

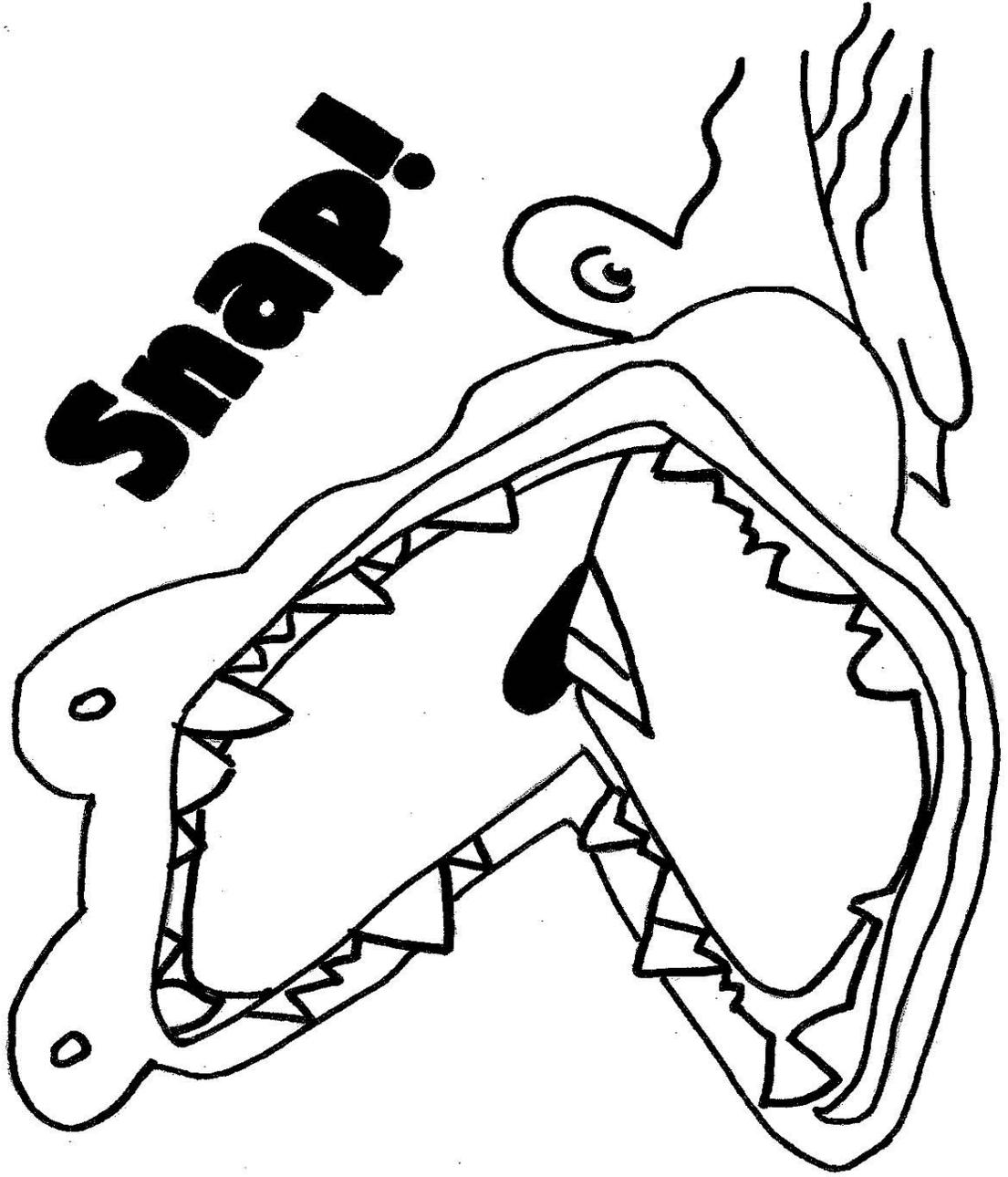
Alligator Snap

Supplies: One Alligator Snap game board
One deck of cards with face cards removed
30 markers (beans)

Directions:

1. Place the game board where both players can easily reach it. Place 30 markers inside the alligator's mouth.
2. Shuffle the cards and place them face down in a stack.
3. The first player turns over the top two cards and lays them face up with the larger number above the smaller number. He then subtracts the smaller number from the larger number and removes that number of markers from the alligator's mouth.
4. The second player now turns over the next two cards and follows the same procedure.
5. Play continues until all of the markers have been removed from the alligator's mouth. If there are not enough markers left to equal the answer, the player loses his turn.
6. When all the markers are gone, each player counts his markers. The player with the most markers is the winner.

Snap!



Sums & Snakes



Supplies: Sums & Snakes game board for each player
Two regular dice
Crayon or Marker for each player

Directions:

1. Players take turns rolling the dice, adding together the two numbers showing and then crossing out that sum on their list of numbers.
2. If a player throws a number he has already crossed out, he does not get another turn, but passes the dice to his opponent.
3. Anyone who throws a seven must draw a wavy line to complete a snake.
4. The winner is the first player to cross out all the numbers before he has had to draw seven snakes.

Point of Discussion:

Talk with your student about why the number 7 turns up so often as the sum of the two dice. List all the combinations that will add up to 7.

Sums & Snakes

2 3 4 5 6 8 9 10 11 12



Crossing the Cascades



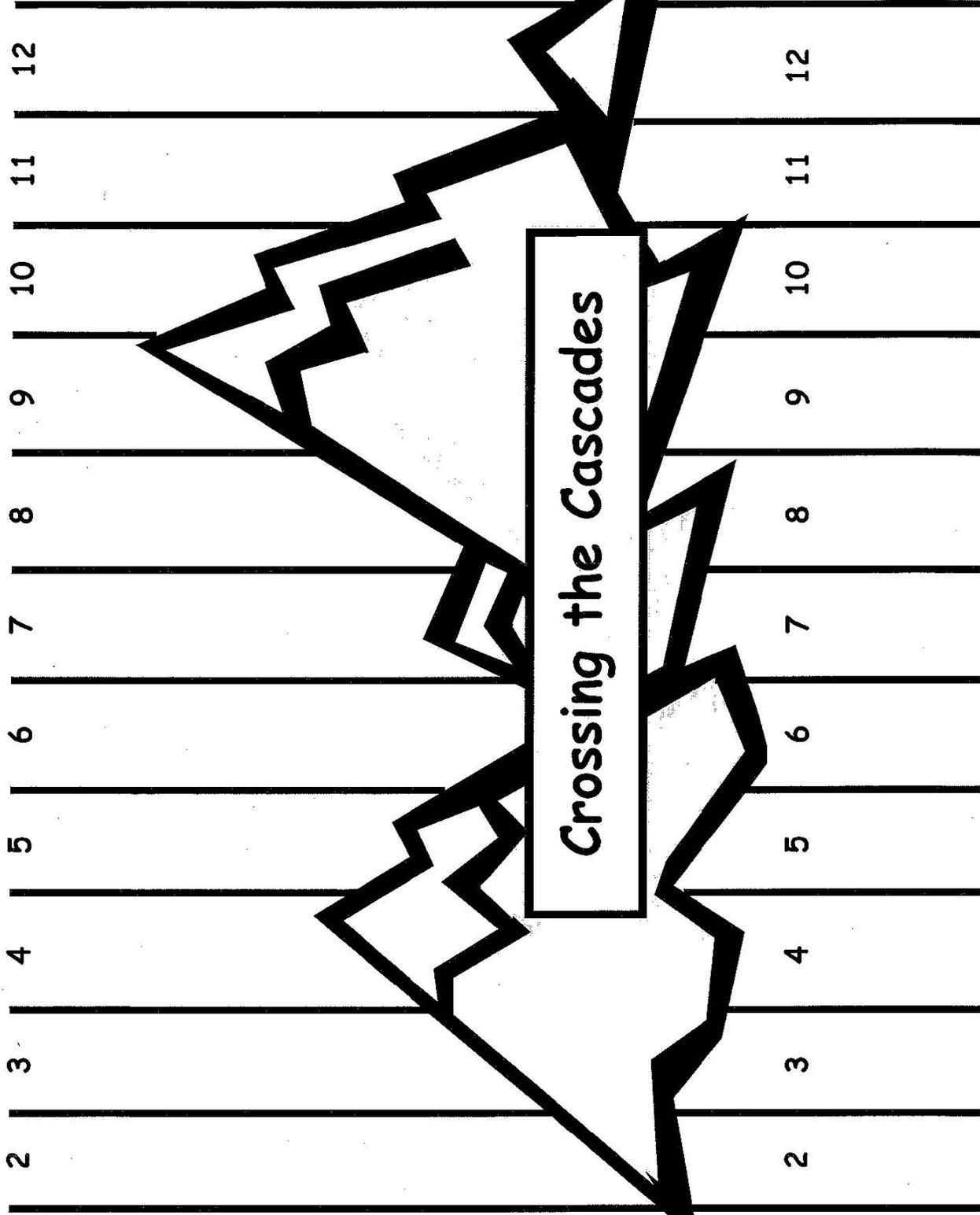
Supplies: Two regular dice
Game board for each player
11 markers (beans) for each player

Directions:

1. Players place their 11 markers (mountain climbers) on the game board in the area under the mountains. They may choose the placement of their markers. For example, they may place one marker on 12, four markers on 7, two markers on 5, etc.
2. The object of the game is to be the first player to get all of the mountain climbers across the Cascades.
3. Players take turns rolling the dice. For each roll, the sum of the numbers indicates the slot a mountain climber may leave to go over the mountains. If there is no mountain climber in a slot, that turn is lost.
4. The first player to get all their mountain climbers across the Cascades is the winner.

Variation:

If playing with a group of students, have one person roll the dice and call out the equations. Everyone moves their climbers across at the same time.

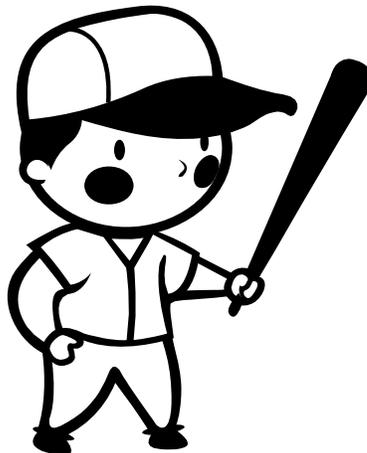


Subtraction Baseball

Supplies: Two Dice
One pencil per player
Game Board for each player

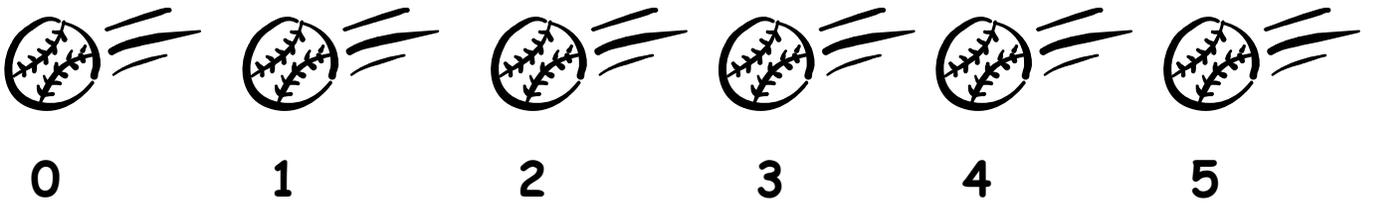
Directions:

1. The first player rolls the dice and subtracts the smaller number from the larger. He then crosses that answer off of his game board.
2. The second player takes his turn.
3. If a player is unable to cross off a number, he earns a ball or strike and crosses one out on his game board. Four balls and three strikes and the player is out.
4. Play continues until all players are out or one player has crossed off all of the numbers on his game board.
5. If all the players strike out, the player with the most numbers crossed off is the winner.





Let's Play Ball!



Ball	1	2	3	4
Strike	1	2	3	

Number Island

Supplies: One *Number Island* game board
Two markers of different colors (one per player)

Rules:

1. The numbers must be side-by-side, up-and-down, or diagonal.

side-by-side up-and-down diagonal combination

5	3	2
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6
4

1
9

3	5
	2

2. Once a number is circled, it is out of play for the rest of the game.
3. You can't circle a number that has already been claimed.

Directions:

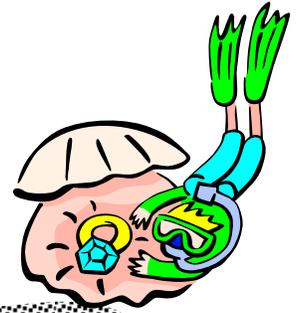
1. Player one circles two or more neighboring numbers that add up to 10.
2. Player two takes their turn.
3. The game ends when no more plays are left.
4. Players score one point for each circle (not for each number in a circle). The winner is the player with the most circles.

Variation:

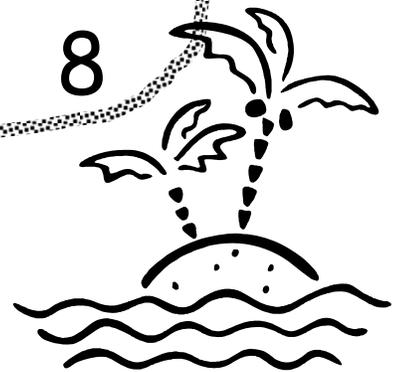
One Player Version: Try to claim every number on the board.



Number Island



1 4 3 2 2 9 1
2 5 5 6 9 1 8 1 4 5
3 5 3 5 4 1 2 1 5 8 1
2 1 6 9 2 7 2 3 2 7
4 4 2 3 1 7 1 3 3 2
1 2 3 1 7 3 9 4 2 1
5 4 3 5 2 1 6 1 3 5 2
2 2 3 6 1 9 2 3 8 3 4
4 5 3 2 5 2 2 6 5
3 1 5 3 2 1 5 4 3 2
8 1 5 3 2 8



ADDITION SNAP

Supplies: One deck of cards with no Kings or Jacks

Aces = 1

Queens = 0

2's thru 10 = face value

Directions:

1. Players divide the cards evenly between themselves
2. Each player turns over a card at the same time
3. Players add the two cards together as quickly as possible and say the sum out loud
4. The player who gives the correct answer first collects both cards
5. Play continues until one player collects all of the cards.
6. In the event of a tie:
 - a. Players leave their cards down and let the pile build
 - b. Play resumes until one player gives a correct sum before the other and takes all the accumulated cards.

LUCKY 9

Supplies: One *Lucky 9* game board
 10 markers (beans) per player
 One deck of cards with no Kings or Jacks

Aces = 1

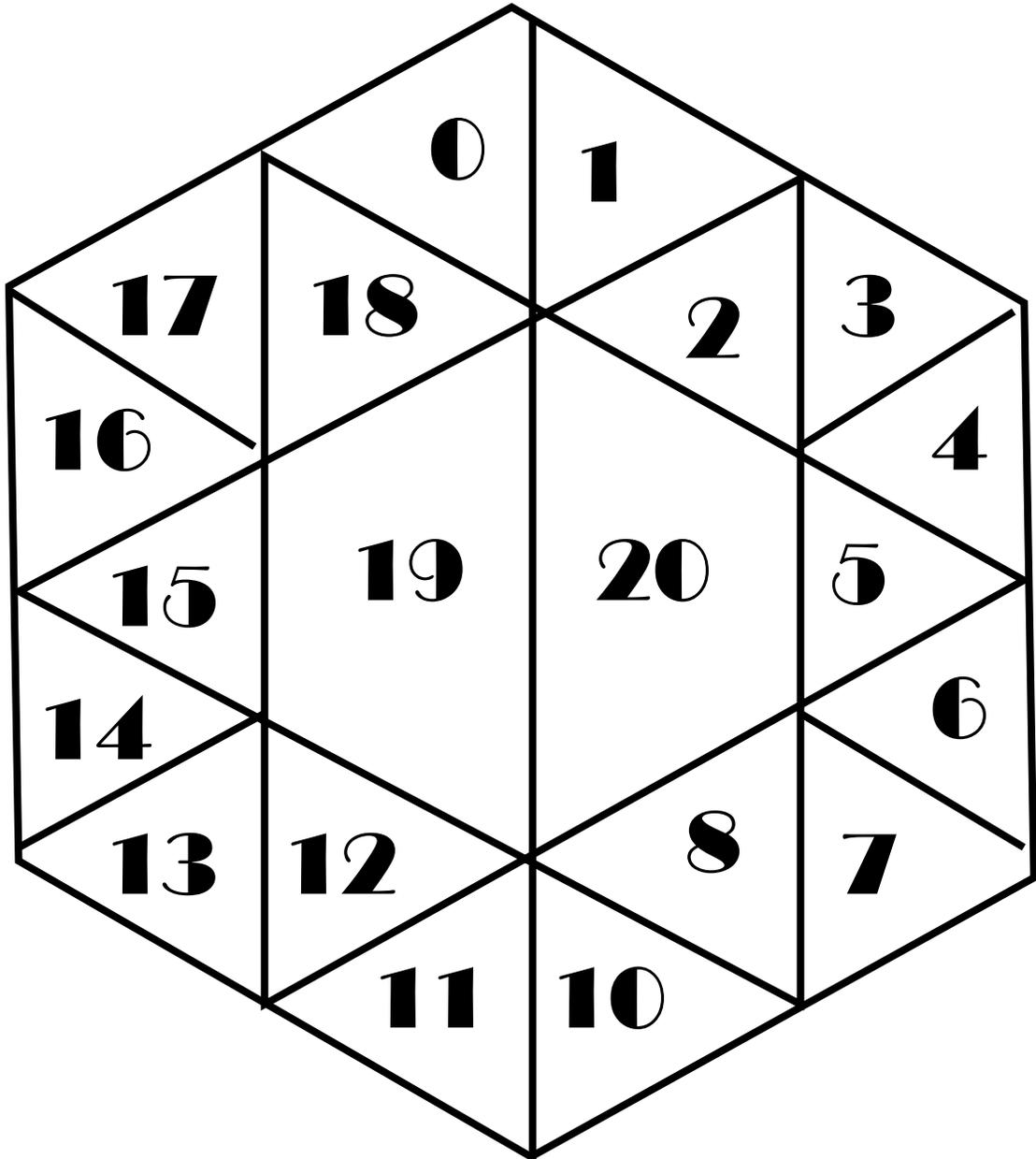
Queens = 0

2's thru 10 = face value

Directions:

1. First player takes the top two cards, adds them together and places a marker on that sum.
2. The second player does the same thing. If the space is already occupied, the second player removes the marker and adds it to his/her pile of markers. He/she does NOT place a marker on the board.
3. Play continues around the table.
4. If a player draws a pair that totals "9", he/she gets to remove ALL the markers on the game board.
5. Play continues until one player runs out of markers.
6. The winner is the player who has the most markers.

LUCKY 9 - Sums to 20



POT O' GOLD

Supplies: *One Pot o' Gold* game board
 Two regular dice
 Two different colored crayons or markers (one
 per player)

Directions:

1. First player rolls both dice and determines the product.
2. First player then colors in that number of squares on the grid, forming a rectangle.
Example: If player #1 rolls two 6's, the product of $6 \times 6 = 36$. The player can color in a grid of 4×9 , 6×6 , or 3×12 .
3. Player two rolls the dice and colors in a rectangle.
4. Play continues until one player rolls a combination that cannot be colored in. This sends the game into the final round.
5. FINAL ROUND: Each player gets six more rolls (in turn), hoping to fill in as many squares as possible.
6. Once the last roll is taken, the players count their total number of colored squares. The player with the highest total wins the gold!



LUCKY 9, IT'S MINE

Supplies: One *Lucky 9, It's Mine* game board
 10-15 markers (beans) per player
 One deck of cards with no Kings or Jacks

Aces = 1

Queens = 0

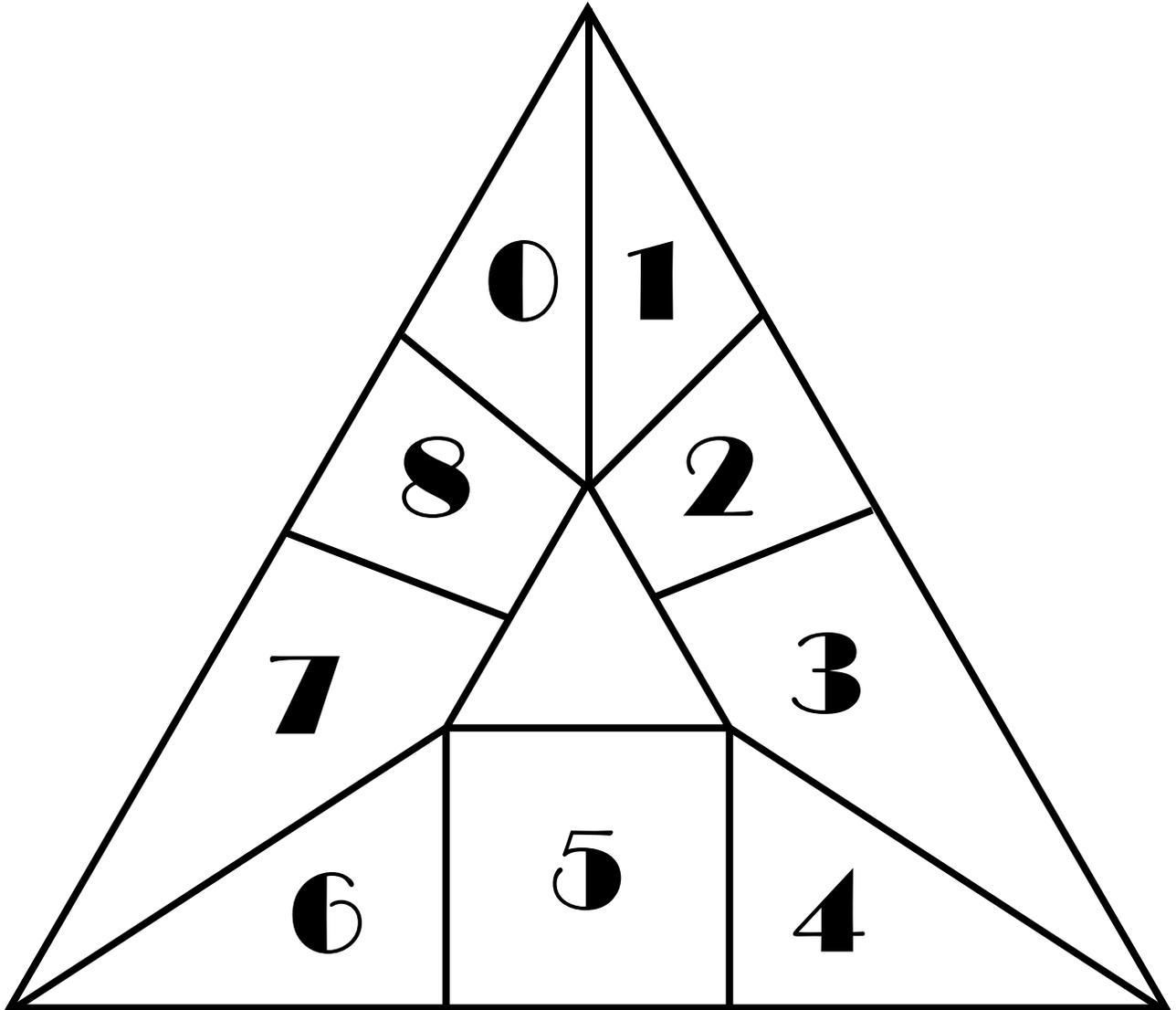
2's thru 10 = face value

Directions:

1. First player takes the top two cards and multiplies them together.
2. If the product is a one-digit number, the player places a marker on that number. If the product is a two-digit number, the player "boils down" the answer by adding the two digits until only one digit is left.
Example: $8 \times 8 = 64$, $6 + 4 = 10$, $1 + 0 = 1$. Player would cover the #1 spot.
3. Player two follows steps 1 and 2. If the space is already occupied, the second player removes the marker and adds it to his/her pile of markers. He/she does NOT place a marker on the board.
4. Play continues around the table.
5. If a player draws a pair that totals "9", he/she gets to remove ALL the markers on the game board.
6. Play continues until one player runs out of markers. The winner is the player who has the most markers.

LUCKY 9, IT'S MINE

Multiplication



BUMP

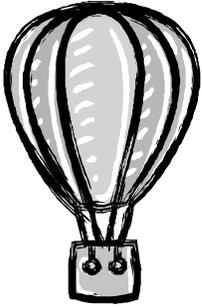
Supplies: One *Bump* game board
Two regular dice
10 markers (beans) for each player - each player must have a different color marker

Directions:

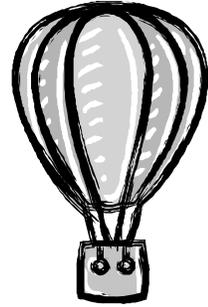
1. Determine the multiplier and write it in the top right hand corner of the game board.
2. Below each balloon write one of the products of that multiplier times the numbers 2 through 12.
Example: If the multiplier is 3, the numbers below each balloon would be 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, and 36.
3. The first player rolls the dice and adds the two numbers together. He/she then multiplies the sum times the multiplier and places a marker on the balloon with that product.
Example: Multiplier is 3. Player rolls a 2 and a 3. $2+3 = 5$. $5 \times 3 = 15$. Player would place a marker on the balloon labeled "15".
4. Play continues to the next player.
5. If a player gets the same product as one already covered by his/her opponent's marker, they "bump" their opponents' marker off the board and return it to the player. They then replace that marker with one of their own.
6. If a balloon already has one of the player's own markers in it, he/she can add a second marker to the balloon to "freeze" that spot. Once a balloon is frozen, markers cannot be bumped off.
7. The first player to get rid of all their markers is the winner.

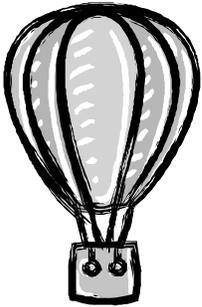
BUMP!

Multiplier: _____

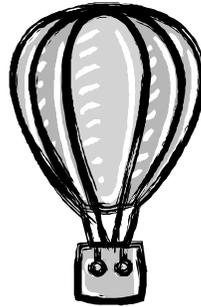


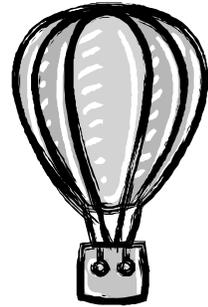


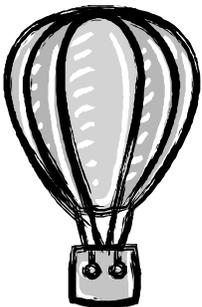


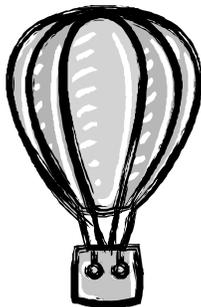


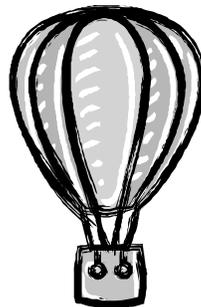


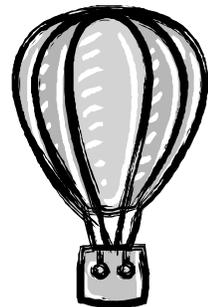












COVER ALL

Supplies: One game board for each player
 Three regular dice
 14-18 markers (beans) per player

Directions:

1. First player rolls all three dice and uses the face values as rolled, or in combination to cover squares on his/her game board. Any mathematical procedure can be used to arrive at numbers that are open on his/her game board.

The face value of each die may be used **ONLY ONCE** in each turn and **ALL THREE** dice must be used or play passes to the next player.

2. Play continues around the table.
3. The first player to cover all 14 squares is the winner.

Example:

A Player rolls the numbers 3, 4, and 6. She has the following options (and a few others):

- a. Cover numbers 3, 4, and 6
- b. Cover numbers 12 (3×4) and 6
- c. Cover numbers 3 and 10 ($4 + 6$)
- d. Cover numbers 7 ($3 + 4$) and 6
- e. Cover number 2 [$(3 \times 4) / 6$]

COVER ALL

1	2	3	4
5	6	7	8
9	Cover All		10
11	12	13	14

SNAP!

Supplies: One deck of cards for each player with no Kings,
 Jacks or 10's
 One game board per player

Aces = 1

Queens = 0

2's - 9's = Face Value

Directions:

1. Each player shuffles her cards and places them face down in front of her.
2. The leader announces the target number - either the largest number (999) or the smallest number (0).
3. The leader says, "One, two, three, SNAP." At the word "snap", each player turns over the top card of her deck and places it somewhere on her game board. The free space is used to get rid of a number the player doesn't want. Once a card is placed, IT CANNOT BE MOVED!
4. Decisions must be made rapidly. As soon as the first card is placed, the leader continues with "One, two, three, SNAP!" until four cards have been played. The leader only gives about two seconds for players to make a decision.
5. The winner is the player whose number is closest to the target number.

3-DIGIT SNAP!

100's Value	10's Value	1's Value
		Free Space

CARD VALUES: Aces = 1 2's thru 9's = face value Queens = 0

You may make a 4-digit (or greater) SNAP board by tracing the outline of your cards in a row of four plus a free space.