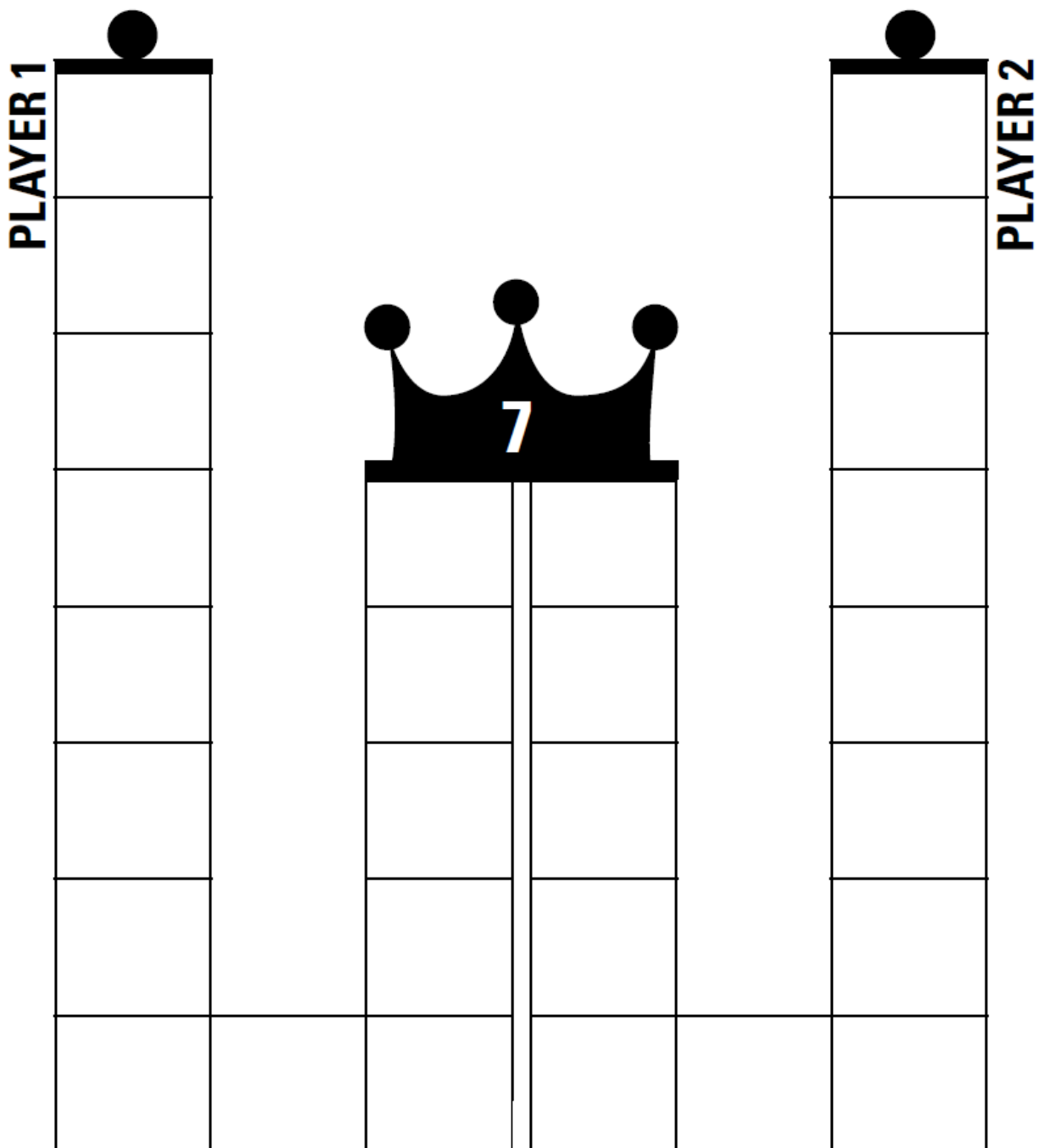
Materials: gameboard, pair of dice, game marker for each player

Number of Players: 2

Directions:

1. Players take turns rolling the dice and adding.
2. If the sum is larger than seven, player 1 moves one space.
3. If the sum is smaller than seven, player 2 moves one space.
4. If the sum is seven exactly, no one moves.
5. The first person to reach the crown is the winner.

Variation/Extension: Players could roll 3 die. If the sum is greater than 10, Player 1 moves. If the sum is smaller than 10, Player 2 moves. If the sum is exactly 10, no one moves.



Cover Up

Building Fluency: adding/subtracting within 20

Materials: gameboard for each player, cubes, die

Number of Players: 2-3

Directions:

1. Players take turns.
2. Each turn, a player rolls a die, collects that number of markers, and places the markers on their gameboard.
3. Each turn, the player tells how many markers are on their gameboard.
4. Then, the player tells how many more markers they need to cover the board completely.
5. The first player to cover the board exactly is the winner.

Variation/Extension: Players can begin with the gameboard covered and remove cubes on each roll. Then tell how many cubes are on the board and how many more need to be removed to uncover the board completely.

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Double Up

Building Fluency: adding within 20

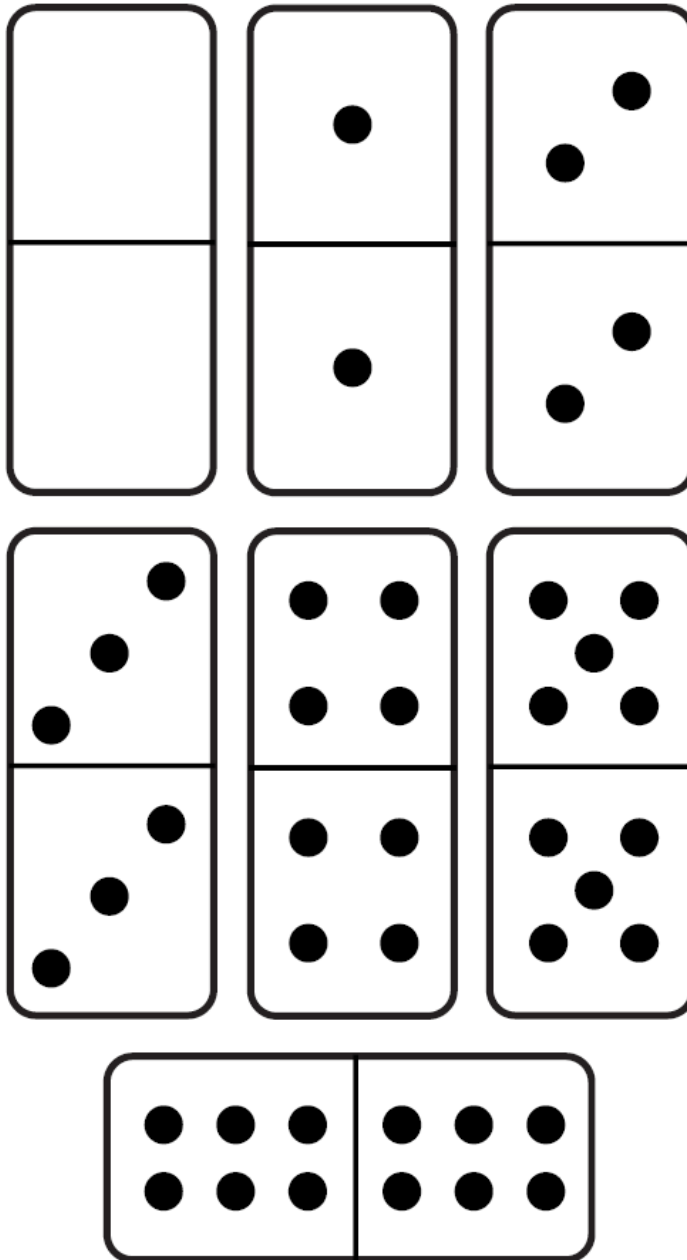
Materials: gameboard, set of dominoes, colored game markers for each player

Number of Players: 2

Directions:

1. Place all the dominoes face down.
2. Players take turns drawing a domino and adding the dots.
3. If a player finds a double, the player puts a marker on the matching double on the gameboard.
4. Play continues until all doubles are found. The winner is the player with the most doubles.

Variation/Extension: Players can remove the 11 and 12 domino, then play by drawing two dominoes and adding the two dominoes together. Each player could write the number sentence in their math notebook.



A Bunch of Fun

Building Fluency: subtracting within 20

Materials: gameboard, pair of dice, game markers

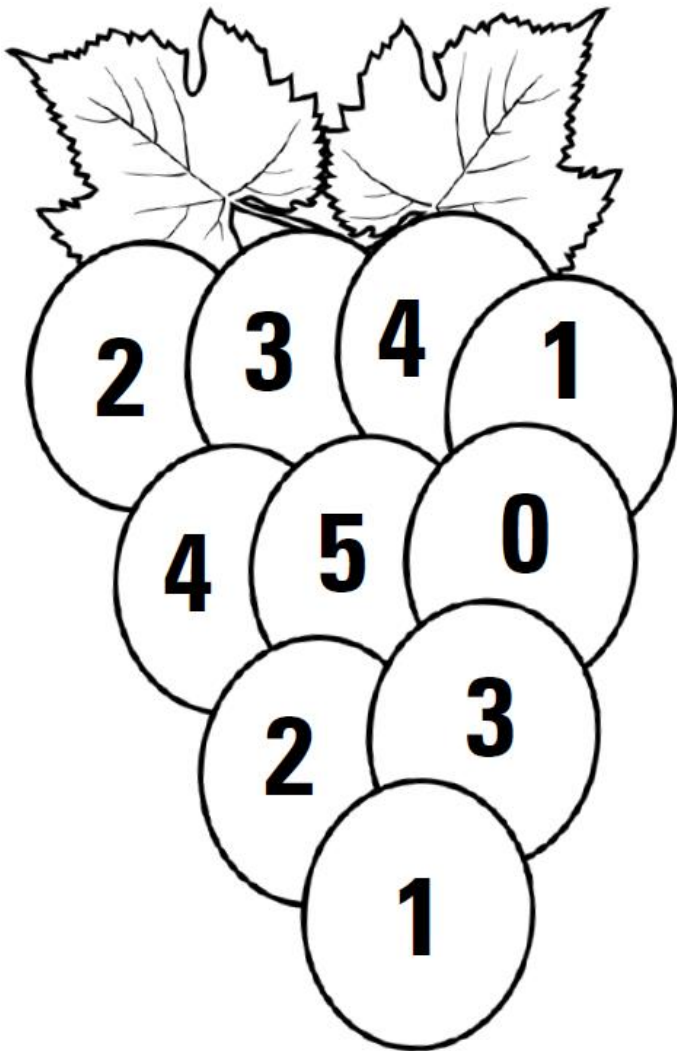
Number of Players: 2

Directions:

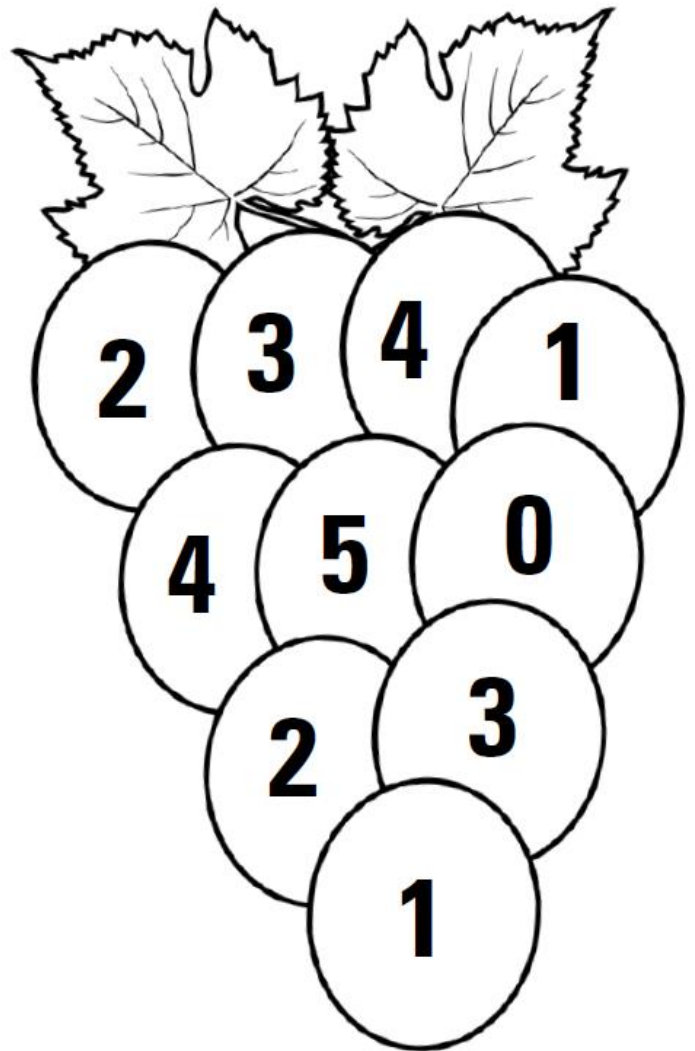
1. Players take turns.
2. Roll the dice.
3. Subtract the smaller number from the larger number.
4. Cover the difference on a grape in your bunch.
5. The winner is the person that covers all of their grapes first.

Variation/Extension: Use one die and subtract from 10. Create your own gameboard.

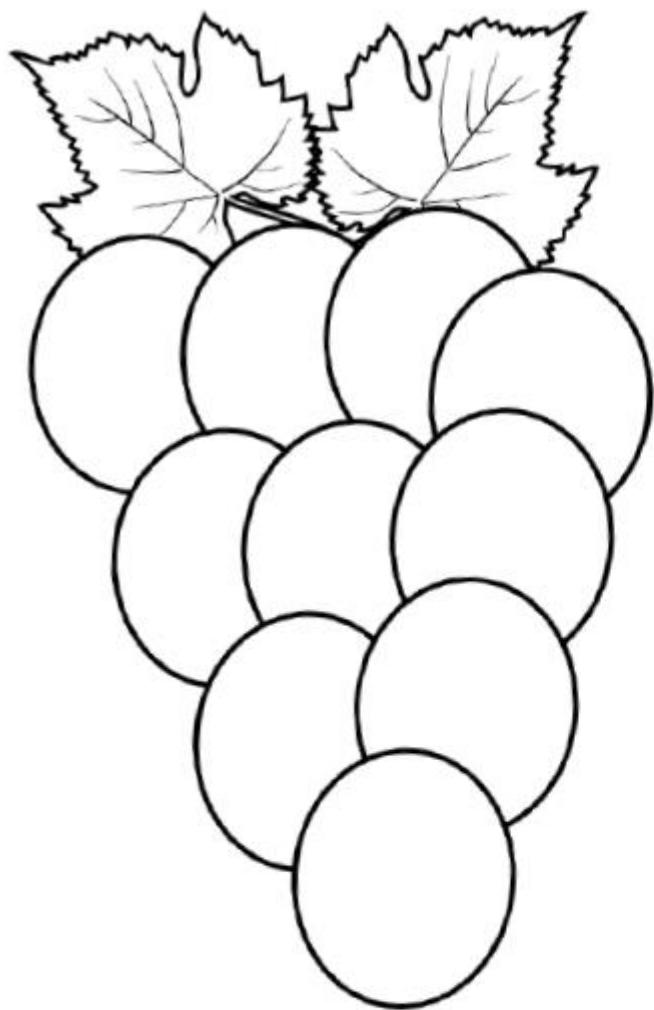
PLAYER 1



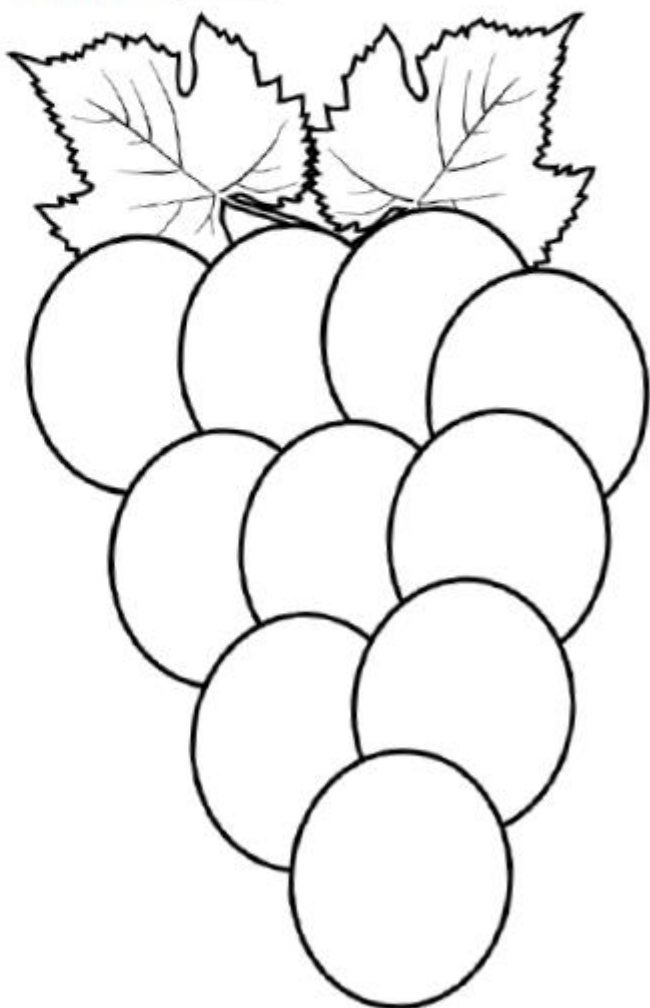
PLAYER 2



PLAYER _____



PLAYER _____



Bear Races

Building Fluency: subtracting within 10





Materials: gameboard, one die, one marker per player

Number of Players: 2-3

Directions:

1. Players take turns.
2. Roll the die.
3. Subtract that number from 10.
4. Move the marker that many spaces.
5. The player that reaches the finish first is the winner.

Variation/Extension: Players can roll two dice, add them together, and move that many spaces. Players can roll two die, subtract that number from 20, and move that many spaces.

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|-------------------------------------|--|-------------------------|---|-------------------------------------|---|------------------------------------|---|
| START | | | | | | Time Out, Go Back 3 Spaces. | |
| | | Go Back 2 spaces. |  | Good Work! Go Ahead 2 Spaces. | | | FINISH |
| | | | | | | | |
| Great! Roll Again! | | | | |  | | |
| | | | | Delay! Lose a Turn. | | Too Fast! Go Back 2 Spaces. | Lose a Turn! |
| | | Detour! Lose a Turn. | | | | Mud Slide! Go Back 3 Spaces. | |
| | | |  | | | |  |
| A Prize! Move Ahead 3 spaces. | | | | Lucky! Roll Again! | | | Delay, Go Back 1 Space. |
| | | | | | | Oops! Go Back 1 Space. | |
| | | Wait Here 1 Turn. | | | | | |
| | | | | Wrong Way, Go Back 4 Spaces. | | | |

Concentration 1

Building Fluency: adding within 20

Materials: set of number facts cards (predetermine which number facts students should work with), set of digit cards (cards should match number fact cards)

Number of Players: 2-4

Directions:

1. Place the cards face down on the table.
2. Players take turns drawing two cards.
3. If the cards match, the player keeps the cards.
4. The winner is the player with the most cards when all the cards are matched.

Variation/Extension: Change the number of cards or the sets of cards for the game.



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|------------|-------------|-------------|-------------|
| 1+1 | 1+7 | 1+13 | 1+19 |
| 1+2 | 1+8 | 1+14 | 2+2 |
| 1+3 | 1+9 | 1+15 | 2+3 |
| 1+4 | 1+10 | 1+16 | 2+4 |
| 1+5 | 1+11 | 1+17 | 2+5 |
| 1+6 | 1+12 | 1+18 | 2+6 |
| 2+7 | 2+13 | 3+3 | 3+9 |

$2+8$

$2+14$

$3+4$

$3+10$

$2+9$

$2+15$

$3+5$

$3+11$

$2+10$

$2+16$

$3+6$

$3+12$

$2+11$

$2+17$

$3+7$

$3+13$

$2+12$

$2+18$

$3+8$

$3+14$

$4+4$

$4+5$

$4+8$

$4+11$

$5+5$

$4+6$

$4+9$

$4+12$

$5+6$

$4+7$

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Move It Addition

Building Fluency: adding within 20

Materials: gameboard, 8 markers of one color for each player, pair of dice

Number of Players: 2

Directions:

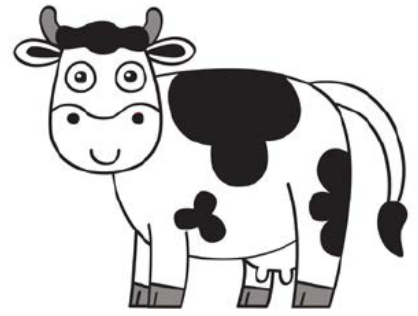
1. Players take turns.
2. Roll the dice and add the dots to find the sum.
3. Place a marker on that number.
4. If the number already has an opponent's marker on it, the player may "move" that marker off the board and return the marker to the opponent.
5. The game ends when one player has used all of their markers.

Variation/Extension: There is an additional game board with larger numbers. Players can use number cards 0-9 and draw two cards.

| | | | |
|-----------|-----------|----------|-----------|
| 2 | 9 | 7 | 6 |
| 7 | 10 | 3 | 8 |
| 8 | 4 | 9 | 5 |
| 6 | 11 | 5 | 10 |
| 12 | 7 | 4 | 9 |

| | | | |
|-----------|-----------|-----------|-----------|
| 18 | 14 | 12 | 4 |
| 16 | 4 | 10 | 11 |
| 4 | 7 | 8 | 3 |
| 6 | 10 | 5 | 10 |
| 14 | 8 | 18 | 4 |

Mooove It!



Building Fluency: subtracting within 20

Materials: gameboard, eight markers of one color for each player, pair of dice

Number of Players: 2

Directions:

1. Player take turns.
2. Roll the dice and subtract the smaller number from the larger number.
3. Place a marker on that number.
4. If the number already has an opponent's marker on it, the player may "move" that marker off the board and return it to the opponent.
5. The winner is the player that has used all his or her markers.

Variation/Extension: Roll the dice and subtract from 20; use an additional game board

| | | | |
|----------|----------|----------|----------|
| 5 | 1 | 3 | 0 |
| 2 | 5 | 4 | 4 |
| 0 | 3 | 1 | 2 |
| 2 | 2 | 4 | 0 |
| 1 | 3 | 5 | 3 |

| | | | |
|-----------|-----------|-----------|-----------|
| 18 | 14 | 12 | 4 |
| 16 | 4 | 10 | 11 |
| 4 | 7 | 8 | 3 |
| 6 | 10 | 5 | 10 |
| 14 | 8 | 18 | 4 |

Four's A Winner



Building Fluency: adding within 20

Materials: gameboard, two paperclips, different colored game markers for each player

Number of Players: 2

Directions:

1. Player 1 picks two numbers.
2. Put the paperclips on those numbers.
3. Add the numbers to find the sum.
4. Put a marker on the sum.
5. Player 2 moves one paperclip to a new number.
6. Add the numbers to find the sum and put a marker on that sum.
7. The winner is the first player to get four in a row.

Variation/Extension: Players can add numbers together and subtract the sum from 20. Players can create their own gameboard. Players cannot cross paperclips.

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|-----------|-----------|-----------|-----------|-----------|
| 16 | 1 | 12 | 13 | 4 |
| 6 | 17 | 8 | 9 | 10 |
| 2 | 13 | 14 | 5 | 16 |
| 10 | 8 | 11 | 2 | 13 |
| 15 | 6 | 7 | 18 | 9 |

0 1 2 3 4 5 6 7 8 9



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0 1 2 3 4 5 6 7 8 9

Gone Fishing 1

Building Fluency: adding within 12

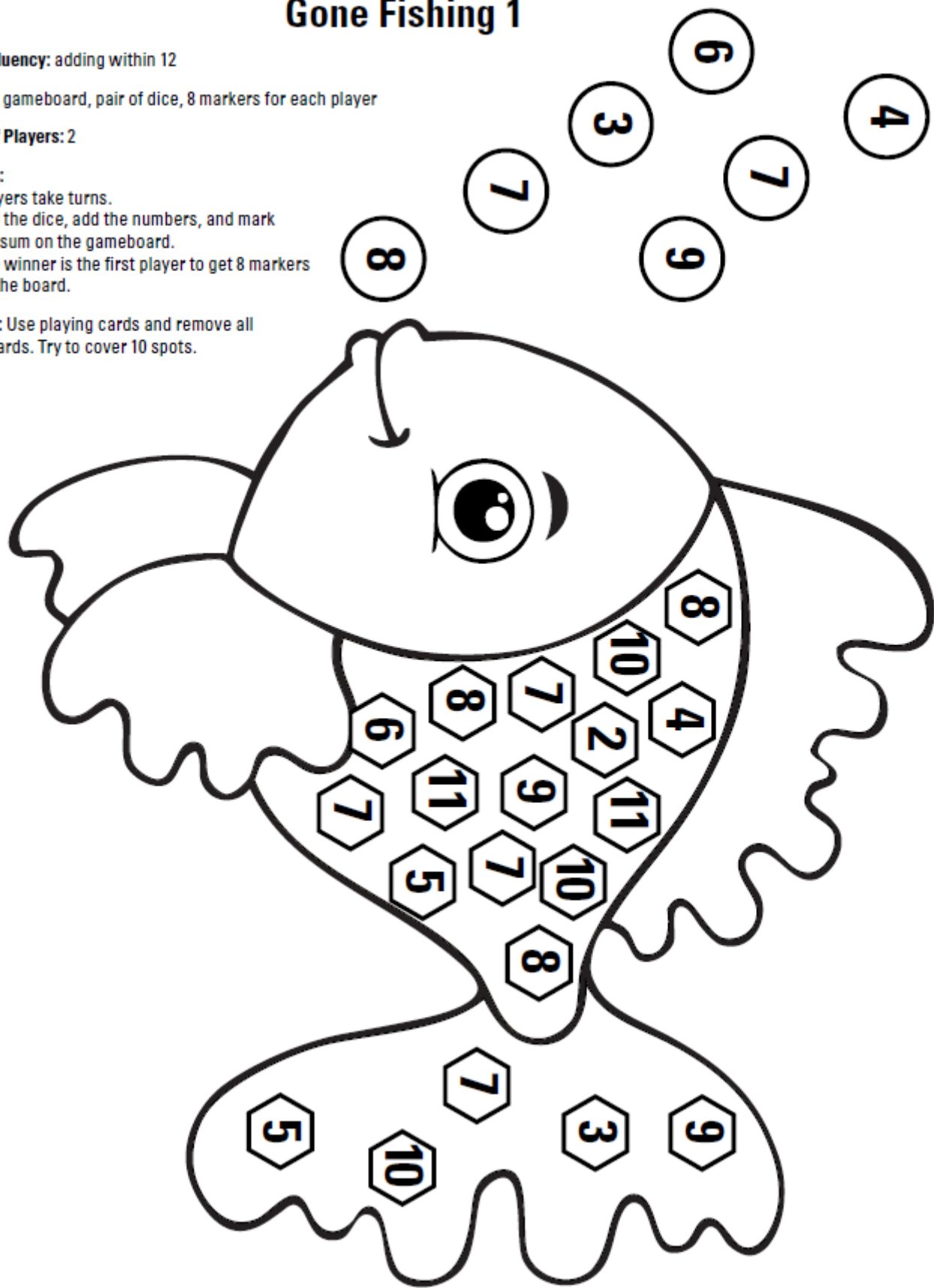
Materials: gameboard, pair of dice, 8 markers for each player

Number of Players: 2

Directions:

1. Players take turns.
2. Roll the dice, add the numbers, and mark the sum on the gameboard.
3. The winner is the first player to get 8 markers on the board.

Variations: Use playing cards and remove all the face cards. Try to cover 10 spots.



Gone Fishing 2

Building Fluency: adding within 20

Materials: gameboard, number cubes (included), 8 markers for each player

Number of Players: 2

Directions:

1. Players take turns.
2. Roll the number cube, add the numbers, and mark the sum on the gameboard.
3. The winner is the first player to get 8 markers on the board.

Variations: Use playing cards and remove all the face cards. Try to cover 10 spots.

