

Everyone Wins...When Everyone Plays

First Grade Math Games

Presented by Ms. Larimer and Mrs. Crompton

Math games are an important part of the first grade math curriculum. These 1st grade games provide additional practice in an interesting way. They offer review of basic skills, build math speed, and a little friendly competition to help motivate learning. These games reinforce many math topics covered in first grade including practicing addition and subtraction facts, counting money, telling time, and working with place value. Games offer skills practice and promote strategic thinking. You can help your child build his/her math skills by playing these fun games with you student at home too. Most can be played with materials you probably have at home, or can make easily and inexpensively.





Table of Contents

Investigating Numbers.....	3
Counting Numbers	5
Addition	6
Subtraction.....	9
Counting Money	10
Math Websites	11
Appendices	12





Monster Squeeze (1-2)

2 or more players

Need: Number line

Two markers for number line (pennies will do)

1. Player 1 thinks of a mystery number and then calls out two numbers such that the mystery number is somewhere between two numbers.
2. Player 2 tries to guess the mystery number.
3. Player 1 responds to the guess by saying the mystery number is either smaller than (or less than) or bigger than (or more than or greater than) my number.
4. Then, Player 1 will move the bracket according to their response.
5. Player 2 will continue to guess as Player 1 responds. Eventually, the mystery number will be "squeezed" between the two markers.



Top-It (1-6)

2

players

Need: Number Cards to 20

(# cards from a playing deck or homemade cards from 1-25 will work.)

1. Each player takes a card from the top of the pile, turns it over, and says the number on the card.
2. The player who has the larger number takes both cards.
3. The game is over when all of the cards have been taken. The player with more cards wins.

Variation: Add wild cards to the deck. A player who draws a wild card may choose any number. The player must write the number on scratch paper so that the other players can see it.



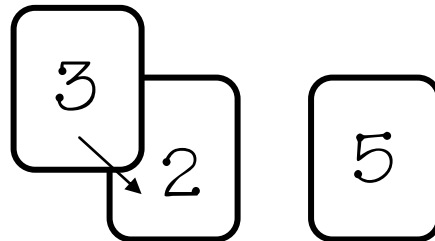
Before and After (3-1)

2 or more

players

Need: Number Cards to 20 (or higher)

1. Shuffle the cards.
2. Deal 6 cards to each player.
3. Put 2 cards number-side up on the table.
4. Put the rest of the cards number-side down in a pile.
5. Take turns. When it is your turn:
 - Look for any number in your hand that comes just before or just after one of the faceup numbers. Put it on top of the number. Play as many cards as you can.
 - Take as many cards as you need from the deck so that you have 6 cards again.
 - If you can't play any cards when it is your turn, take 2 cards from the deck. Place them number-side up on top of the 2 cards on the table. Try to play cards from your hand again. If you still can't play, your turn is over.
6. The game is over when
 - All cards have been taken from the deck.
 - No one can play any more cards.
7. The player holding fewer cards wins.



Digit Game (5-1)

2

players

Need: Number Cards 0-9 (4 cards of each number)

1. The deck is shuffled and placed number-side down between the partners
2. Each player draws 2 cards from the deck and uses them to make the larger 2-digit number.
3. The player with the larger number takes all 4 cards.

4. The game is over when all of the cards have been used.
5. The player with more cards wins.





Penny-Dice (1-6)

2 or more players

Need: at least 20 pennies and 1 die

1. Place the pennies in a pile for your "bank"
2. Players take turns rolling the die and picking up as many pennies as indicated on the die until all of the pennies have been picked up.
3. The player with more pennies wins the game.

Making Tally Marks (1-7)

2 or more

players

To practice using and counting tally marks try some of the following activities:



1. Out of the child's view, drop coins in a container as the other player makes tally marks. Then count the coins together. Players earn points by correctly marking the tally marks.
2. Roll a dice and make tally marks next to the number that appears on a separate sheet of paper.
3. Use tallies to record the results of the winner while playing rock, paper, scissors.

Roll to 100 (2-1)

2 or more players

Need: 100's chart, small marker for each player, and 1 die

1. Put your marker on 0.
2. Roll the die and move that number of spaces.
3. The first player to reach 100 wins.

Variation: Make certain numbers worth different amounts. For example, if you roll a 4 you have to go back 4 spaces or roll and 6 and move up 10.





Two-Fisted Penny Addition (2-3)

2

players

Need: pennies (Suggested amounts 5-20)

1. Take out (10) pennies.
2. Ask your child to grab a handful of pennies with one hand and to pick up the rest with the other hand.
3. Have your child identify the number of pennies in each hand as you record the addition sentence on a piece of paper

Penny Plate (2-8)

2

players

Need: One plate or bowl and a specified number of pennies (Try beginning with 10. ☺)

1. Players take turns. Player A turns the plate upside down, hides some of the pennies under the plate, and places the rest of the pennies on top of the plate.
2. Player B counts the pennies on top of the plate and guesses how many are hidden underneath. If the guess is correct, Player B gets a point.
3. Players trade roles and keep a tally of their points. The player who has more points at the end of 5 rounds wins.

High Roller (2-8)

2

players

Need: 2 dice and sheet of paper

1. Players take turns. The first player rolls 2 dice and records the roll in the first two squares. He or she keeps the die with the larger number (the Higher Roller) and crosses out the smaller number on the recording sheet.
2. The first player rolls the other smaller die again and records the roll. He or she counts on from the number rolled on the first die to get the sum of the two dice.

3. The first player records the sum on the line. The second player repeats this process
4. Keep score for each round at the top of the page with tally marks.



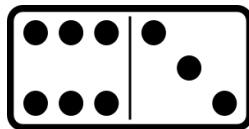
Domino Top-It (4-1)

2 or more

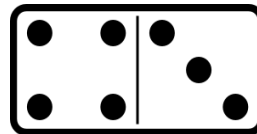
players

Need: double 9 dominoes

1. A player places all dominoes face down on the table.
2. Each player turns over a domino and finds the total number of dots.
3. The player with the larger total takes both dominoes. In case of a tie, each player turns over another facedown domino, and the player with the larger total takes all of the face up dominoes.
4. Play continues until all of the dominoes have been played. The player with more dominoes wins.



vs



winner

Shaker Addition Top-It (4-12)

2 or more

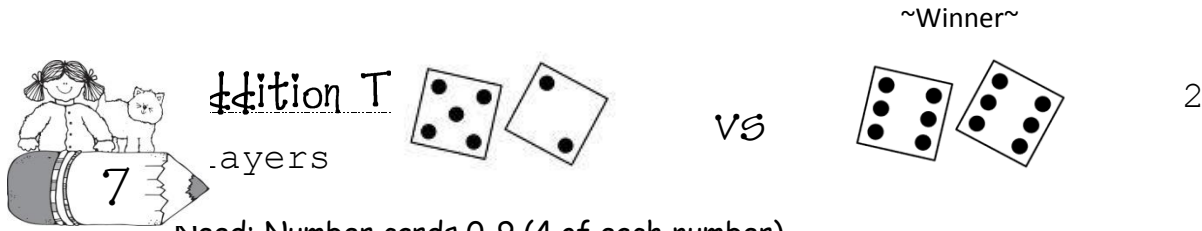
players

Need: four 6-sided dice or two polyhedral dice marked 0-9

20 pennies

1. For each round, players take turns shaking and rolling the dice, adding the numbers using any method (except a calculator), and stating the sum.
2. Saying the wrong number disqualifies a player for that round. This encourages children to check every sum, not just their own. A disqualified player may still check others' responses.

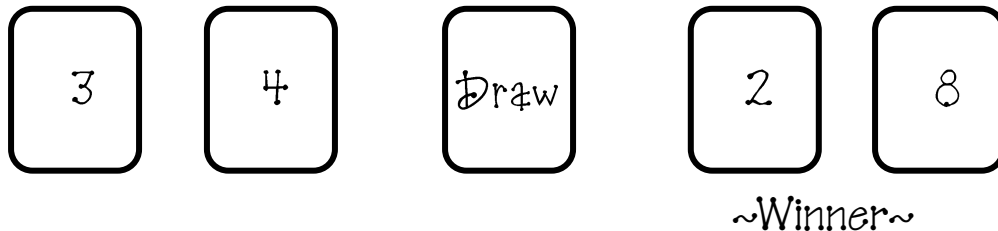
- The player with the highest sum for each round takes a penny from the pile. If there are ties, the tied players each take a penny.
- The player with the most pennies or counters at the end of a given time wins.



Need: Number cards 0-9 (4 of each number)

~A deck of cards will work great for this game.

- Shuffle the deck and place it number-side down.
- Each player turns over 2 cards and calls out the sum of the numbers.
- The player with the largest sum wins the round and takes all of the cards.
- In case of a tie for the largest sum, each tied player turns over 2 more cards and calls out the sum of the numbers. The player with the largest sum takes all of the cards from both plays.
- The game ends when not enough cards are left for each player to have another turn.
- The player with the most cards wins.



Beat the Calculator (5-11)

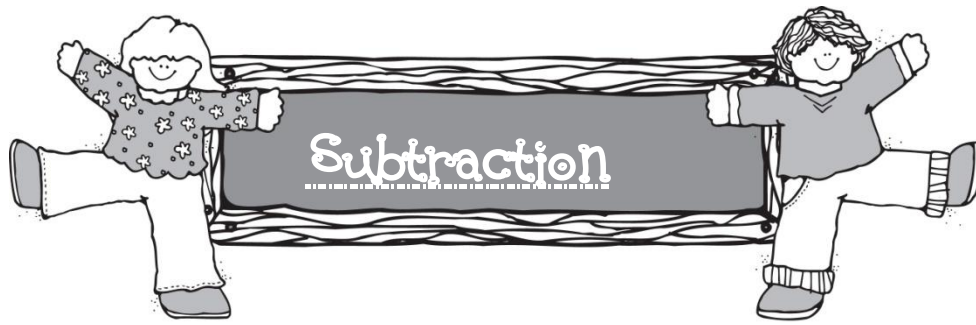
2 players

Need: calculator, addition flash cards are optional, and pennies or paper to keep score

- Decide which player is the calculator and which player is the brain.
- Draw an addition fact card
- Race to see if the brain or calculator tells the sum first.

4. The winner of each round takes a penny from the bank.
5. The game is over when all the pennies are gone.
6. The player with the most money wins.





Difference Game (5-7)

2

players

Need 40 pennies, number cards 1-10 (Need 4 of each number)

1. Place 40 pennies in the middle
2. Mix deck of 1-10 number cards and put the cards number-side down in a deck.
3. In each round, each player takes 1 card from the bank as the number shown on the card.
4. Both players then find out how many more pennies one player has than the other.
5. The player with more pennies keeps the extra pennies. The rest go back to the bank.
6. The game is over when there are not enough pennies left in the bank to play another round.
7. The player with more pennies wins the game.



3, 2, 1 Game (8-5)

2

players

The object of the game is to be the first player to reach exactly 0 by subtracting 1, 2, or 3 from a given number.

1. Choose a starting number.
2. Take turns subtracting 1, 2, or 3 from the number
3. Player to reach 0 first wins.



Coin Exchange (2-10)

2 or more

players

Need: coins child is familiar with

1. Partners put 20 pennies and 10 nickels in a pile. This is the bank.
2. Players take turns rolling a die and collecting the number of pennies shown on the die from the bank.
3. Whenever players have at least 5 pennies, they say, "Exchange!" and trade 5 pennies for a nickel from the bank.
4. The game ends when there are no more nickels in the bank. The player who has more nickels wins. If the players have the same number of nickels, the player with more pennies wins.

Variation: Have children play with a larger bank and two dice.

**Variation 2: Add dimes (3-12), quarters (6-9), and dollars (8-7) to the bank as they are introduced in class.



Coin Top-It (2-13)

2 or more players

Need: flashcards with coin combinations

(You could make these cards by writing coin combinations on index cards.)

1. Place cards with coins that child is familiar with facedown in a stack.
2. Each player draws a card and counts the coins shown on the card. The player with the larger amount takes both cards.

3. In case of a tie, each player takes one more card. The player with the larger amount takes all of the cards.
4. The game ends when all of the cards in the stack have been played. The winner is the player with more cards.



Telling Time

Stop the Clock at the Hour: <http://www.oswego.org/ocsd-web/games/StopTheClock/sthecR.html>

Stop the Clock at the $\frac{1}{2}$ Hour:

<http://www.oswego.org/ocsd-web/games/StopTheClock/sthec1.html>

Telling Time Board Game

<http://www.harcourtschool.com/activity/willy/willy.html>

Addition/Subtraction

<http://www.arcademicskillbuilders.com/>

(Click on the addition/subtraction tab.)

Various Math Topics @


www.primarygames.com/math

OR visit <http://hawthorn.salem111.com/> for more links.





Number Cards	14
100's chart.....	19
Number Line	20

An illustration of a brush and a piece of chalk, positioned at the bottom right of the large rectangular frame.

0

1

2

3

4

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25

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Hundreds Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Number Line



