Start - Go- Stop Counting

In groups of 5 or 6 students take turns round robin counting. When the Stop sign is held up, counting stops, when the Go sign is held up, counting starts back. The person with the Go sign chooses who has to start counting at the next number. If the selected person doesn't know the number, that person is out. The person with the Go sign then selects someone else to begin counting. The game continues until the agreed number has been reached or there are only two people are playing.

Rolling and Counting

Students take turns rolling number/dot cubes and collecting manipulatives. The game ends when all of the manipulatives are taken.

Variation: a player must roll and exact number to the reach the end.

Variation: Using a ten-frame or gameboard.

Variation: The first person to reach the magic number wins the game.

Variation: Rolling numbers on 100 Chart or Number line

z. Finish

Counting Towers

Students take turns rolling a cube, reading the numeral, and taking that number of cubes. Each student then builds a tower by stacking the cubes he or she collects. Students build the towers until the cubes are gone. Students compare their numbers and determine who has collected the most cubes.

Variation: Students write numbers on a blank 100 chart as they collect cubes for their towers

Variation: Determine the amount of cubes for each tower (Towers of 5, 10, 20)

Variation: Change the type of number cubes (1-2-3 dot cube, 1-3 number cube, 1-6 dot cube)