

# Ready, Set, Play! Practicing Number Sense with Games



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## **Buddy Hands: Bonds To Ten**

### **Materials:**

- None needed

### **To play:**

- Teacher or leader holds up 0-10 fingers and students hold up the number of fingers needed to make ten.

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

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

### **Materials:**

- None needed

### **To Play:**

- Similarly to Rock, Paper, Scissors, students will say, "Rock, Paper, Scissors, MATH!"
- On "MATH!" students will shoot out 1-5 fingers on one hand.
- Students quickly add the fingers showing together.
- The student who says the sum of the fingers first wins.
- Students play best 2 out of 3 and rotate to find a new partner.

## **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

### **Multiples:**

- Draw 1 card.
- Find a multiple of the card drawn.

## **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 enlisted.
- Divide the deck of cards equally between the enlisted.
- The General says, "Salute!" and the enlisted flip their top card and place it on their forehead without looking at it.
- The enlisted look at each other's card and the General says, "The sum of 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 enlisted (3 addends)
- The General multiplies the cards and says, "The product of your two cards is..."
- Practice exponents: one enlisted is the base and the other is the power

## **Closest to Half**

### **Materials:**

- Blank Spinner
- Paper clips
- 0 – 1 number line marked at one half
- Optional: Dry erase sleeves and markers

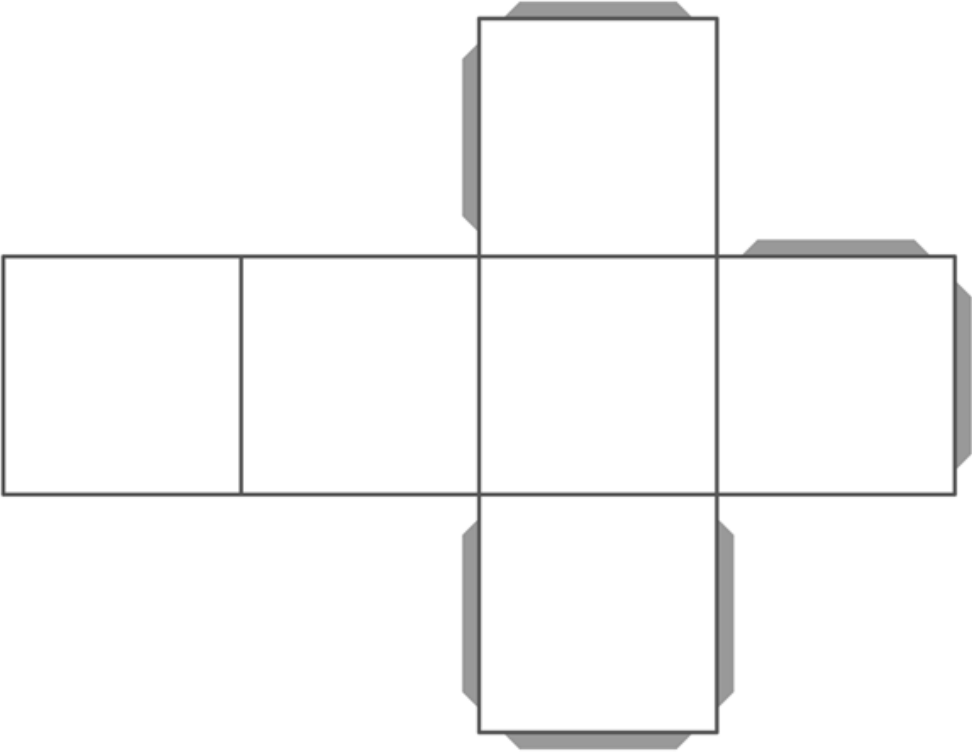
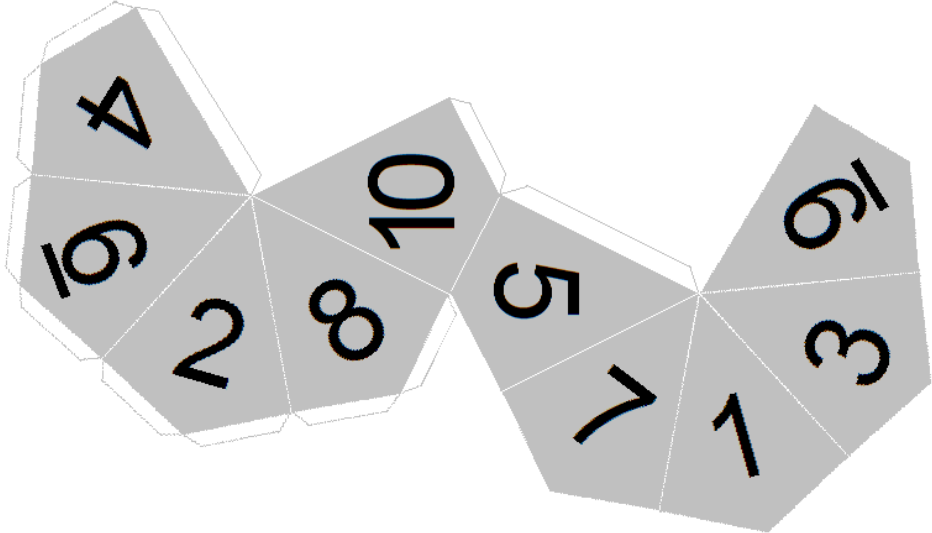
### **To play:**

- Fill in the blank spinner with multiples of 2 (2, 4, 6, 8, 10, 12) or 3 (3, 6, 9, 12, 15, 18), or any other number of your choosing.
- On each turn, players spin the spinner 2 times 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 spin again and play continues

### **Variations:**

- Play closest to 1 - students can make improper fractions

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



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

