

## ▶ Number Sense Games



### Search for Ten

**Materials:** A deck of cards: Aces=1, Queens=0 and 2s-9s  
**Object:** Make pairs that equal ten

#### How to Play:

- 2 player game
- Cards are dealt equally to all players.
- Players take turns asking other players for a specific number they need to make ten.
- If the player has the number asked for, he hands it over. The player then pairs it with his own card to make ten.
- Players take turns until all cards have been used.
- The player with the most pairs is the winner.

### Number Detective

**Materials:** Number Sleuth game board, 2 rings, 30 transparent chips (15 of each color)

**Object:** Align four chips of the same color in a vertical, horizontal, or diagonal row.

#### How to Play:

- 2 Player Game
- Each player begins with 15 chips.
- The first player puts the rings on any 2 numbers in the row beside the square game board.
- The player then covers the space on the game board that shows the sum of the two numbers.
- The second player moves only one of the rings and places one of her chips on the space with the new sum.
- Players continue to take turns moving one ring and covering the space until one player has four in a row.



### Math Journal W.I.L.F.

- Underline the Question.

How many flies were caught in the web



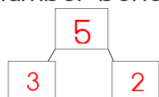
- Draw a picture.



- Write a number sentence.

$$5 - 3 = 2$$

- Make a number bond.



- Answer the question with words.

Two flies got caught in the web.

## ▶ Where in the World Wide Web....

**Math Counts:** [http://www.geocities.com/ljacoby\\_2000/math.html](http://www.geocities.com/ljacoby_2000/math.html)

**IXL online Practice:** <http://www.ixl.com/math/grade/first/>

**AIMS Puzzle Corner:** <http://www.aimsedu.org/Puzzle/>

**Math Magician:**  
[http://www.classbrain.com/artgames/publish/math\\_magician\\_games.shtml](http://www.classbrain.com/artgames/publish/math_magician_games.shtml)

**Mathwire.com:** <http://mathwire.com/games/games.html>

**Cool math 4 kids:** <http://coolmath-games.com/0-math-games.html>

**Gamequarium:** <http://www.gamequarium.org/dir/Gamequarium/Math/>

**Kidport:** <http://www.kidport.com/Grade1/Math/MathIndex.htm>

**PrimaryGames:** <http://www.primarygames.com/math.htm#>

**Funbrain:** <http://www.funbrain.com/brain/MathBrain/MathBrain.html>

**A A A Math:** <http://www.aamath.com/B/grade1.htm>

**Math Playground:**  
<http://childparenting.about.com/gi/dynamic/offsite.htm?zi=1/XJ/Ya&sdn=childparenting&zu=http%3A%2F%2Fwww.mathplayground.com%2Findex.html>

**A Plus Math:** <http://www.aplusmath.com/Games/index.html>

**Math Advantage:**  
[http://childparenting.about.com/gi/dynamic/offsite.htm?zi=1/XJ/Ya&sdn=childparenting&zu=http%3A%2F%2Fwww.harcourtschool.com%2Fmenus%2Fmath\\_advantage.html](http://childparenting.about.com/gi/dynamic/offsite.htm?zi=1/XJ/Ya&sdn=childparenting&zu=http%3A%2F%2Fwww.harcourtschool.com%2Fmenus%2Fmath_advantage.html)

**PBS:** <http://www.pbs.org/parents/earlymath/grades.html>

**Card and Dice Games:** <http://www.mrsgoldclass.com/MathGames.htm>

**Everyday Math Games:**  
[http://instruction.aaps.k12.mi.us/EM\\_parent\\_hdbk/games.html](http://instruction.aaps.k12.mi.us/EM_parent_hdbk/games.html)

**Brentwood Elementary:**  
[http://www.brentwood.k12.ca.us/brentwood/Links/main/pages/first\\_grade/math.html](http://www.brentwood.k12.ca.us/brentwood/Links/main/pages/first_grade/math.html)



"solving the mystery of number sense"



## Digit Detective Family Math Night

▶ Paine Primary School  
7500 Gadsden Hwy  
Trussville, AL 35173  
[paine.primary@trussvillecityschools.com](mailto:paine.primary@trussvillecityschools.com)

Principal: Betsy Schmitt  
Assistant Principal: Melanie Glover

205-228-3200

## ▶ Number Sense Games

### I Spy



**Materials:** beans and paper

**How to Play:**

- Each player takes a designated number of beans and drops them on the magnifying glass game mat.
- The player then announces how many beans landed **on** the magnifying glass and how many landed **off** of the magnifying glass. (I see \_\_\_\_ beans on the magnifying glass. I see \_\_\_\_ beans off of the magnifying glass).
- The player then makes a number bond out of what he sees. ( \_\_\_\_ and \_\_\_\_ make \_\_\_\_ )
- Continue playing alternating turns.

### Mystery Bond

**Materials:** Mystery Bond Game Mat and Game Pieces  
(2 Players per Game Mat)

**How to play:**

- Players decide what color magnifying glass they would like to be.
- The first player rolls the dice and places that number of magnifying glasses on the game mat.
- The second player then covers the remaining spaces on the detective hat with her magnifying glasses.
- The second player then tells what she sees on the mat and announces the number bond.

(I see \_\_\_\_ blue magnifying glasses and \_\_\_\_ yellow magnifying glasses. \_\_\_\_ and \_\_\_\_ make \_\_\_\_)



- The game mat is cleared.
- The second player then rolls the dice and places the number of magnifying glasses on the game mat.
- The first player then covers the remaining spaces on the detective hat with her magnifying glasses.
- The first player then tells what she sees on the mat and announces the number bond.

(I see \_\_\_\_ blue magnifying glasses and \_\_\_\_ yellow magnifying glasses. \_\_\_\_ and \_\_\_\_ make \_\_\_\_)

- Players continue alternating turns.

### Number Sleuth



**Materials:** dice and paper

**How to play:**

- Each player takes a turn tossing the die, counting the dots on the die, and saying the numeral out loud.
- The player then covers that number on his detective.
- Take turns tossing the die until one player covers all of his numbers...and says Mystery Solved!!!

## ▶ Number Sense Games

### Secret Agent

**Materials:** A deck of cards

**How to play:**

2 player game

- All cards are dealt into two piles, face down (each player will have one stack).
- Without looking at the cards, each player turns over the top card from her pile.
- The person who has the largest number takes both cards.
- If there is a "War" (a tie), each player flips another card. The person who has the largest number sum from the second set of cards then wins all the cards.
- The player who has the most cards at the end is the winner.

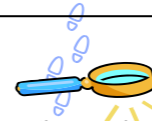


### Spy

**Materials:** dice, pencil, and paper

**How to play:**

- Each player takes a turn tossing one die and announces the results.
- Each player writes down the his number.
- Take turns tossing the die and add that number to the previous number.
- Continue playing and accumulating points.
- Players may continue to accumulate points until a one is tossed. When a one is tossed, the round is over.
- Each player announces her total. The player with the highest total wins the round and a letter in the word spy. The first person to spell spy wins!



### Detecting 10

**Materials:** Deck of Cards, Ace (or 1) thru 9

**How to play:**

- One card is drawn from the deck and is set aside so that there will be an odd card without a mate at the end of the game. All the other cards are dealt.
- Each player goes through his cards making all the possible matches that make 10 (6+4, etc.).
- Stack your matches in front of you.
- The players then hold his cards like a fan and take turns letting the person to their left draw a card without looking at them. If the person drawing the card can use it to make a 10 with one of the cards in their hand, he or she adds the pair to their stack. If he cannot use it, he must put it in his hand.
- Keep playing until one person is left holding the odd card and loses the game.
- The player with the most pairs is the winner.



## ▶ Number Sense Games

### Knock, Knock Mystery

**Materials:** Deck of cards

**How to play:**

2-4 player game

- Each player is dealt four cards. The remaining cards are put into a draw pile.
- Players take turns taking the top card from the draw pile and discarding one of the five cards in her hand.
- When a player thinks she has the largest sum, she knocks twice.
- Everyone else has one more turn.
- Then each player adds their four cards.
- The person with the highest sum wins the round.
- The winner marks a tally mark for that round.
- The player with the most tallies wins.



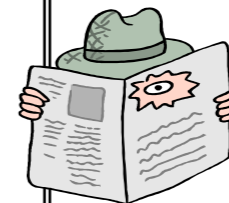
### Double Agent War / Double Agent Challenge

**Materials:** A deck of cards (Ace=1, Queen=0 and numbers 2-9)

**How to play:**

2 player game

- All cards are dealt into four piles, face down (each player will have two stacks).
- Without looking at the cards, each player turns the top cards from both piles and adds the two cards together.
  - The person who has the highest sum takes all four cards.
  - If there is a "War" (a tie), each player flips two more cards. All four cards are then added. The person who has the highest sum from his four cards then wins all the cards.
  - The player who has the most cards at the end is the winner.



### Sneaky Snake

**Materials:** 2 dice, 24 game pieces and 2 snakes numbered 1-12

**Objective:** To be the first player to cover all 12 numbers on her own snake.

**How to play:**

2 player game

- Player one rolls the dice and covers a number on her snake.
- The two numbers can be either added or subtracted.
- If no sum or difference can be covered, the player must pass.
- Continue taking turns until one player has covered all the numbers on her own snake.

