

Math Family Game Night

Directions to Play at Home

Make 20

Materials Needed: 5 dice, paper, and a pencil

Number of Players: 2

How to Play: The players take turns rolling the five dice. The object is to make 20 in the fewest rolls. The player may keep the dice they want and roll what they want to. As the player rolls the dice the other player makes a tally mark for each roll they take. After five rounds the player with the fewest number of tally marks "rolls" is the "winner". You can use less dice and roll for a different number say 10 or 15.

Led by Mrs. Schneider at Math Family Game Night

Find a Place

This game reinforces the skills of knowing place value to 1,000 and rounding.

Place value game for ages 7+

Materials Needed: One 10-Sided Dice

Number of Players: 2

How to Play: One player rolls the die. He must decide where in the number boxes to put his number. His goal is to get "closest to" a certain number. Once his number is written it cannot be changed. Continue with the next player and take turns until all boxes are filled. Compare the numbers at each level. Decide which player is the closest to the information given in the middle of the playing sheet. The player closest gets a point. Total the number. The winner is the person with the most numbers closest to the given goal.

Led by Mrs. Burbrink and Mrs. Noelker at Math Family Game Night

Whoopee!

This game reinforces the skill of addition 2-12.

Materials Needed: Deck of Cards 2-10 for each player; 2 dice

Number of Players: 2-4 players

How to Play: Each player will lay out their cards 2-10 face up in front of them. The first one to roll will add the dice together. They will then turn over the cards (face down) that equal that same sum. One, two, or three cards may be turned over to equal the same amount. For example: a 2 and 5 are rolled; the sum is 7. Card 7 may be turned over, or 2 and 5 or 3 and 4. If no cards are available, the player must "pass" his or her turn. The first one to turn over all their cards, is the winner and yells "Whoopee!"

Variation 1: Play for number recognition only. You will still need to use two dice.

The player will count the complete number of dots shown on the two dice.

This will only cover numbers 2-10. The player is allowed to only turn over ONE card at a time. Sums of 11 and 12 will have to pass on turning over a card.

First to turn over all the cards is the winner and yells "Whoopee!"

Variation 2: Players will use cards 2-10. They will roll three dice. Player will roll and add all three dice together. They may turn over 1, 2, 3, or even 4 cards to form the sum of the dice. First to turn over all cards is the winner and yells, "Whoopee!"

Variation 3: Use the ACE as the number one if you should want the number 1 represented.

Led by Mrs. Moffett and Mrs. Thias at Math Family Game Night

“Make a Ten” Directions

Materials Needed: Deck of Cards 2-10 for each player; 2 dice

Number of Players: 2

How to Play: First, remove all of the face cards and the jokers from our deck of cards, leaving the aces in to use as ones. To get started, shuffle the deck, and deal the entire stack out between the two players. Then place the decks face down on the mats and flip the top four cards over onto the numbered spots. The goal of the game is simple - to *make ten* using any combination of the four facing up cards. If you can make ten, you take those cards and place them off to the side, replacing them with new cards from the deck. You can keep the tens in separate piles off to the side so that you can count them up afterward. If you can't make ten, you choose one of your face up cards to put at the bottom of your deck, before replacing it with a new card from the top of the deck. The game ends when you run out of cards or when you can no longer make any more groups of ten.

Led by Mrs. Murphy and Mrs. McIntire at Math Family Game Night

*** See Attached Game board on the following page.

deck

{MAKE}
TEN}

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2

3

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