

Box Cars and One-Eyed Jacks

**4 Games x 5 Ways =
20 Differentiated Activities**

Grades 1 - 5

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 **BoxCarsEduc**

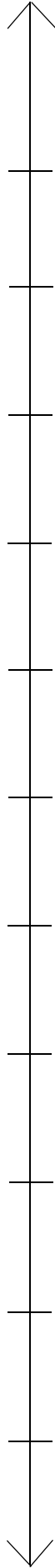
 **BoxcarsEducation**

For an electronic copy of handout with more
rules and games send an email to:
handouts@boxcarsandoneeyedjacks.com
with the conference and session title

FLIPPIN' OUT

000 100 200 300 400 500 600 700 800 900 1000

00 10 20 30 40 50 60 70 80 90 100



Hundreds

Tens

Ones

Hundreds

Tens

Ones

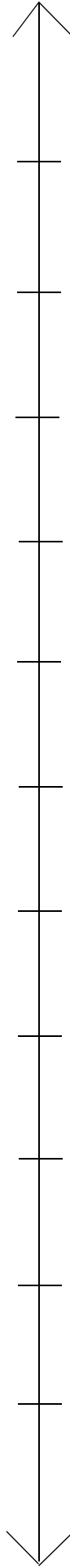
Player One

Use cards 0-9 only, or can use place value dice 0-9, 00-90, & 000-900.
Players each deal 1 card for the Tens and 1 card for the Ones.
Players place a marker on the closet tens place on the number line.
A 00-90 die is rolled to determine a target.
The player who's marker is closest to target wins all the cards.
In the case of a tie, each player keeps their own cards.
Players can play Hundreds version by dealing 3 cards.

Player Two

FLIPPIN' OUT

Thousandths	.000	.100	.200	.300	.400	.500	.600	.700	.800	.900	1.000
Hundredths	.00	.10	.20	.30	.40	.50	.60	.70	.80	.90	1.00
Tenths	.0	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0



Tenths	Hundredths	Thousandths	Tenths	Hundredths	Thousandths
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Player One

Player Two

Use cards 0-9 only or use place value dice 0.0 - 0.9, 0.00 - 0.90 & 0.000 - 0.900.
 Each player deals 1 card into the Tenths place.
 Places their marker on the corresponding number line location at top of page.
 Player closest to the target place value (by roll or target die) wins all the cards.
 In case of a tie, players keep their own cards.
 Players deal 2 cards for Hundredths version and 3 cards for Thousandths version.
 Players can deal 3 cards and play rounding version to hundredths or tenths.

Rounding Recording Sheet

Turn	Rolled	Standard	Rounded To 10's	Rounded to 100's	Notes
example	400 , 20 , 7	427	430	400	
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					

HORSE RACE - PRIMARY ADDITION

LEVEL: K - 2

SKILLS: adding to 12, commutative property of addition, fact families

PLAYERS: 2 (1 vs 1)

EQUIPMENT: tray of dice (each player needs 18 of their own color), gameboard

GOAL: to have the greatest number of dice on your side of the “racetrack” at the end of the game

GETTING STARTED:

Each player takes 18 dice of one color and picks a side of the dice tray to be their “racetrack”. Each player picks up a pair of dice, rolls, and calculates their sum. The player with the greatest sum puts their dice into their side of the racetrack. Both players verbalize their sums.

EXAMPLE:

PLAYER ONE **PLAYER TWO**

MATH TALK

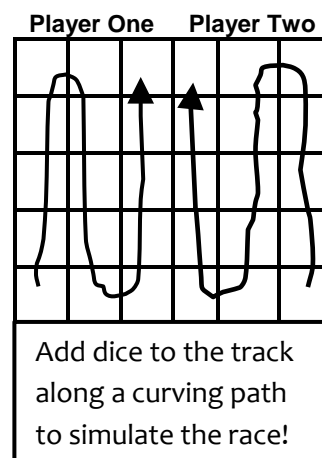
Player One says “8 is a greater sum than 6”

The player with the greatest sum places their dice in their side of the racetrack. The player with the least sum tosses their dice into the lid.

Players each pick up another pair of dice, roll and compare their next sums. In the event of a TIE or EQUAL SUM – both players put their two dice into their side of the racetrack.

Play continues until both players’ 18 dice have been rolled out. The player with the greatest number of dice on their side of the racetrack wins.

- Level 1 :** Addition to 12 - Players roll two dice and add them
- Level 2 :** Addition to 18 - Players roll three dice and add them.
- Level 3:** Multiplication to 36 - Players roll two dice and multiply them
- Level 4:** Multiplication to 72 - Players roll three dice, choose two to add together, then multiply the sum by the third.



SLAM DUNK WITH REGROUPING

MY ROLLS

□	□	□	□
	□	□	
+	□	□	
<hr/>			
□	□	□	

MY ROLLS

□	□	□	□
	□	□	
+	□	□	
<hr/>			
□	□	□	

MY ROLLS

□	□	□	□
	□	□	
+	□	□	
<hr/>			
□	□	□	

MY ROLLS

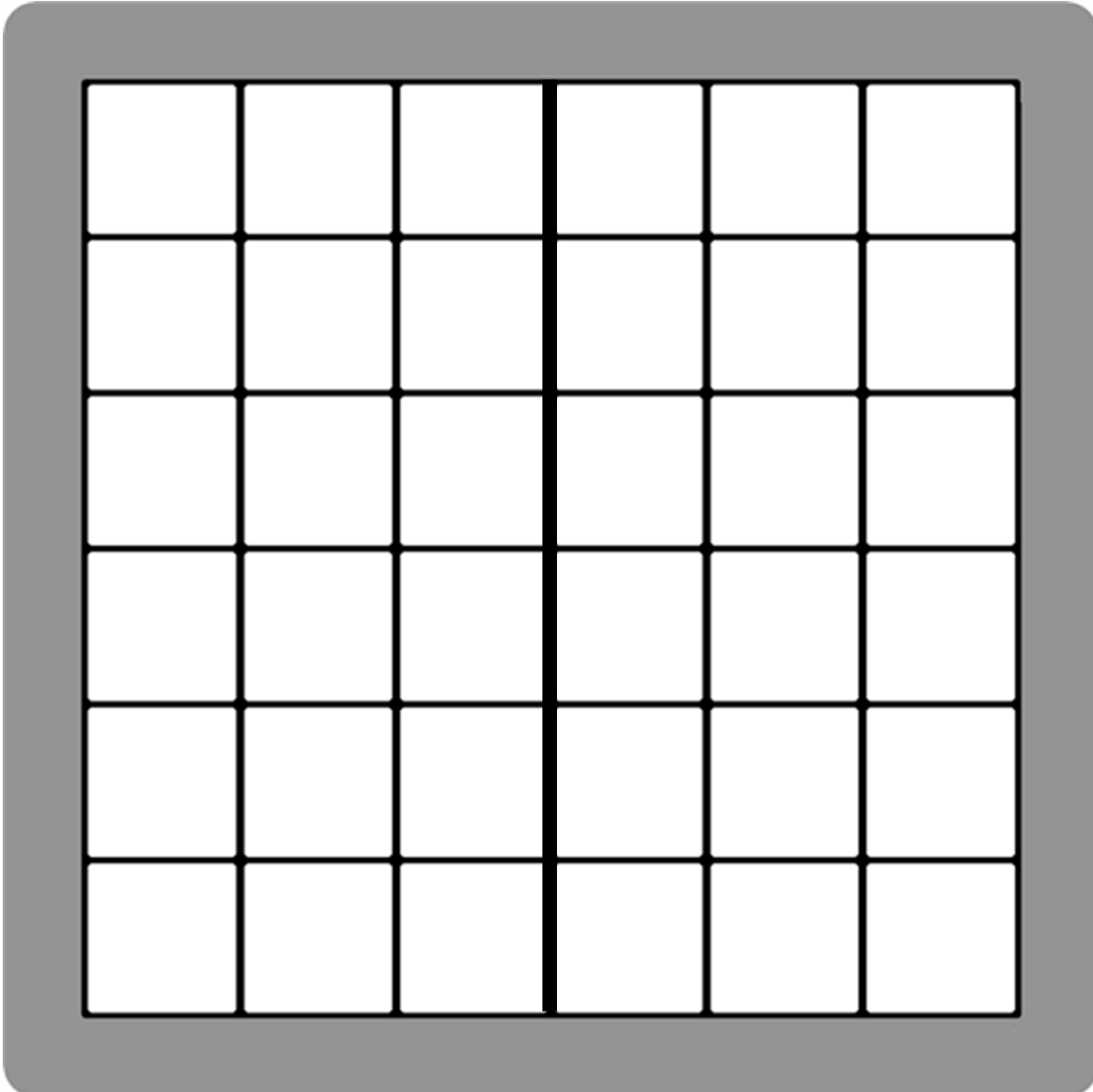
□	□	□	□
	□	□	
+	□	□	
<hr/>			
□	□	□	

- ▶ Each player takes 18 dice of own color.
- ▶ Each player rolls 4 dice, arranges in a 2-digit + 2-digit configuration.
- ▶ Greatest sum wins.
- ▶ Player with the greatest sum places dice into their side of the tray, least sum places in lid.
- ▶ Player with the most dice in their side of the tray at the end of the game wins.

36 / 72 SLAM DUNK

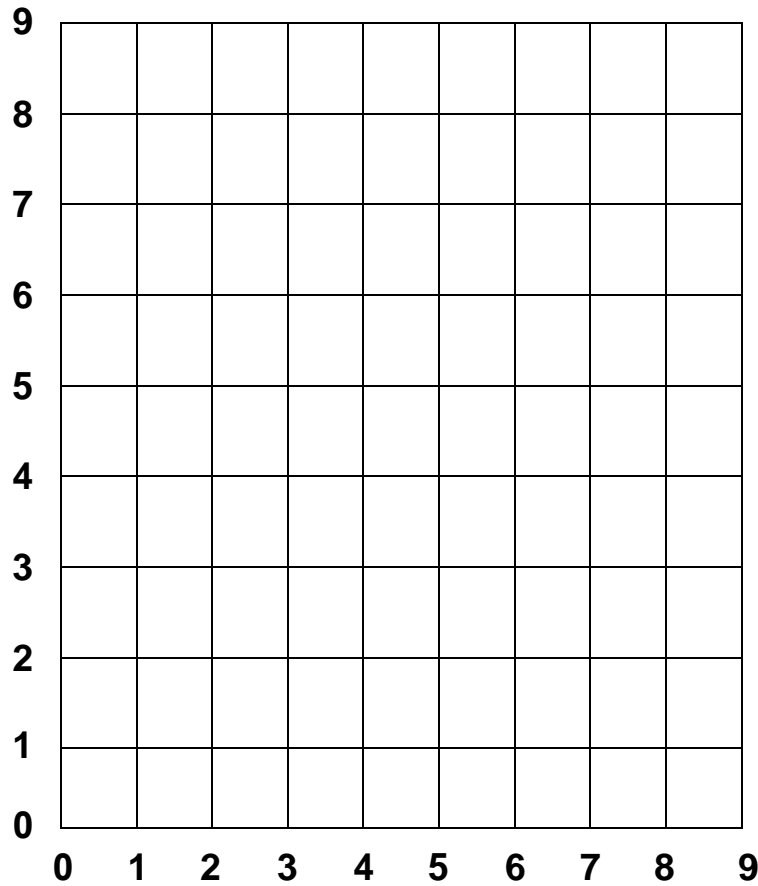
PLAYER
ONE

PLAYER
TWO



- ▶ Each player takes 18 dice of own color.
- ▶ Each player rolls 2 or 3 dice, multiplies.
- ▶ Player with greatest product places them into their side of the tray, least product places in lid.
- ▶ Player with the most dice in their side of the tray at the end of the game wins.

PLOTTING ALONG GRAPH



Players each have two 0-9 dice (younger players can use a Double Regular Die with outside die representing the horizontal X and inside die representing the vertical Y).

Players take turns rolling their dice to plot points (x,y) on their graphs.

First player to plot 3 adjacent points in-a-row for a straight line, (vertical or horizontal or oblique ie diagonal) wins the round.

Variations:

1 - Players must plot one line in each quadrant. Only one point per roll can be plotted.

2 - Players may plot non-adjacent points to create straight lines.

