

# Ready, Set, Play!

## Practicing Number Sense with Games

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### **Rock, Paper, Scissors, MATH!**

#### **Materials:**

- None needed

#### **To play:**

- In partner groups, students say, "Rock, paper, scissors, MATH!"
- On "MATH!" students shoot out up to 5 fingers on one hand
- The first student to correctly say the sum of the fingers on both hands wins the round
- Repeat
- Play best 2 out of 3 and rotate partners

#### **Variations:**

- On "MATH!" student shoot out up to 10 fingers, using both hands
- Find the difference between the number of fingers showing
- Multiply the number of fingers on hands and say the product

### **Show Me the Bond!**

#### **Materials:**

- Blank number bond (for teacher)
- Personal dry erase boards and markers for students

#### **To play:**

- Teacher completes two sections of the number bond
- Students write the missing number on their board and hide their answers

- Teacher says, "Show me the bond!" and students hold up their boards for the teacher to see

## **Three in a Row**

### **Materials:**

- Deck of playing cards with the face cards and 10s removed or a 10-sided die
- Hundreds chart
- Markers or counters

### **Place Value:**

- Draw 2 cards
- Create a double-digit number

Variations:

- 1 more, 1 less
- 10 more, 10 less

### **Mental Math:**

- Draw 3 cards
- Create a double-digit and a single-digit number
- Add

Variations:

- Subtract
- Add or subtract
- Draw 4 cards and create 2 double-digit numbers, add or subtract

### **Order of Operation:**

- Draw 4 cards
- Use any combination of 4 operations and evaluate

## **Closest to Half**

### **Materials:**

- Dice
- 0 – 1 number line marked at one half
- Optional: Dry erase sleeves and markers

### **To play:**

- Students take turns rolling 2 die and using the numbers to create a fraction less than or equal to 1.
- The player who can make a fraction closest to one half, wins a point for the round
- Students roll again and play continues

### **Variations:**

- Play closest to 1: students can make improper fractions

## **Salute!**

### **Materials:**

- Number cards 0-9

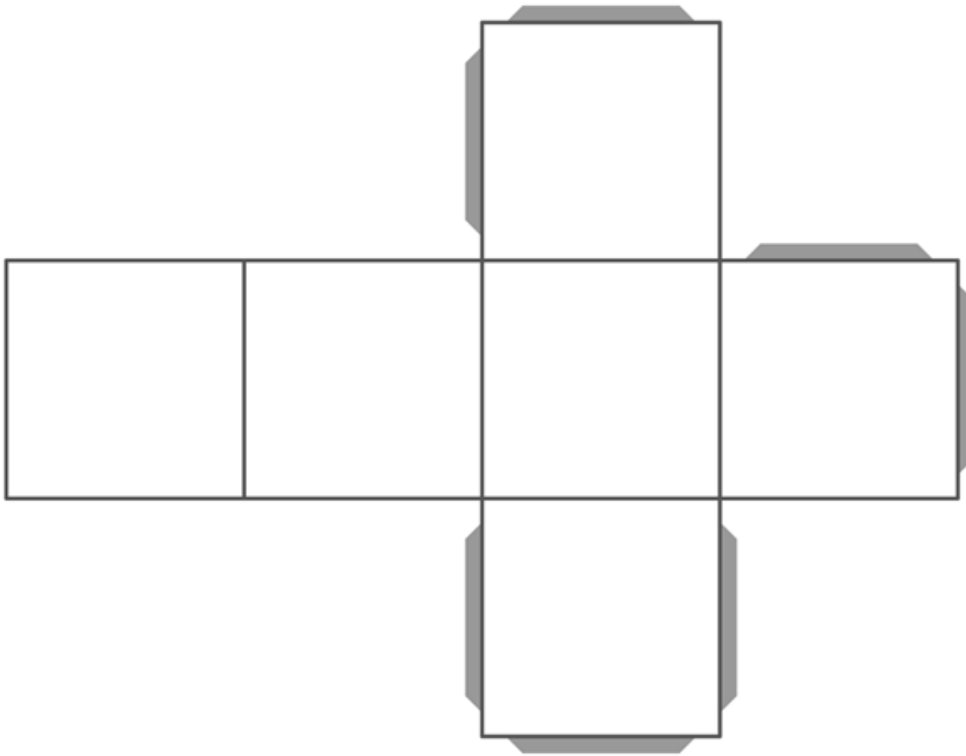
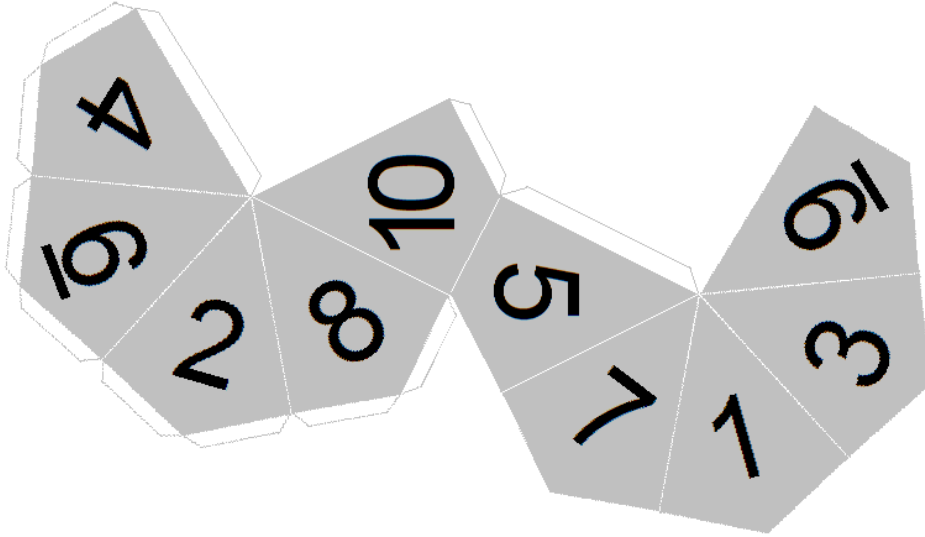
### **To play:**

- Students play in groups of 3
- One student is the General and the other 2 students are the Privates
- Divide the deck of cards equally between the Privates
- The General says, "Salute!" and the Privates flip their top card and place it on their forehead without looking at it.
- The Privates look at each other's card and the General says, "The sum or your two numbers is....."
- The first student to correctly say his own number wins the round
- Rotate positions and continue play

### **Variations:**

- Add a third Private (3 addends)
- The General multiplies the cards and says, "The product of your two cards is..."
- Practice exponents: one private is the base and the other is the power

Find blackline masters at [www.singaporemathsource.com](http://www.singaporemathsource.com) under the Resources tab.



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|----|----|----|----|----|----|----|----|----|-----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10  |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20  |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30  |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40  |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50  |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60  |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70  |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80  |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90  |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

