



## Alphabetical List: Games Ordered Alphabetically by Title with Grade-Level Indication

Game	Recommended Grade Level						Page
	K	1	2	3	4	5	
1. A "Mazing" 100		X	X	X			1
2. Addition Table Trail		X	X	X			6
Variation: Multiplication Table Trail				X	X	X	
3. Addition Tic-Tac-Toe		X	X	X			12
4. Anything but Ten!	X	X	X				17
5. Build Ten	X	X	X				22
6. Circles and Stars			X	X			26
7. Close to 100				X	X	X	32
Variation: Close to 0					X	X	
Variation: Close to 20		X	X	X			
Variation: Close to 1,000				X	X	X	
8. Compare (Shake and Spill)	X	X					40
9. Cross Out Singles			X	X	X		45
10. Cross Out Sums		X	X				51
11. Digit Place (A Secret Number Quest)				X	X	X	56
12. Equation Building				X	X	X	61
13. Fifteen-Number Cross-Out			X	X	X		66
14. Finding Factors				X	X	X	72
15. Greater Than, Less Than, Equal To	X	X	X	X	X		78
16. Hit the Target (Mental Multiplication)					X	X	86
17. How Close to 0?			X	X	X		92
18. Leftovers with 15				X	X	X	98
Variation: Leftovers with 100					X	X	

*continued*

## Alphabetical List: Games Ordered Alphabetically by Title with Grade-Level Indication, continued

Game	Recommended Grade Level						Page
	K	1	2	3	4	5	
19. Making Moves on the Hundreds Chart		X	X				103
20. Missing Addend or Factor (Salute!)			X	X	X	X	108
21. More!	X	X					113
22. Odd or Even?	X	X	X				119
23. Oh No! 20!		X	X	X			124
24. Order Up 21!						X	132
25. Pathways (Products Tic-Tac-Toe)					X	X	137
Variation: Times Ten					X	X	
26. Roll 6 for 100				X	X	X	141
27. Roll for \$1.00			X	X	X	X	147
Variation: Roll for 1			X	X	X	X	
28. Spinning Sums and Differences			X	X	X	X	152
29. Take Five, Make Ten!				X	X	X	158
30. Target 300 (A Multiplication Game)				X	X	X	163
31. Target "Pick Your Sum"		X	X	X			170
32. Tens Go Fish	X	X	X				176
33. Wipeout (Fractional Relationships)					X	X	181





# Connections Lists: Teaching with the Common Core State Standards for Mathematics

## Grade 2 Connections

<b>Grade 2 Common Core Standards</b>													
	1. A "Mazing" 100												
	2. Addition Table Trail												
	3. Addition Tic-Tac-Toe												
	4. Anything But Ten!												
	5. Build Ten												
	6. Circles and Stars												
	7. Variation: Close to 20												
	9. Cross Out Singles												
	10. Cross Out Sums												
	13. Fifteen-Number Cross-Out												
	15. Greater Than, Less Than, Equal To												
	17. How Close to 0?												
	19. Making Moves on the Hundreds Chart												
	20. Missing Addend or Factor (Salute!)												
	22. Odd or Even?												
	23. Oh No! 20!												
	27. Roll for \$1.00 and Variation: Roll for 1												
	31. Target "Pick Your Sum"												
	32. Tens Go Fish												
<b>Operations and Algebraic Thinking</b>													
	Add and subtract within 20.												
	Work with equal groups of objects to gain foundations for multiplication.												
<b>Number and Operations in Base Ten</b>													
	Understand place value.												
	Use place value understanding and properties to add and subtract.												



**Connections Lists: Teaching with the Common Core State Standards for Mathematics**  
**Grade 4 Connections, continued**

<b>Grade 4 Common Core Standards</b>	2. Variation: Multiplication Table Trail																					
	7. Close to 100 and Variations: Close to 0 and Close to 1,000																					
	9. Cross Out Singles																					
	11. Digit Place (A Secret Number Quest)																					
	12. Equation Building		X																			
	13. Fifteen-Number Cross-Out																					
	14. Finding Factors																					
	15. Greater Than, Less Than, Equal To																					
	16. Hit the Target (Mental Multiplication)																					
	17. How Close to 0?		X																			
	18. Leftovers with 15 and Variation: Leftovers with 100																					
	20. Missing Addend or Factor (Salute!)																					
	25. Pathways (Products Tic-Tac-Toe) and Variation: Times Ten																					
	26. Roll 6 for 100																					
	27. Roll for \$1.00 and Variation: Roll for 1																					
	29. Take Five, Make Ten!		X																			
	30. Target 300 (A Multiplication Game)																					
33. Wipeout (Fractional Relationships)		X	X																			

**Number and Operations—Fractions**

Develop understanding of fractions as numbers.  
 Build fractions from unit fractions by applying and extending previous understandings of operations on whole numbers.  
 Understand decimal notation for fractions and compare decimal fractions.



# Connections Lists: Teaching with the Common Core State Standards for Mathematics

## Grade 4 Connections

<b>Grade 4 Common Core Standards</b>	2. Variation: Multiplication Table Trail	X	X			
	7. Close to 100 and Variations: Close to 0 and Close to 1,000	X				
	9. Cross Out Singles			X		
	11. Digit Place (A Secret Number Quest)			X		
	12. Equation Building	X				
	13. Fifteen-Number Cross-Out			X		
	14. Finding Factors	X	X			
	15. Greater Than, Less Than, Equal To					
	16. Hit the Target (Mental Multiplication)	X		X		
	17. How Close to 0?	X				
	18. Leftovers with 15 and Variation: Leftovers with 100			X		
	20. Missing Addend or Factor (Salute!)		X			
	25. Pathways (Products Tic-Tac-Toe) and Variation: Times Ten	X	X	X		
	26. Roll 6 for 100	X				
	27. Roll for \$1.00 and Variation: Roll for 1	X				
	29. Take Five, Make Ten!	X				
	30. Target 300 (A Multiplication Game)	X	X			
	33. Wipeout (Fractional Relationships)					
<b>Operations and Algebraic Thinking</b>						
	Use the four operations with whole numbers to solve problems.					
	Gain familiarity with factors and multiples.	X				
	Generate and analyze patterns.					
<b>Number and Operations in Base Ten</b>						
	Generalize place value understanding for multidigit whole numbers.					
	Use place value understanding and properties of operations to perform multidigit arithmetic.					

continued

# Connections Lists: Teaching with the Common Core State Standards for Mathematics

## Grade 5 Connections

Grade 5 Common Core Standards		7. Close to 100 and Variations: Close to 0 and Close to 1,000	11. Digit Place (A Secret Number Quest)	12. Equation Building	14. Finding Factors	16. Hit the Target (Mental Multiplication)	18. Leftovers with 15 and Variation: Leftovers with 100	20. Missing Addend or Factor (Salute!)	24. Order Up 21!	25. Pathways (Products Tic-Tac-Toe) and Variation: Times Ten	26. Roll 6 for 100	27. Roll for \$1.00 and Variation: Roll for 1	28. Spinning Sums and Differences	29. Take Five, Make Ten!	30. Target 300 (A Multiplication Game)	33. Wipeout (Fractional Relationships)
<b>Operations and Algebraic Thinking</b>																
Write and interpret numerical expressions.				X			X		X		X			X		
		X			X	X		X								
Analyze patterns and relationships.								X								
		X			X	X			X							
<b>Number and Operations in Base Ten</b>																
Understand the place value system.		X		X					X			X		X	X	X
		X		X	X	X	X		X			X	X	X	X	
Perform operations with multidigit whole numbers and with decimals to hundredths.																
		X		X	X	X	X		X			X	X	X	X	
<b>Number and Operations, Fractions</b>																
Use equivalent fractions as a strategy to add and subtract fractions.				X					X			X	X	X		X
				X					X			X	X	X		X
Apply and extend previous understandings of multiplication and division to multiply and divide fractions.				X					X			X	X	X		X
				X					X			X	X	X		X

## Materials List: List of Games by Materials Used

### Base Ten Rods and Cubes

Game 5: Build Ten 22

### Counters (tiles, interlocking cubes, and so forth)

Game 2: Addition Table Trail (Variation: Multiplication Table Trail) 6

Game 3: Addition Tic-Tac-Toe 12

Game 4: Anything but Ten! 17

Game 8: Compare (Shake and Spill) 40

Game 18: Leftovers with 15 98

Game 21: More! 113

Game 25: Pathways (Products Tic-Tac-Toe) 137

Game 31: Target "Pick Your Sum" 170

### Die or Dice

Game 2: Addition Table Trail (Variation: Multiplication Table Trail) 6

Game 4: Anything but Ten! 17

Game 5: Build Ten 22

Game 6: Circles and Stars 26

Game 9: Cross Out Singles 45

Game 12: Equation Building 61

Game 13: Fifteen-Number Cross-Out 66

Game 17: How Close to O? 92

Game 18: Leftovers with 15 98

Game 19: Making Moves on the Hundreds Chart 103

Game 24: Order Up 21! 132

Game 26: Roll 6 for 100 141

Game 27: Roll for \$1.00 147

Game 28: Spinning Sums and Differences 152

Game 30: Target 300 (A Multiplication Game) 163

Game 33: Wipeout (Fractional Relationships) 181

## Game Boards

Game 1: A "Mazing" 100	1	
Game 2: Addition Table Trail (Variation: Multiplication Table Trail)	6	
Game 3: Addition Tic-Tac-Toe	12	
Game 4: Anything but Ten!	17	
Game 9: Cross Out Singles	45	
Game 10: Cross Out Sums	51	
Game 14: Finding Factors	72	
Game 17: How Close to O?	92	
Game 19: Making Moves on the Hundreds Chart	103	
Game 25: Pathways (Products Tic-Tac-Toe)	137	
Game 27: Roll for \$1.00	147	
Game 31: Target "Pick Your Sum"	170	

## Hundreds Chart (REPRODUCIBLE A)

Game 1: A "Mazing" 100	1	
Game 4: Anything but Ten!	17	
Game 19: Making Moves on the Hundreds Chart	103	

## Numeral Cards (REPRODUCIBLE B)

Game 7: Close to 100	32	
Game 10: Cross Out Sums	51	
Game 15: Greater Than, Less Than, Equal To	78	
Game 20: Missing Addend or Factor (Salute!)	108	
Game 22: Odd or Even?	119	
Game 23: Oh No! 20!	124	
Game 24: Order Up 21!	132	
Game 29: Take Five, Make Ten!	158	
Game 32: Tens Go Fish	176	

## Pattern Blocks

Game 33: Wipeout (Fractional Relationships)	181	
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## Materials List: List of Games by Materials Used, continued

### Playing Cards (Deck)

Game 7: Close to 100	32
Game 10: Cross Out Sums	51
Game 12: Equation Building	61
Game 15: Greater Than, Less Than, Equal To	78
Game 20: Missing Addend or Factor (Salute!)	108
Game 21: More!	113
Game 22: Odd or Even?	119
Game 23: Oh No! 20!	124
Game 24: Order Up 21!	132
Game 29: Take Five, Make Ten!	158
Game 32: Tens Go Fish	176

### Paper and Pencil Only

Game 11: Digit Place (A Secret Number Quest)	56
Game 16: Hit the Target (Mental Multiplication)	86
Game 18: Leftovers with 15 (Variation: Leftovers with 100)	98