

Roll & Make

My Number	In Picture Form
In Word Form	In Expanded Form
With Money	Represent It a Different Way
Make a Comparison Statement with a Number Greater than Your Number	Make a Comparison Statement with a Number Less than Your Number
Show Your Number as a Number Bond	
Show Your Number on a Number Line	
Show Your Number as a Strip Diagram	

Know My Number

My Number is _____

Is it odd or even? _____

1 More	1 Less	10 More	10 Less	100 More	100 Less

Word Form			Expanded Form		
Hundreds	Tens	Ones	Picture Form		

Ways to Make with Addition	Ways to Make with Subtraction
With Tally Marks	Skip Count to Me
Greater Than and Less Than	Strip Diagram
Show on a Number Line	

Wild & Wacky Workstations for K-2 Classrooms

Bottle Caps					
Focus	Activity	Number of Players	Materials	Directions	Variations
Addition	Pick & Add	1 or 2	<ul style="list-style-type: none"> 2 sets of bottle caps labeled 0-9 	<ul style="list-style-type: none"> Draw two digits from the bag and add. If two players, compare numbers and the highest number wins. 	<ul style="list-style-type: none"> Write the fact family for numbers they draw. Write a word problem to match the fact drawn.
Addition	Addition in Reverse	1 or more	<ul style="list-style-type: none"> 2 sets of bottle caps labeled 0-9 	<ul style="list-style-type: none"> Draw a digit. Use this number as the sum in a number sentence and find all the combinations of numbers that make up the drawn number. 	<ul style="list-style-type: none"> Use two digits to make the sum.
Number Recognition	Scatter & Order	1 to 2	<ul style="list-style-type: none"> 1 set of bottle caps labeled with 1 to 10 	<ul style="list-style-type: none"> Lay out or scatter all the digits number side up. Each player will order the digits from 0-10 and then 10-0. 	<ul style="list-style-type: none"> Make the numbers on the digits larger to include two-digit numbers.
Number Recognition	Blind Scatter & Order	1 to 2	<ul style="list-style-type: none"> 1 set of bottle caps labeled with 1 to 10 	<ul style="list-style-type: none"> Turn all the digits number side down and have each player flip one number over at a time and put them in order from 0-10 and 10-0. 	<ul style="list-style-type: none"> Make the numbers on the digits larger to include two-digit numbers.
Number Recognition	What's the Number?	1 to 2	<ul style="list-style-type: none"> 1 set of bottle caps labeled with 1 to 10 	<ul style="list-style-type: none"> Turn all the digits number side up in order from 0-10 then turn a few face down. Have each player determine which digits are turned over. 	<ul style="list-style-type: none"> Make the numbers on the digits larger to include two-digit numbers.
Number Recognition	Sorting Numbers	1 to 2	<ul style="list-style-type: none"> 1 set of bottle caps labeled with 1 to 9 	<ul style="list-style-type: none"> Make two columns and sort the digits into the appropriate columns (odd and even and greater than number and less than a number). Also, students could sort, numbers that are curvy and straight or numbers I know/those I don't. 	<ul style="list-style-type: none"> Make the numbers on the digits larger to include two-digit numbers.
Number Recognition	Matching	1 to 2	<ul style="list-style-type: none"> 2 sets of bottle caps labeled with 1 to 9 	<ul style="list-style-type: none"> Flip over all the lids and take turns trying to make matches. If a player gets a match, they get another turn. When all the lids are gone, the person who made the most matches wins. 	<ul style="list-style-type: none"> Make the numbers on the digits larger to include two-digit numbers. Add a set of index cards with the digit number words to match to the bottle cap digit. Add a set of index cards with matching ten frames to match to the digit.
Number Relationships	Before & After	1 or more	<ul style="list-style-type: none"> 2 sets of bottle caps labeled 0-9 	<ul style="list-style-type: none"> Draw a digit. Write the digit before the drawn digits and the number after the drawn digits. Write how many more or less the number is from the before and after numbers. Write 10 more or 10 less than the drawn digits. 	<ul style="list-style-type: none"> Write larger numbers on the digits instead of 0-9.
Number Relationships	Even or Odd?	1 or more	<ul style="list-style-type: none"> 2 sets of bottle caps labeled 0-9 	<ul style="list-style-type: none"> Draw 2 digits. Make a number and decide if that number is odd or even by drawing a picture model. 	<ul style="list-style-type: none"> Write larger numbers on the digits instead of 0-9.
Number Relationships	Comparing Values	1 or more	<ul style="list-style-type: none"> 2 sets of bottle caps labeled 	<ul style="list-style-type: none"> Draw 4 digits. Make 2 numbers and draw a picture model of each number. 	<ul style="list-style-type: none"> Write larger numbers on the digits instead of 0-9.

			0-9	<ul style="list-style-type: none"> • Compare the 2 numbers by writing a comparison statement. 	
Number Relationships	Number Ordering	1 or more	<ul style="list-style-type: none"> • 3 sets of bottle caps labeled 0-9 	<ul style="list-style-type: none"> • Make 4 numbers using 8 digits. • Draw a picture model of each number. • Order the numbers from greatest to least and then least to greatest. 	<ul style="list-style-type: none"> • Write larger numbers on the digits instead of 0-9.
Algebraic Relationships	Know My Number	1	<ul style="list-style-type: none"> • 1 set of bottle caps labeled with digits 1-9 	<ul style="list-style-type: none"> • Draw 2 digits. Use the number to fill in the Know My Number template. 	<ul style="list-style-type: none"> • Write larger numbers on the digits instead of 0-9.
Number Relationships	Place Value	1 or more	<ul style="list-style-type: none"> • 2 sets of bottle caps labeled 0-9 	<ul style="list-style-type: none"> • Draw 2 or 3 digits. • Make a number and write the value of each digit. • Write in the number in words and in picture form. 	<ul style="list-style-type: none"> • Adjust the number of digits to meet the needs of the students.
Addition & Subtraction	Missing Number Sentences	1	<ul style="list-style-type: none"> • 2 sets of bottle caps labeled 1 to 9 • Bottle caps with + and = written on them 	<ul style="list-style-type: none"> • Turn all the caps number side down. • Arrange the + and = signs like a number sentence. • The player will choose two caps to create a number sentence and will say, write, and then add the numbers. 	<ul style="list-style-type: none"> • Players can write the fact family for numbers they drawn. • Players can make a simple addition or subtraction word problem. • Change the operation to subtraction instead of addition.
Subtraction	Pick & Subtract	1 or 2	<ul style="list-style-type: none"> • 2 sets of bottle caps labeled 0-9 	<ul style="list-style-type: none"> • Draw two digits from the bag and subtract. • If two players, compare numbers and the highest number wins. 	<ul style="list-style-type: none"> • Students can write the fact family for numbers they draw. • To extend, have students write a word problem to match the fact drawn.
Subtraction	Subtraction in Reverse	1 or more	<ul style="list-style-type: none"> • 2 sets of bottle caps labeled 0-9 	<ul style="list-style-type: none"> • Draw a digit. • Use this digit as the difference in a number sentence and find all the combinations of numbers that make up the drawn number. 	<ul style="list-style-type: none"> • Use two digits to make the difference.

Deck of Cards

Focus	Activity	Number of Players	Materials	Directions	Variations or Follow Up Activity
Algebraic Relationships	Create A Problem	1	<ul style="list-style-type: none"> • 1 set of bottle caps labeled with digits 1-9 	<ul style="list-style-type: none"> • Draw 2 or 3 digits (grade level appropriate). • Use the digits and one symbol to create a number sentence and word problem. 	<ul style="list-style-type: none"> • Write larger numbers on the digits instead of 0-9.
Addition	Sum Double War; Sum Triple War; Sum Quadruple War	2 to 4	<ul style="list-style-type: none"> • 2 decks of cards per pair of players 	<ul style="list-style-type: none"> • Cards are dealt evenly to players. Jacks represent 11, Queens represent 12, Kings represent 13, and Aces represent 14. • Players will turn over 2, 3, or 4 cards depending on the game version they are playing. • Students will add their cards and the largest sum wins by getting all the cards played. 	
Addition	Salute	3	<ul style="list-style-type: none"> • 1 deck of cards 	<ul style="list-style-type: none"> • Two players will face each other and the cards are dealt evenly to them. Jacks represent 11, Queens represent 12, Kings represent 13, and Aces represent 14. • The third person will sit where they can see the other two players. 	<ul style="list-style-type: none"> • Students can write their own word problem using a set of numbers from the game. These could be put in another workstation for students to solve or be used as a warm up.

				<ul style="list-style-type: none"> • The third player will say “Salute” and the two players will turn over the top card and hold it up to their forehead so the other person can see. • The third player announces the sum. • The other two players try to be the first one to guess their own number. • The winner takes both cards. • Players will rotate positions so everyone plays every position. 	
Addition	Close Call	2 to 4	<ul style="list-style-type: none"> • 1 deck of cards with the 10s and face cards removed • Paper • Pencil 	<ul style="list-style-type: none"> • Each player is dealt 6 cards. • Each player selects four of their cards and makes two double-digit numbers that have a sum as close to 100 as possible. • The player with the sum closest to 100 without going over wins a point. • Each player is dealt four cards. They can pick which four cards they want to add. • Each game consists of 5 rounds with the winner being the player that has the most points. 	<ul style="list-style-type: none"> • Change the number of cards dealt to each player to 8 or 10. • Change the sum goal to 500 or 1,000 depending on the number of cards dealt. • Add a time limit to make the largest sum. • Change the operation to subtraction.
All Operations	Wild War	2 to 4	<ul style="list-style-type: none"> • 2 decks of cards per pair of players 	<ul style="list-style-type: none"> • Cards are dealt evenly to players. Aces are worth one and all the face cards are removed. • Each player turns over three cards and pick which operation they would like to make the greatest number. 	
All Operations	Target Number	2 to 4	<ul style="list-style-type: none"> • 2 decks of cards per pair of players 	<ul style="list-style-type: none"> • The players select a target number between 1 and 30. • Five cards are turned over from the deck and players are to make a number sentence using all five cards using any operations to reach the target number. • The first player to make a correct number sentence keeps all the cards played and chooses the next target number. 	
All Operations	Quick Draw	2 to 4	<ul style="list-style-type: none"> • 2 decks of cards per pair of players 	<ul style="list-style-type: none"> • All the cards are shuffled and passed out to the players. • One player calls, ‘Draw’ and both players turn over their top card and place it face up in the center. • The players add the two numbers that are showing and the first player to say the total out loud wins the two cards. • After all cards have been used, the players count the number of cards that they have won. The winner is the person who has the most cards. 	<ul style="list-style-type: none"> • Change the operation to subtraction or multiplication.
Number Relationships	Mystery Number	2-5	<ul style="list-style-type: none"> • 1 deck of cards • Jacks are worth 20 • Queens are worth 30 • Kings are worth 40 	<ul style="list-style-type: none"> • Player 1 will use two to three playing cards to determine the mystery number. • The other players will ask yes or no questions to determine what the mystery number is. Questions could include if it is odd or even, if it is greater or less than a certain number, if it has a 5 in the tens place, etc. • If after 10 questions the other players cannot determine the mystery number, Player 1 may show a partial pictorial model, one of the digits in the correct place value place, etc. to help 	

				the other players determine the mystery number.	
Addition & Subtraction	Close to 20	2 to 4	<ul style="list-style-type: none"> • 2 decks of cards per pair of players 	<ul style="list-style-type: none"> • Remove the kings and jacks from a deck of cards. Aces are worth one and Queens are worth zero. • The object of the game is to make an addition problem with three addends as close to 20 as possible. Each game has five rounds. • The cards are shuffled and dealt five cards each and placed them so all players can see them. • Each player uses the numbers on any three of the cards to make a total that is as close to 20 as possible. Each card can only be used once. • The player writes the numbers they chose and total on their score sheets. • The points for each round are the difference between the sum and 20 (for example a sum of 24 scores 4 points and so does a sum of 16). • Put all five cards in a discard pile and deal out five more for the next round. After five rounds, players total their points and the player with the lowest score wins. 	<ul style="list-style-type: none"> • Change 20 to a different number.
Addition & Subtraction	Close to 100	1 to 2	<ul style="list-style-type: none"> • 2 decks of cards per pair of players 	<ul style="list-style-type: none"> • In this game Aces are one, Queens are zero, and Kings and Jacks are wild cards. Each game has 5 rounds. • The cards are shuffled and each player is dealt six cards. • Players choose any four of the cards to make two double-digit numbers that when added come as close as possible to the total of 100. Wild cards can be assigned any value. • Players record their numbers and the sums on the score sheet. The player's score for each round is the difference between the sum and 100 (for example sums of 95 and 105 both score 5 points). • The used cards are discarded and the two cards remaining in each hand are kept for the next round. • For rounds 2 to 5, deal out four cards to each player and make two double-digit numbers, add them, and score your points. • At the end of five rounds, the player with the lowest value wins. 	<ul style="list-style-type: none"> • Change 100 to a different number.
Number Relationships	Down to 50	1	<ul style="list-style-type: none"> • 1 deck of cards with the 10s and face cards removed • Base ten blocks • Paper • Pencil 	<ul style="list-style-type: none"> • Draw two cards to make a number. • Decompose the number using base ten blocks into so many tens and so many ones. • Write the number in expanded form. • Decompose the number in a different way using the base ten blocks into so many tens and so many ones. • Write the number in standard form. • Decompose the number in yet a different way using the base ten blocks into so many tens and so many one. 	

				<ul style="list-style-type: none"> • Write the number in picture form. • Draw three new numbers from the bag and repeat the steps. 	
Number Relationships	Deck Comparison	2 to 4	<ul style="list-style-type: none"> • 4 decks of cards per pair of players 	<ul style="list-style-type: none"> • Each player will turn over eight cards to make two four-digit numbers. • Each player will write a comparison statement using the two numbers they rolled. 	<ul style="list-style-type: none"> • Change the number of dice rolled to make a smaller or larger number. • Have students write the comparison statement in words or pictures.
Number Relationships	Fraction War	2 to 4	<ul style="list-style-type: none"> • 2 decks of cards per pair of players • Paper and pencils if needed 	<ul style="list-style-type: none"> • Cards are dealt evenly to players. Jacks represent 11, Queens represent 12, Kings represent 13, and Aces represent 14. • Each player turns over 2 cards and makes the largest fraction by laying the cards vertically. • The player who makes the largest fraction wins by getting all the cards played. 	<ul style="list-style-type: none"> • Allow only fractions of less than one. • The first card turned over is the numerator and the second card is the denominator. • Use three cards at a time to create mixed fractions.
Multiplication	Product Double War; Product Triple War	2 to 4	<ul style="list-style-type: none"> • 2 decks of cards per pair of players 	<ul style="list-style-type: none"> • Cards are dealt evenly to players. Jacks represent 11, Queens represent 12, Kings represent 13, and Aces represent 14. • Players will turn over 2 cards. • Students will multiply their cards and the largest product wins by getting all the cards played. 	<ul style="list-style-type: none"> • Turn 3 or 4 cards over and multiply. • Draw four cards to create two two-digit numbers and multiply. • Draw six cards to create two three-digit numbers and multiply.
Addition	Salute	3	<ul style="list-style-type: none"> • 1 deck of cards 	<ul style="list-style-type: none"> • Two players will face each other and the cards are dealt evenly to them. Jacks represent 11, Queens represent 12, Kings represent 13, and Aces represent 14. • The third person will sit where they can see the other two players. • The third player will say "Salute" and the two players will turn over the top card and hold it up to their forehead so the other person can see. • The third player announces the sum. • The other two players try to be the first one to guess their own number. • The winner takes both cards. • Players will rotate positions so everyone plays every position. 	<ul style="list-style-type: none"> • Students can write their own word problem using a set of numbers from the game. These could be put in another workstation for students to solve or be used as a warm up. • Change operation to multiplication, subtraction, or division.
Number Relationships	Make the Most of It	2 to 4	<ul style="list-style-type: none"> • 2 decks of cards per pair of players 	<ul style="list-style-type: none"> • The Kings and Jacks are removed from the deck. Aces represent 1 and Queens represent 0. • Players take turns drawing one card from the deck until they have 5 cards. • As each card is drawn, it is placed in order from right (the ones place) to left (the millions place). Cards cannot be moved into a different order. • When the sixth card is drawn, the player can choose to replace an already drawn card with the sixth card. • The largest 5 digit number wins. 	<ul style="list-style-type: none"> • The number of cards drawn can be changed to reflect additional places.
Number Relationships	Low Ball	2 to 4	<ul style="list-style-type: none"> • 2 decks of cards per pair of players 	<ul style="list-style-type: none"> • All face cards will be removed. Cards are dealt evenly to players. • Players will turn up four cards to create the lowest value 4 	<ul style="list-style-type: none"> • Have students write their numbers in standard, word, and expanded form.

				digit number. <ul style="list-style-type: none"> The player with the lowest numbers wins the cards played. 	
Subtraction	Difference Double War; Difference Triple War; Difference Quadruple War	2 to 4	<ul style="list-style-type: none"> 2 decks of cards per pair of players 	<ul style="list-style-type: none"> Cards are dealt evenly to players. Jacks represent 11, Queens represent 12, Kings represent 13, and Aces represent 14. Players will turn over 2, 3, or 4 cards depending on the game version they are playing. Students will subtract their cards and the largest difference wins by getting all the cards played. 	
Addition	31	2 to 4	<ul style="list-style-type: none"> 2 decks of cards per pair of players 	<ul style="list-style-type: none"> The cards are shuffled and each player will receive three cards face down. Once dealt, the players will look at their cards. They will then take a turn picking up a card from the pile in the middle and discarding a card. The object of the game is to have a sum of 31 in your hand before the other players. The card face value is used for counting; however Aces can be used as either 1 or 11. 	<ul style="list-style-type: none"> Change 31 to a different number.
Addition	15	2 to 4	<ul style="list-style-type: none"> 2 decks of cards per pair of players 	<ul style="list-style-type: none"> Players take turns to show their 3 cards and add the value of the cards. If the total is 15, the player can keep their cards. If it is not 15 the cards are returned to the dealer and shuffled into the deck for the next round. Play continues for a set time. The winner is the player with the most cards when play finishes. 	
Addition	Make 25 with 5	2 to 4	<ul style="list-style-type: none"> 2 decks of cards per pair of players 	<ul style="list-style-type: none"> The cards are shuffled and each player is dealt 5 cards to hold in their hand. The remaining cards are placed face down in a pile in the center. The top card is turned over and placed beside the pile. The goal of each round is to create a hand of 5 cards that add to 25. Players take it in turn to pick up the top card of the pile or the top card of the discard pile. Each player finishes their turn by discarding a card onto the top of the discard pile. The first player to have a set of 5 cards that total 25 calls out, 'Twenty-five' and is the winner of that round. Keep score of how many rounds each player wins. The winner is the player who wins the most rounds. 	<ul style="list-style-type: none"> Change 25 to a different round. Change the amount of cards students need to make the number.
Addition	Close Call	2 to 4	<ul style="list-style-type: none"> 1 deck of cards with the 10s and face cards removed Paper Pencil 	<ul style="list-style-type: none"> Each player is dealt 6 cards. Each player selects four of their cards and makes two double-digit numbers that have a sum as close to 100 as possible. The player with the sum closest to 100 without going over wins a point. 	<ul style="list-style-type: none"> Change the number of cards dealt to each player to 8 or 10. Change the sum goal to 500 or 1,000 depending on the number of cards dealt. Add a time limit to make the largest

				<ul style="list-style-type: none"> Each player is dealt four cards. They can pick which four cards they want to add. Each game consists of 5 rounds with the winner being the player that has the most points. 	<p>sum.</p> <ul style="list-style-type: none"> Change the operation to subtraction.
Number Relationships	Snap	2	<ul style="list-style-type: none"> 1 deck of cards with face cards removed 	<ul style="list-style-type: none"> Two players sit side-by-side and divide the cards evenly between themselves. The player on the left will deal the cards for the tens place, and the other player will deal the cards for the ones place. Players will turn over one card from their stack and the same time. The first player to call out the correct number gets to keep both cards. If both players call out the number at the same time, players leave their cards in the tie pile. The tie pile builds until one player gives a correct answer before the other. That player will take the two cards just turned over plus all of the cards in the tie pile. Play continues until one player has collected all of the cards. 	
Number Relationships	Pyramid	2-3	<ul style="list-style-type: none"> 1 deck of cards with 10s and face cards removed 	<ul style="list-style-type: none"> Remove the 10s and face cards from the deck. Jokers will count as zeros and Aces will count as ones. Each player will lay out ten cards face down making a pyramid. One card should be in the top row, two cards in the second row, three cards in the third row, and four cards in the fourth row like a pyramid. Players begin by turning over the top card. The player with the highest card wins a point. If there is a tie, players each win a point. Players then turn over their second row of two cards. These cards represent two-digit numbers. The player with the highest two-digit number wins two points. Turn over the third row of cards. The player with the highest three-digit number wins three points. Turn over the last row of cards. The player with the highest four-digit number wins four points. Shuffle the cards and play another round. The first player to reach 25 points wins the game. 	
Dice					
Focus	Activity	Number of Players	Materials	Directions	Variations or Follow Up Activity
Addition	Drop Out	2-5	<ul style="list-style-type: none"> 5 dice per player Paper Pencil 	<ul style="list-style-type: none"> Each player will complete these steps simultaneously. The player will roll five dice (or draw five playing cards). If a 2 or a 5 were thrown or drawn, those dice are taken away. The remaining dice or cards are added together and the sum is written on a piece of paper and are recorded as points. 	

				<ul style="list-style-type: none"> • The player rolls the remaining dice, again removing any 2s or 5s that were thrown or drawn and records the sum as points. • The player continues rolling the remaining dice or cards as long as they do not roll or draw a 2 or a 5. • When all five dice or cards have been removed, each player will add their points. • The players will then compare their final sums and the player with the smallest sum wins one overall point. • Play continues until one player reaches 8 overall points. • Each player will then explain their adding strategy to win. 	
Addition	Going to Austin	3	<ul style="list-style-type: none"> • 3 regular dice • Paper • Pencil 	<ul style="list-style-type: none"> • Each player will roll one die and the player with the greatest number will go first. • When it's their turn, each player will roll all three of the dice. • After the first throw, the player will save the highest number and roll the other two dice. • After the second roll, the highest number is saved and the final die is rolled. • The player will add the three numbers to get their score for that round. • After the three players have gone, the winner is the player with the highest score. 	<ul style="list-style-type: none"> • Keep the lowest numbered die. • Increase the dice to add more numbers. • Create two-, three-, or four digit numbers. • Create a multiplication game using double dice. The player would multiply the dice inside the dice to save the highest number, and continue the game.
Addition	Battle of the Facts	2	<ul style="list-style-type: none"> • 2 regular dice or 2 place value dice • Paper • Pencil 	<ul style="list-style-type: none"> • Each player will roll to make a two-digit number and then roll again to make another two-digit number. • Each player will add their numbers and the largest sum wins and receives a point. • The player to get 15 points wins. 	<ul style="list-style-type: none"> • Change the number of digits rolled. • Change the operation to subtraction. • Have students make a word problem using one of the sets of dice rolled.
Addition	Missing Addend	2	<ul style="list-style-type: none"> • One Place Value dice with 0-9 • One Place Value die with 00-90 • Paper • Pencil 	<ul style="list-style-type: none"> • One player will roll the dice to make a two-digit number. They will write a number sentence or expression for their partner to solve. • If adding, the number rolled will be one addend and the sum will be 100. The partner will find the missing addend. 	<ul style="list-style-type: none"> • Change the operation to subtraction. • Changed the number of dice rolled to make a larger number. • Have students write a word problem with a set of numbers rolled.
All Operations	Flip the Number	1	<ul style="list-style-type: none"> • Dice • Paper • Pencil 	<ul style="list-style-type: none"> • The player will roll two dice to use in writing an equation with an unknown term. The player can place the numbers as any of the terms as long as one term is missing. • Players will determine the missing number by using objects and will then draw a pictorial model that represents the complete number sentence. • Players will then write a word problem that represents the drawn number sentence. • Players will then write all of the combinations of addition and subtraction related to that number sentence. 	
All	Make a	2 to 4	<ul style="list-style-type: none"> • 2 regular dice 	<ul style="list-style-type: none"> • The goal is to make a total of 1,000 points. 	<ul style="list-style-type: none"> • Change the goal number to 10,000,

Operations	1,000		<ul style="list-style-type: none"> Paper Pencil 	<ul style="list-style-type: none"> Players will take turns to roll the two dice and make a number sentence with any operation to make points. Players will record the dice thrown, number sentence, and their running total in a table. 	100,000, or 1 million.
All Operations	500 Shakedown	2 to 3	<ul style="list-style-type: none"> 3 dice with 9 or 10 sides Paper Pencil 	<ul style="list-style-type: none"> Players will use one sheet of paper to make two columns. Each player writing 500 at the top of their column. The player that rolls the greatest number goes first. The player will roll the three dice and subtract the number they rolled from 500. If they roll a 1, they will make the smallest number and add the number. The goal is to be the first person to reach zero. When students have gotten to two-digit numbers, if they roll a zero, they may save it. 	<ul style="list-style-type: none"> Start with 5,000, 50,000, 500,000, or 5 million. Start with 0 and add the numbers until one player gets to 500, 5,000, 50,000, 500,000, or 5 million.
Fractions	On a Roll	2	<ul style="list-style-type: none"> 2 dice per person Paper Pencil 	<ul style="list-style-type: none"> Each player needs to make a T chart on a piece of paper with one column labeled "Mixed Number" and the other labeled "Improper Fraction". Each player will roll the dice and write two fractions using the numbers they rolled. For example, if a 2 and 6 are rolled, the player will make the fractions $\frac{2}{6}$ and $\frac{6}{2}$. The first round begins by one player rolling and writing the improper fraction on his chart. Next, the player should change the improper fraction to a mixed number and record it on their chart. Play continues for 6 rounds. The player with the largest mixed number wins the round. The winner is the first player to win 10 rounds! 	<ul style="list-style-type: none"> Change the number of rounds.
Multiplication	Multiplication War	2 to 4	<ul style="list-style-type: none"> 2 regular dice 	<ul style="list-style-type: none"> Each player will roll one die and the player with the greatest number will go first. Each player will roll two dice and multiply the two numbers to come up with their score. The player with the greatest number wins the round. The players continue until one player has reached ten wins. 	<ul style="list-style-type: none"> Create double-digit numbers and either add, multiply, or subtract.
Multiplication & Division	Double, Half or Stay	2 to 4	<ul style="list-style-type: none"> Two regular different colored dice 	<ul style="list-style-type: none"> One colored dice will represent the tens place and the other dice will represent the ones place. Players will choose a target number between 5 and 130. Players will take turns rolling the dice to form a number. The player will decide to make a number that is close to the target number by choosing to double their number, half their number, or keep the number as is. The player closest to the target number wins. 	<ul style="list-style-type: none"> Add another colored dice to make additional place values. Increase the range of the target number to include thousands, ten thousands, etc. Have students write about their thinking when to decide to double, half, or stay.
Number Relationships	Roll & Make	1 to 4	<ul style="list-style-type: none"> 6 Ones (0-9) Place Value Dice or regular dice 	<ul style="list-style-type: none"> Each player will roll the dice to make a number. Each player will write their number in standard form, expanded form, and word form along with the value (Attached). 	<ul style="list-style-type: none"> Change the number of dice rolled to make a larger or smaller number.
Number	Roll &	1 to 4	<ul style="list-style-type: none"> 6 Ones (0-9) 	<ul style="list-style-type: none"> Each player will roll the dice to make two numbers. 	<ul style="list-style-type: none"> Change the number of dice rolled to

Relationships	Compare		Place Value Dice or regular dice	<ul style="list-style-type: none"> Each player will write a comparison statement using the two numbers they rolled. 	<ul style="list-style-type: none"> make a smaller or larger number. Have students write the comparison statement in words or pictures.
Egg Cartons					
Focus	Activity	Number of Players	Materials	Directions	Variations or Follow Up Activity
Addition	Shake & Add	1	<ul style="list-style-type: none"> Egg carton Pencil Paper 	<ul style="list-style-type: none"> Place 3 coins labeled with a “10”, “100” and “1,000” each. Shake carton, open, and record the number. Repeat, and add the digits. 	<ul style="list-style-type: none"> Change the place value to two places
Subtraction	Shake & Subtract	1	<ul style="list-style-type: none"> Egg carton Pencil Paper 	<ul style="list-style-type: none"> Place 3 coins labeled with a “10”, “100” and “1,000” each. Shake carton, open, and record the number. Repeat, and subtract the digits. 	<ul style="list-style-type: none"> Change the place value to two places.
Multiplication	Shake & Multiply	1	<ul style="list-style-type: none"> Egg carton Pencil Paper Two coins or beans 	<ul style="list-style-type: none"> Place 2 coins labeled with tens and ones. Shake carton, open, and record the number. Repeat, and subtract the digits. 	<ul style="list-style-type: none"> Change the place value to two places
Division	Shake & Divide	1	<ul style="list-style-type: none"> Egg carton Pencil Paper 3 coins or beans 	<ul style="list-style-type: none"> Place three coins in the egg carton. Use two coins of the same color, and the third coin a different color. Close and shake the carton. Open and record the numbers. The two like-colored coins will be the dividend, and the single color the divisor, and divide the numbers. 	<ul style="list-style-type: none"> Change the place value to two places
Number Relationships	Number Shake or Shake It!	1	<ul style="list-style-type: none"> Number Generator (Spinner, Digit Cards, Die, etc.) 6 dimple Egg Carton Token (Chip, Bean, Counter, etc.) 	<ul style="list-style-type: none"> Label each dimple with word, picture, ten frame, number line, number bond, and tally marks. Students generate number using the number generator. Place the token in the egg carton and shake to determine the representation that will be used. Continue shaking until the number has been shown with all the representations OR Generate a new number and make one representation. 	<ul style="list-style-type: none"> Place three tokens in the egg carton to randomly select three multiple representations at one time. After generating a representation for 3 to 4 numbers, have students order and/or compare using the representations. Make two or three digit numbers. Draw representations on index cards to make Memory, Matching, or Concentration game.