

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.



© 2024 MIND Education. All rights reserved.

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.



© 2024 MIND Education. All rights reserved.

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

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

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

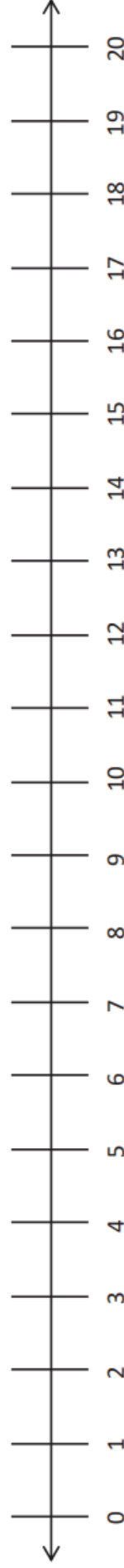
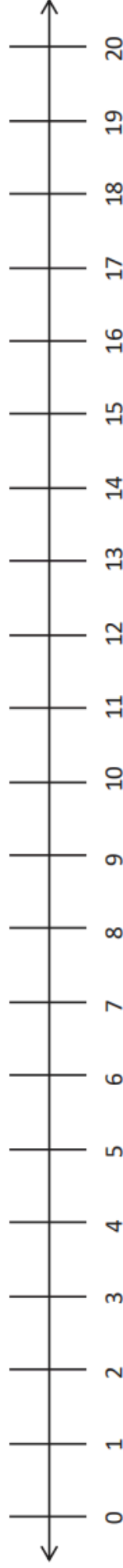
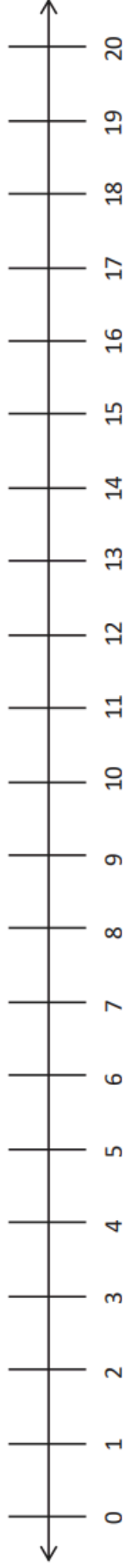
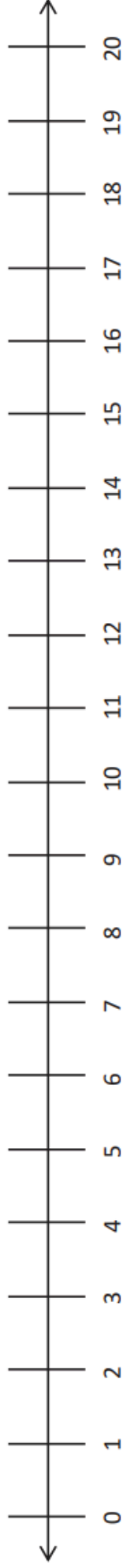
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

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.

