

Frogs in the pond: practice what makes 10 (5, 20, etc)

Materials: frogs or other counters, small bowl or cloth to be the "pond"

Directions: In groups of 3 - (One person is the *Keeper of the Pond* (bowl). The other 2 players will try to guess how many frogs are hidden in the pond.)

1. Count out 10 frogs and spread them out.
2. The 2 players close their eyes, and the *Keeper* puts the Pond (bowl) over some of the frogs.
3. When the *Keeper* says "Go," the 2 players open their eyes and try to guess how many frogs are hidden in the pond.
4. The first player to guess correctly gets a point.
5. When a player gets 10 points, he/she wins and becomes the new *Keeper of the Pond*.

Race to 100: Practice adding 1-6 by "adding on" and practice adding and subtracting 1 and 10 without counting.

Materials: spinner (+/- 10, +/- 1), dot die, Race to 100 board (0 - 100), a game marker for each player

Directions: Each student starts on 0. Students take turns rolling the die and moving their game marker that many spaces. Have the student say the problem; ex: "46 + 5 is 51." If they land on a space that says CHANCE, they must spin the spinner (or draw a chance card) and move their game marker according to the directions (+10, -10, +1, -1). Have the student say the problem; ex: "53 - 10 is 43." You can decide if you want the game to end when they get to 100 or above or if they have to land on 100 exactly. If time runs out before anyone reaches 100, the winner is the player that is closest to 100.

★ 100 ★									
90	CHANCE	91	CHANCE	92	CHANCE	93	CHANCE	94	CHANCE
80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

Making 100: to mentally find what is needed to make 100

Materials: 0-9 spinner or 0-9 cards, hundreds chart, game markers for each player

Directions: Take turns. Spin the 0-9 spinner twice; or turn over two of the 0-9 cards. Use these digits to make a number (for example: if you got a 2 and a 7, you can make 27 or 72). Find the difference between this number and 100. Capture this difference using your color marker. Record the original number and the difference. Look for a pattern. The first player to get 3 markers in a row (horizontally, vertically, or diagonally) wins the game.

The Product Game: to practice finding the products using the factors of 1, 2, 5, 10

Materials: game board, game markers for each player, 2 paper clips

Directions: This is a two-player game.

1. Players choose markers in two different colors.
2. The first player chooses one factor located above the game board and one factor located below the game board, places a paper clip on each, and then marks the product with his/her color marker.
3. The second player moves one (only one not both) of the paper clips to a new factor, finds the product, and marks the product with his/her color marker.
4. Play continues until one player has marked four products in a row, a column, or a diagonal.

Four in a Row: to practice all operations

Materials: hundreds chart, 0-10 cards, game markers for each player

Directions: in groups of 2-4

1. Deal out 5 cards to each player. Turn the remaining cards face down in the center of the table.
2. Take turns. When it is your turn, use 2 or more cards and any combination of operations (add, subtract, multiply, and/or divide) to create an expression that names one of the numbers on the hundreds board - place one of your markers on that number.
3. Replace the cards that you used with cards from the remaining deck.
4. Once a number has been captured, it cannot be captured again.
5. The first player to capture 4 numbers in a row (horizontally, vertically, or diagonally) wins.

Five Alive: to practice all four operations

Materials: 0-10 cards

Directions: for 2-4 players

1. A player shuffles the deck and deals each player five cards. Leave the rest of the cards facedown and turn over the top card from the deck. This number is the target number.
2. On your turn, you must use 2 or more cards in your hand to make the target number. If you cannot make that number, you must "pass". If you can make that number, you capture the target number and all of the cards that you used. Replace the cards in your hand so you always have five.
3. Play continues until all the cards in the facedown stack have been used or time is called. The player who has taken the most cards at the end wins.