

## Kindergarten Math Games

**Roll and Record 2:** Each player gets a recording sheet (M16) and two dice to roll (1-to-6 dot cube and a 1-to-3 dot cube, but you could make that cube or just write the numbers 1-3 on cards and flip those over). Each player takes a turn rolling both dice at once, counting how many they have altogether, and writing the number on their recording sheet. The player to fill up their recording sheet first wins.

**Racing Bears:** Partners will share a game board (M18). Students will take turns rolling the 1-to-6 dice and moving a bear that many spaces on the board. When a bear reaches the red/yellow counters, students move the counter and leave the bear there. When they have collected all 4 counters they will and start a new game.

**One More, One Fewer:** A partner takes a card from the top of the deck, shows that many on the 10-frame. Then they roll the dice to see if they add one or take one away (you could just write +1 or -1 on cards and have your child flip one over). They show this on the 10-frame. As they complete each step they record what they do.

**Double Compare:** In this game each player turns over 2 cards. Then you compare the total of your cards with the total of your partner's cards. The player with the larger total says "Me." The game is over when each partner has turned over all of their cards. Then mix up the cards and play again.

**Build It/Change It:** In this game you need a Ten-Frame, red/yellow counters, and a deck of primary number cards. The first partner turns over a card and shows that many on the ten-frame. The second partner turns over a card and has to change the number shown on the ten-frame.

**Toss the Chips:** Shake the counters in the cup and spill the counters onto the table. Count how many are red/yellow and record the amounts on M24. Point out that there are still 4 even though some are yellow and some are red. Can substitute pennies for the red and yellow counters.

**Quick Images in Pairs:** Partner 1 shows a tile arrangement for 5 sec; then covers it up. Partner 2 tries to build it with square tiles. The 1<sup>st</sup> partner reveals the arrangement and they check to see if Partner 2 recreated it correctly. Partners