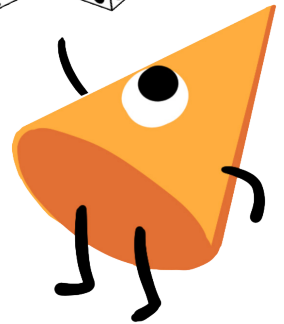
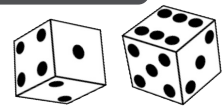




ST Math.  
Summer Immersion

# TABLE GAME RESOURCES

Instructions & Game Boards



Grades K-2

# ADDITION CONNECT FOUR



**Number of Players:** 2

**Supplies:**

2 paper clips, 2 different color chips (20 of each color), 1 printed copy of the Addition Connect Four Game Board

**Objective:** To place four of the same color chips in a row (across, up and down, or diagonally).

**How to Play:**

1. Player 1 places a paper clip on a number on the bottom number strip.
2. Player 2 places a paper clip on a number on the bottom number strip, adds the two numbers, and places one of their colored chips on the sum of those two numbers on the board. For example, if one paper clip is on the 7 and one paper clip is on the 1, Player 2 places their color chip on the number 8 on the board, because  $7 + 1 = 8$ .
3. Next, Player 1 moves one of the paper clips, adds the two numbers, and places their piece on the sum of those two numbers on the board. For example, if Player 1 moves the paper clip that was on the number 7 to 3, they would place their colored chip on the number four on the board, because  $3 + 1 = 4$ .
4. Once a chip is placed on the board, it can't be changed to another color or moved.
5. Play continues until one player has four of their chips in a row on the board (across, up and down, or diagonally), without any of the opposite chips in between their four chips.

**Note to Teachers:** If you don't have two different colors of chips, alternate materials could be used. For example, use two different colored cubes, beans, or squares of construction paper. You could also place the game boards in protective sleeves and use two different colored dry erase markers.

**Examples:**

12	15	20	16	7	●	20	15
13	18	10	20	15	●	19	9
11	8	17	13	18	●	10	16
10	6	14	11	9	●	●	19
13	16	4	●	●	●	●	●

12	15	20	16	●	9	20	15
13	18	10	●	●	12	19	9
11	8	●	●	●	14	10	16
10	●	●	●	●	10	15	19
13	●	●	●	●	20	12	5

12	15	20	16	7	9	20	15
13	18	10	20	15	12	19	9
11	8	17	13	18	14	10	16
10	●	●	●	●	10	15	19
●	●	●	●	●	20	12	5

**Non-examples:**

12	15	20	16	7	●	20	15
13	18	10	20	●	●	19	9
11	8	17	●	●	●	10	16
10	6	●	●	●	●	15	19
13	●	●	●	●	●	12	5

12	15	20	16	7	9	20	15
13	18	10	20	15	12	19	9
11	8	●	13	18	14	10	16
●	●	●	●	●	10	15	19
●	●	●	●	●	20	12	5

12	15	20	16	7	9	20	15	
13	18	●	20	15	12	19	9	
11	●	●	13	18	14	10	16	
●	●	●	●	●	9	10	15	19
●	●	●	●	17	20	12	5	

# ADDITION CONNECT FOUR GAME BOARD

12	15	20	16	7	9	20	15
13	18	10	20	15	12	19	9
11	8	17	13	18	14	10	16
10	6	14	11	9	10	15	19
13	16	4	8	17	20	12	5

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----

\*Adapted from Marilyn Bunn's Pathways.



ST Math

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# ADDITION WAR



**Number of Players:** 2

**Supplies:**

1 deck of cards with face cards removed (Ace = 1. Other cards = face value.)



**Objective:** To collect the most cards.

**How to Play:**

1. Shuffle the cards. Then, deal all of them to the two players and leave them in a stack, face-down.
2. The players put their top two cards face-up in front of them.
3. Each player adds up the value of their cards.
4. The player with the greatest sum gets all four cards.
5. If both sums are equal, the play continues until there is a greater sum. The player with the greater sum takes all of the cards played in that round.
6. The winner is the player with the most cards after all the cards in their stack are played.



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# ADDITION WAR



**Number of Players:** 2

**Supplies:**

1 deck of cards with face cards removed (Ace = 1. Other cards = face value.)



**Objective:** To collect the most cards.

**How to Play:**

1. Shuffle the cards. Then, deal all of them to the two players and leave them in a stack, face-down.
2. The players put their top two cards face-up in front of them.
3. Each player adds up the value of their cards.
4. The player with the greatest sum gets all four cards.
5. If both sums are equal, the play continues until there is a greater sum. The player with the greater sum takes all of the cards played in that round.
6. The winner is the player with the most cards after all the cards in their stack are played.



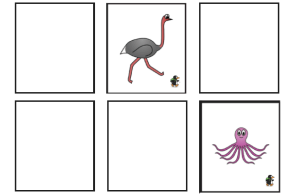
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# MAKE TEN CONCENTRATION



**Number of Players:** 2 to 4

**Supplies:**  
2 sets of ST Math Creature Cards



**Objective:** To collect the most creature cards that make ten.

## How to Play:

1. Shuffle the cards. Then, place them face-down in an array.
2. Players take turns flipping up two cards.
3. If the number of the creature's feet on the two cards adds up to 10, then, the player keeps those two cards and draws again. The player continues to draw until they do not have a make-ten match.
4. If the feet on the cards do not add up to 10, the cards are turned face-down and that player's turn is over.
5. Play continues until all cards are removed.
6. The winner is the player with the most cards.



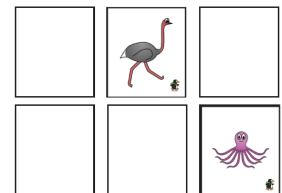
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# MAKE TEN CONCENTRATION



**Number of Players:** 2 to 4

**Supplies:**  
2 sets of ST Math Creature Cards



**Objective:** To collect the most creature cards that make ten.

## How to Play:

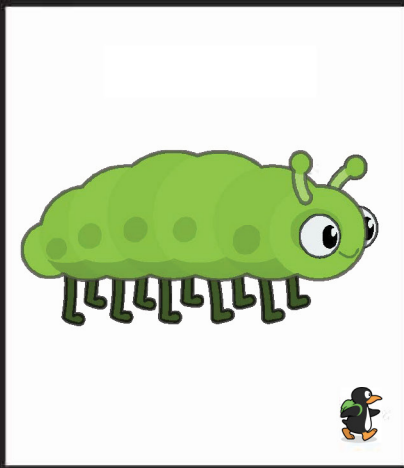
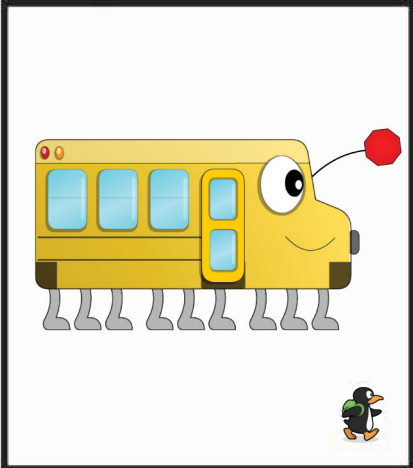
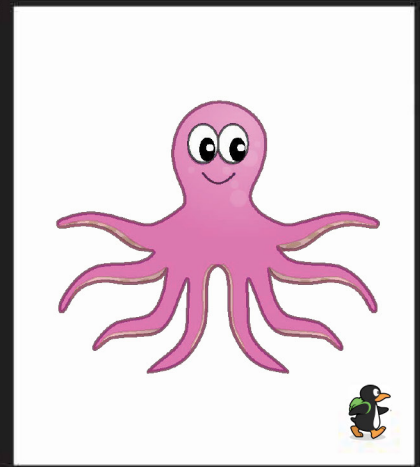
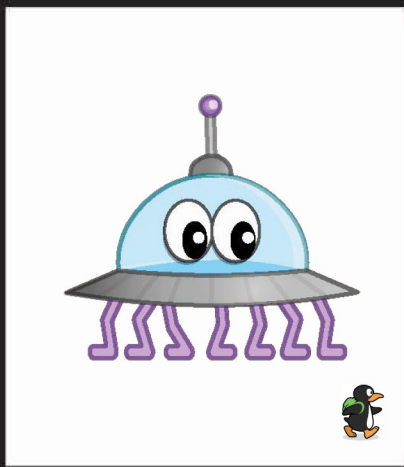
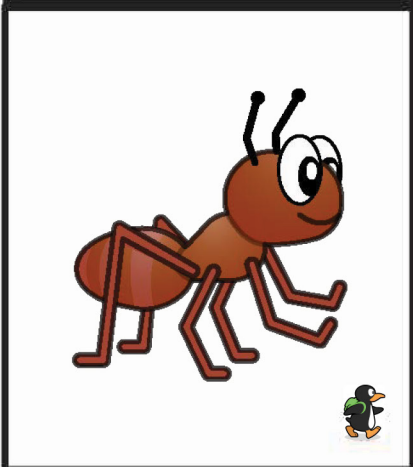
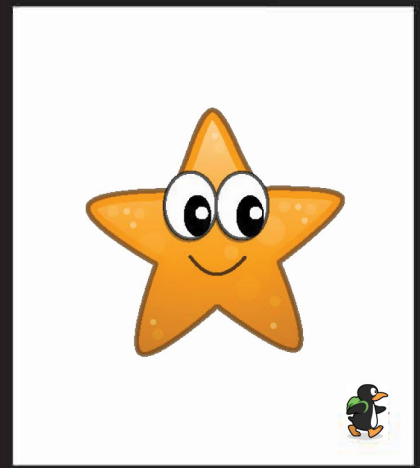
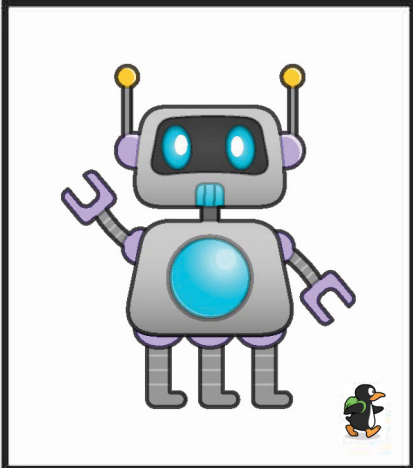
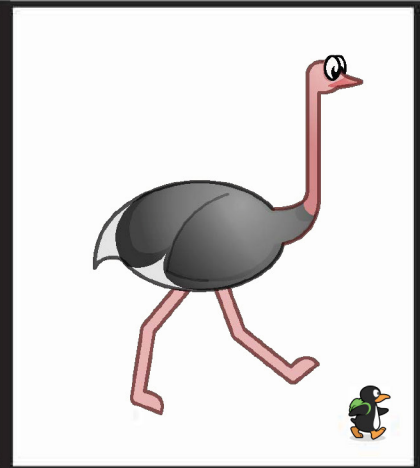
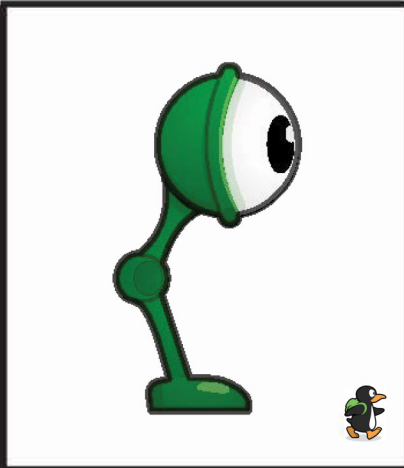
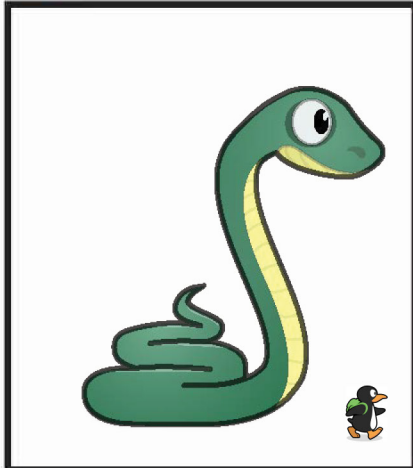
1. Shuffle the cards. Then, place them face-down in an array.
2. Players take turns flipping up two cards.
3. If the number of the creature's feet on the two cards adds up to 10, then, the player keeps those two cards and draws again. The player continues to draw until they do not have a make-ten match.
4. If the feet on the cards do not add up to 10, the cards are turned face-down and that player's turn is over.
5. Play continues until all cards are removed.
6. The winner is the player with the most cards.



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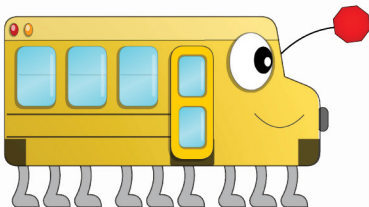
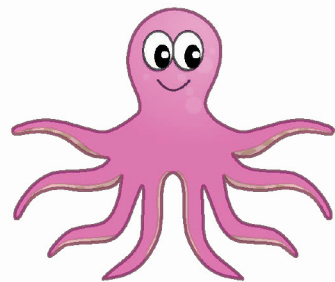
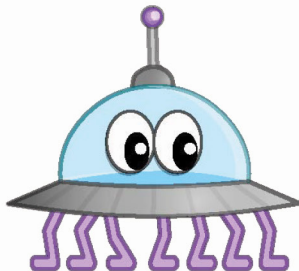
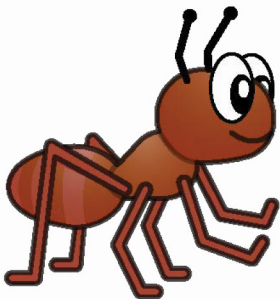
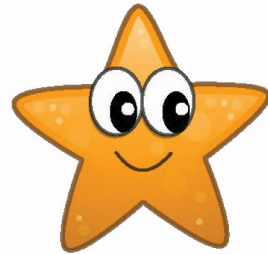
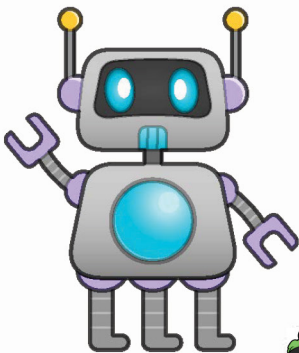
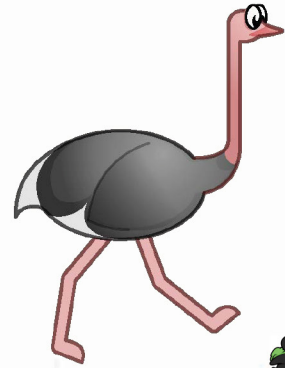
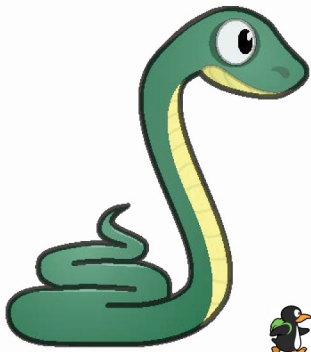
# ST MATH CREATURE CARDS

Cut the creature cards along the lines.



# ST MATH CREATURE CARDS

Cut the creature cards along the lines.



# NUMBER KICKER



**Number of Players:** 2 to 4

**Supplies:**

1 deck of cards with face cards removed, 1 printed 0-20 Number Path Game Board (Grades K-1) or 1 printed 0-20 Number Line Game Board (Grade 2) for each player, centimeter cubes (4 for each player)

**Objective:** To remove all of the cubes from a number path in Grades K-1 or number line in Grade 2.

**How to Play:**

1. Deal one card to each player. The player with the highest numbered card will go first. Play will continue counterclockwise if there are more than two players. (Note: Aces = 1.)
2. Shuffle all the cards and place them face-down in the center.
3. Before game play begins, each player places four centimeter cubes on any numbers on their number line or number path. More than one cube can be placed on the same number.
4. Player 1 draws two number cards from the pile.
5. Then, Player 1 decides whether to add or subtract the numbers on the cards drawn.
  - a. If the sum or difference is equal to a number where a cube has been placed, the player removes the cube. A player can only remove one cube each turn.
  - b. If the sum or difference is not equal to any number where a cube has been placed, the player loses their turn.
6. The winner is the first player to remove all of their cubes from their number line or number path.



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# NUMBER KICKER



**Number of Players:** 2 to 4

**Supplies:**

1 deck of cards with face cards removed, 1 printed 0-20 Number Path Game Board (Grades K-1) or 1 printed 0-20 Number Line Game Board (Grade 2) for each player, centimeter cubes (4 for each player)

**Objective:** To remove all of the cubes from a number path in Grades K-1 or number line in Grade 2.

**How to Play:**

1. Deal one card to each player. The player with the highest numbered card will go first. Play will continue counterclockwise if there are more than two players. (Note: Aces = 1.)
2. Shuffle all the cards and place them face-down in the center.
3. Before game play begins, each player places four centimeter cubes on any numbers on their number line or number path. More than one cube can be placed on the same number.
4. Player 1 draws two number cards from the pile.
5. Then, Player 1 decides whether to add or subtract the numbers on the cards drawn.
  - a. If the sum or difference is equal to a number where a cube has been placed, the player removes the cube. A player can only remove one cube each turn.
  - b. If the sum or difference is not equal to any number where a cube has been placed, the player loses their turn.
6. The winner is the first player to remove all of their cubes from their number line or number path.



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# 0-20 NUMBER PATH GAME BOARD (GRADES K-1)

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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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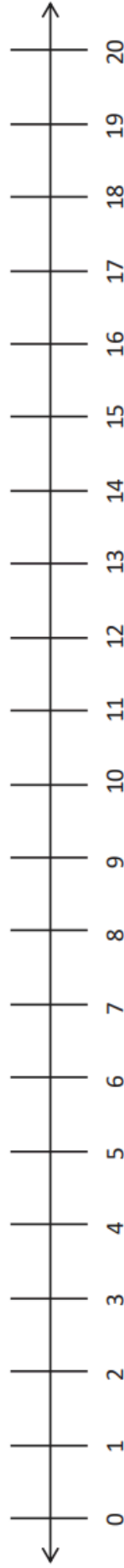
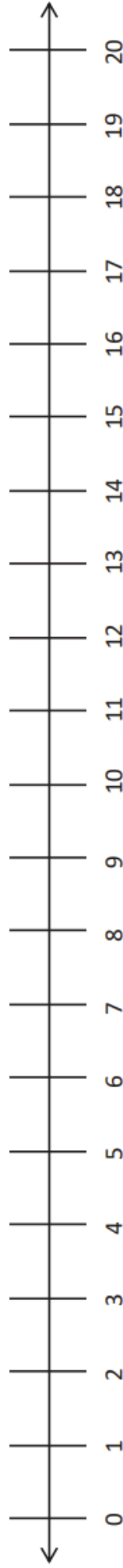
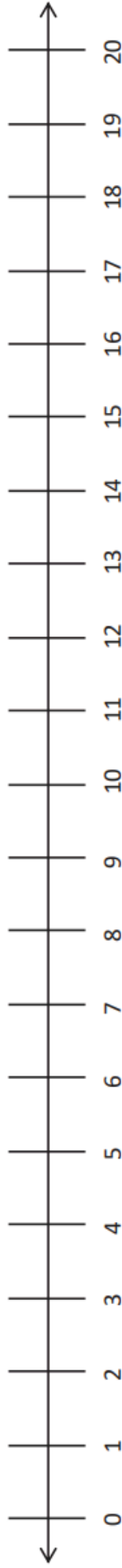
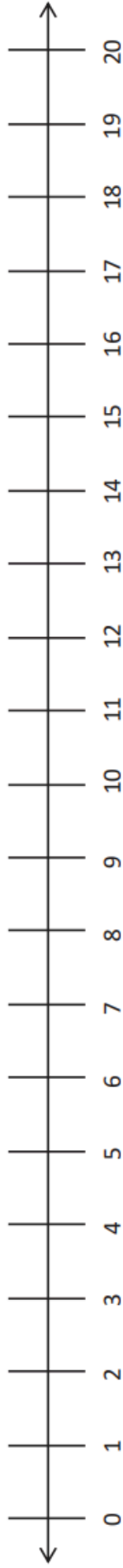
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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

Cut apart the number paths on dotted lines or use as a board.



# 0-20 NUMBER LINE GAME BOARD (GRADE 2)



Cut apart the number lines on dotted lines or use as a board.



# NUMBER PATH RACE (GRADES K-1)



**Number of Players:** 2 to 4

**Supplies:**

1 dice, 1 game piece per player, 2 index cards (draw a + sign on one and a - sign on the other), paper bag, 0-20 Number Path Game Board (Grades K-1)

**Objective:** Reach the 20 on the number path.

**How to Play:**

1. Roll the dice to determine who goes first. The player with the larger number begins.
2. Put the index cards in a bag.
3. Each player chooses a game piece and places it on the number 10.
4. Player 1 rolls the dice and picks an index card from the bag.
5. Player 1 moves the number of places rolled on the number path. The index cards determine the direction:
  - a. Plus (+) moves to the right on the number path.
  - b. Minus (-) moves to the left on the number path.
6. Players take turns. If a player cannot move the number of spaces rolled on this number path, then they lose their turn. For example, if a player's game piece is on 18 and then the player rolls a 4 with a plus (+) card, their game piece would land on 22. This number is off this number path, so they lose their turn.
7. The winner is the first person who lands on 20 on the number path without going over.

**GAME VARIATIONS**

In place of a regular six-sided dice, you can use number cubes or nine-sided dice. For an advanced version of the game, have students decide whether or not they want to roll one or two dice.



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# NUMBER PATH RACE (GRADES K-1)



**Number of Players:** 2 to 4

**Supplies:**

1 dice, 1 game piece per player, 2 index cards (draw a + sign on one and a - sign on the other), paper bag, 0-20 Number Path Game Board (Grades K-1)

**Objective:** Reach the 20 on the number path.

**How to Play:**

1. Roll the dice to determine who goes first. The player with the larger number begins.
2. Put the index cards in a bag.
3. Each player chooses a game piece and places it on the number 10.
4. Player 1 rolls the dice and picks an index card from the bag.
5. Player 1 moves the number of places rolled on the number path. The index cards determine the direction:
  - a. Plus (+) moves to the right on the number path.
  - b. Minus (-) moves to the left on the number path.
6. Players take turns. If a player cannot move the number of spaces rolled on this number path, then they lose their turn. For example, if a player's game piece is on 18 and then the player rolls a 4 with a plus (+) card, their game piece would land on 22. This number is off this number path, so they lose their turn.
7. The winner is the first person who lands on 20 on the number path without going over.

**GAME VARIATIONS**

In place of a regular six-sided dice, you can use number cubes or nine-sided dice. For an advanced version of the game, have students decide whether or not they want to roll one or two dice.



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# NUMBER LINE RACE (GRADE 2)



**Number of Players:** 2 to 4

**Supplies:**

1 dice, 1 game piece per player, 2 index cards (draw a + sign on one and a - sign on the other), paper bag, 0-30 Number Line Game Board (Grade 2)

**Objective:** Reach the 30 on the number line.

**How to Play:**

1. Roll the dice to determine who goes first. The player with the larger number begins.
2. Put the index cards in a bag.
3. Each player chooses a game piece and places it on the number 15.
4. Player 1 rolls the dice and picks an index card from the bag.
5. Player 1 moves the number of places rolled on the number line. The index cards determine the direction:
  - a. Plus (+) moves to the right on the number line.
  - b. Minus (-) moves to the left on the number line.
6. Players take turns. If a player cannot move the number of spaces rolled on this number line, then they lose their turn. For example, if a player's game piece is on 28 and then the player rolls a 4 with a plus (+) card, their game piece would land on 32. This number is off this number line, so they lose their turn.
7. The winner is the first person who lands on 30 on the number line without going over.

**GAME VARIATIONS**

In place of a regular six-sided dice, you can use number cubes or nine-sided dice. For an advanced version of the game, have students decide whether or not they want to roll one or two dice.



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# NUMBER LINE RACE (GRADE 2)



**Number of Players:** 2 to 4

**Supplies:**

1 dice, 1 game piece per player, 2 index cards (draw a + sign on one and a - sign on the other), paper bag, 0-30 Number Line Game Board (Grade 2)

**Objective:** Reach the 30 on the number line.

**How to Play:**

1. Roll the dice to determine who goes first. The player with the larger number begins.
2. Put the index cards in a bag.
3. Each player chooses a game piece and places it on the number 15.
4. Player 1 rolls the dice and picks an index card from the bag.
5. Player 1 moves the number of places rolled on the number line. The index cards determine the direction:
  - a. Plus (+) moves to the right on the number line.
  - b. Minus (-) moves to the left on the number line.
6. Players take turns. If a player cannot move the number of spaces rolled on this number line, then they lose their turn. For example, if a player's game piece is on 28 and then the player rolls a 4 with a plus (+) card, their game piece would land on 32. This number is off this number line, so they lose their turn.
7. The winner is the first person who lands on 30 on the number line without going over.

**GAME VARIATIONS**

In place of a regular six-sided dice, you can use number cubes or nine-sided dice. For an advanced version of the game, have students decide whether or not they want to roll one or two dice.



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# 0-30 NUMBER LINE GAME BOARD (GRADE 2)



0 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



0 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



0 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



0 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



Cut apart the number lines on dotted lines or use as a board.

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# PYRAMID MAKE TEN



**Number of Players:** 1 (or 2 working together)

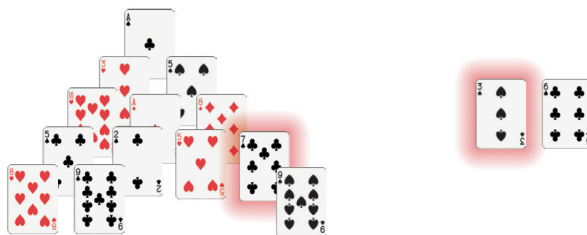
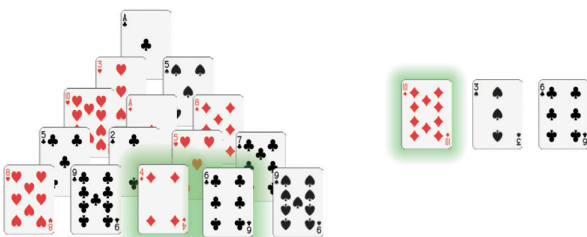
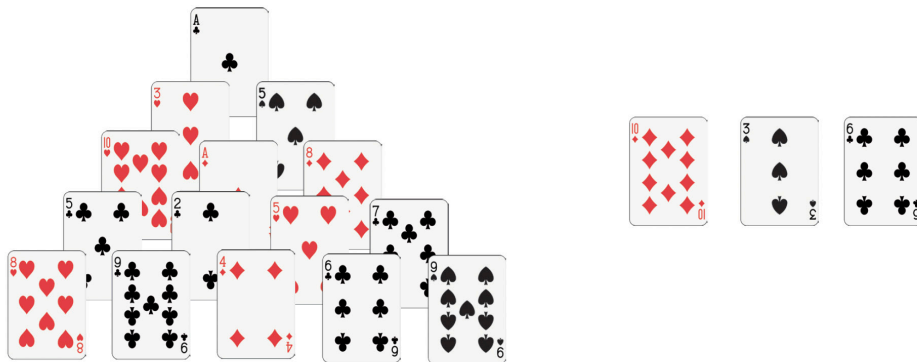
**Supplies:**

1 deck of cards with face cards removed. (Ace = 1.)

**Objective:** To remove all the cards from the pyramid.

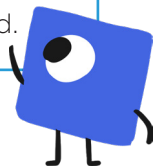
**How to Play:**

1. Shuffle the cards.
2. Form a pyramid of cards with five rows. Begin at the top with one card, so that each new level partially covers the level above it.
3. Place three cards face-up beside the pyramid. (See diagram.)
4. Remove any two uncovered cards that add up to 10, including any 10-card, from the pyramid or the three cards face-up beside the pyramid. Put them aside.
5. If there are no cards that can be removed, place three new cards face-up on top of the three cards beside the pyramid.
6. Play continues until no cards can be removed and there are no more cards in the deck.
7. The object of the game is to remove all of the cards in the pyramid.



**ADDITIONAL NOTES**

- In this example, the 10-card can be removed, and one of the 6-cards and the 4-card can be removed.
- If the 6-card in the bottom row and the 4-card in the bottom row are removed, the 5-card in the second row will be uncovered and playable.
- The 7-card and 3-card cannot be removed because the 7-card is partially covered by the 9-card.



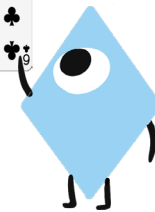
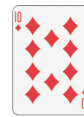
# THREE CARDS MAKE TEN



**Number of Players:** 2 to 4

**Supplies:**

1 deck of cards with face cards removed. (Ace = 1.)



**Objective:** To have the most sets of three cards that make 10.

**How to Play:**

- Deal one card to each player. The player with the highest numbered card will go first. Play will continue counterclockwise if there are more than two players.
- Shuffle the cards. Then, deal three cards to each player face-up on the table. Place the rest of the cards in the center face-down to make a draw pile.
- Player 1 adds and/or subtracts their three cards to make 10.
  - If the three cards make 10, Player 1 puts those cards aside in their collection pile and draws three more cards to make 10 again. They continue to play until they cannot make 10.
  - If Player 1 cannot make ten, then they pick one card from the deck and their turn ends.
- As the game progresses, players may have more than three cards, but can only use three cards to make 10. (Note: Players should always have a minimum of three cards in front of them.)
- Play continues until all of the cards are gone from the draw pile and there are no other plays. The winner is the player with the most cards in their collection pile.



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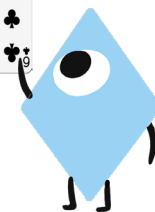
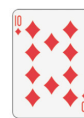
# THREE CARDS MAKE TEN



**Number of Players:** 2 to 4

**Supplies:**

1 deck of cards with face cards removed. (Ace = 1.)



**Objective:** To have the most sets of three cards that make 10.

**How to Play:**

- Deal one card to each player. The player with the highest numbered card will go first. Play will continue counterclockwise if there are more than two players.
- Shuffle the cards. Then, deal three cards to each player face-up on the table. Place the rest of the cards in the center face-down to make a draw pile.
- Player 1 adds and/or subtracts their three cards to make 10.
  - If the three cards make 10, Player 1 puts those cards aside in their collection pile and draws three more cards to make 10 again. They continue to play until they cannot make 10.
  - If Player 1 cannot make ten, then they pick one card from the deck and their turn ends.
- As the game progresses, players may have more than three cards, but can only use three cards to make 10. (Note: Players should always have a minimum of three cards in front of them.)
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# TIC-TAC-TEN



**Number of Players:** 2

**Supplies:**

1 deck of cards with face cards removed (Ace =1.) or one dice, a Tic-Tac-Ten Game Board, 2 different colored pencils, crayons, or markers

**Objective:** To have the most sets of three cards that make 10.

**How to Play:**

1. Decide who goes first or use a coin toss.
2. Players take turns picking a card or rolling the dice. Players place that number of dots in any one of the 10 frames on a square on the board including one an opponent has already placed dots in.  
Note: A player puts all of their dots in only one ten-frame. They cannot split them up or have more than ten dots in a frame. The player must use all of the dots.
3. The player who completes a ten-frame puts an X or an O in that square.
4. If a player cannot place all of their dots in one frame, they lose their turn.
5. The winner is the player who has three Xs or Os in a row (across, up and down, or diagonally).

**Note to Teachers:** You could also place the game boards in protective sleeves and use two different colored dry erase markers.



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# TIC-TAC-TEN



**Number of Players:** 2

**Supplies:**

1 deck of cards with face cards removed (Ace =1.) or one dice, a Tic-Tac-Ten Game Board, 2 different colored pencils, crayons, or markers

**Objective:** To have the most sets of three cards that make 10.

**How to Play:**

1. Decide who goes first or use a coin toss.
2. Players take turns picking a card or rolling the dice. Players place that number of dots in any one of the 10 frames on a square on the board including one an opponent has already placed dots in.  
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**Note to Teachers:** You could also place the game boards in protective sleeves and use two different colored dry erase markers.



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# TIC-TAC-TEN GAME BOARD










# TIC-TAC-TEN (4 ON 1) GAME BOARD



# JIJI SUDOKU | LEVEL: EASY

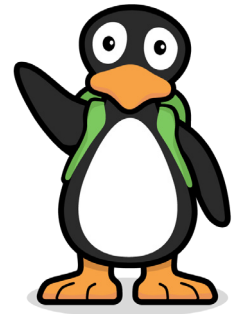
**Players:** 1 (or 2 working together)


















**Supplies:** Printed JiJi Sudoku | Level: Easy, and math critter game pieces cut out.

**Objective:** To fill in one math critter in every row, column, and 3 x 3 grid.

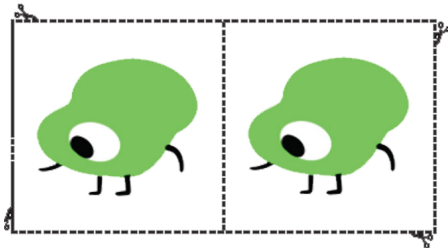
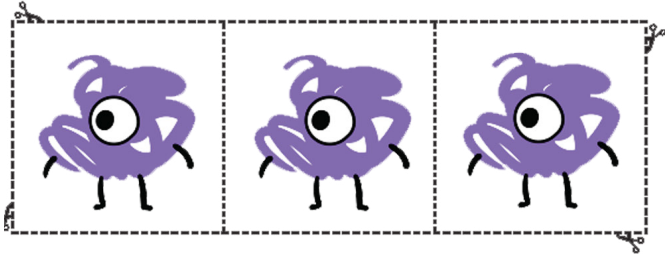
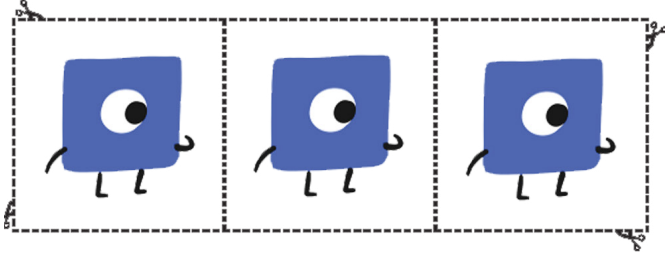
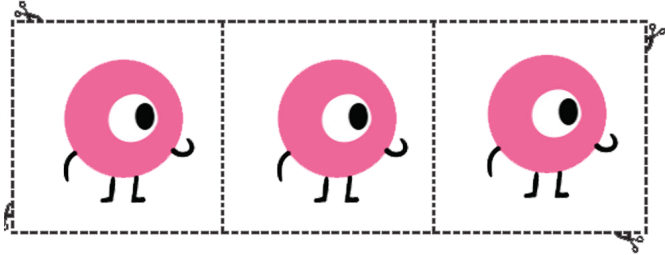
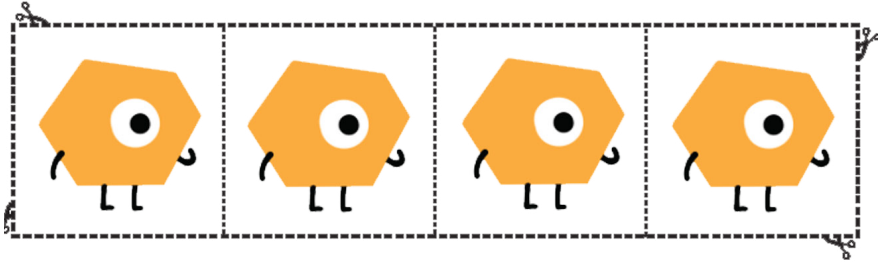
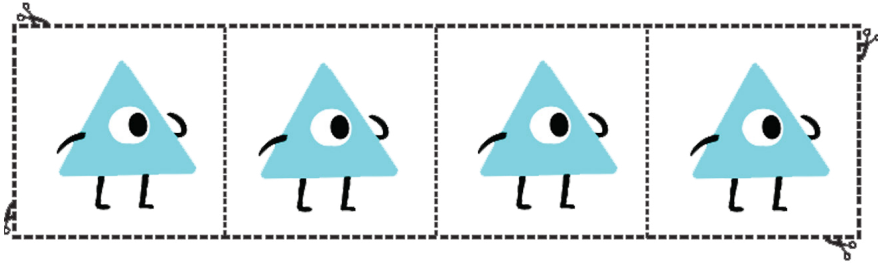
**How to Play:**

- There are six unique math critters. The 6 x 6 grid is divided into smaller 3 x 2 blocks.
- Each 3 x 2 block can only contain a unique math critter.
- Each vertical column in the grid can only contain a unique math critter.
- Each horizontal row in the grid can only contain a unique math critter.



# JIJI SUDOKU BOARD PIECES | LEVEL: EASY

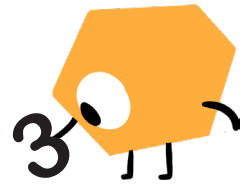


# SUDOKU | LEVEL: VARIOUS

**Players:** 1 (or 2 working together)

**Supplies:** Printed Sudoku | Level Various sheet

**Objective:** To fill in each cell with numbers.



**How to Play:**

- Beginner level: The 4 x 4 grid is divided into 2 x 2 blocks. Easy level: The 9 x 9 grid is divided into 3x3 blocks.
- Beginner | Complete each block with numbers 1 to 4. Easy | Complete each block with the numbers 1 to 9.
- No rows or columns of the 4 x 4 or 9 x 9 grid can have the same number.

3			2
	4	1	
	3	2	
4			1

Beginner

2	3	4	1
3	4	1	2

Beginner

						9	2	6
2	6		9	1		5		
	5	4		3				
6			8		5		9	7
8								1
5	4		1		9			2
				2		1	6	
		2		9	6		3	5
3	8	6						

Easy

	9	3	1		5	6	4	
7								5
5		1	2		9	3		7
2								3
	3	6	9		7	5	2	
9								1
3		2	4		8	1		9
6								4
	4	7	3		2	8	5	

Easy