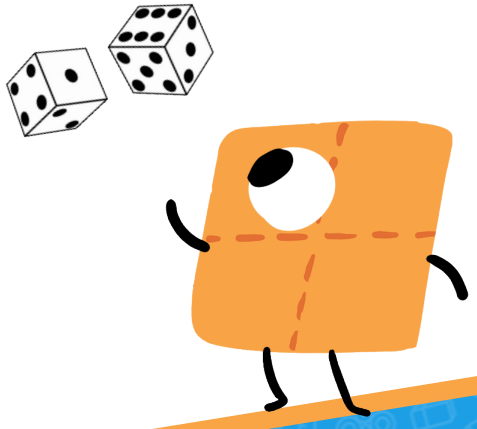
ST Math Camp Adventure

TABLE GAME RESOURCES

Instructions & Game Boards



Grade 1

OH JACK, MAKE TEN!

Number of Players: 2 to 4

Supplies:
A deck of cards (Use only Ace - 9 and a Jack card)
Note: Ace = 1 and the Jack card is the “Oh Jack” card.

Objective: Get rid of all the cards.

How to Play:

1. Shuffle and deal all the cards face-down to each player. Some players may have more cards than others.
2. All players will take their cards and look at them, keeping them private. Then they remove all pairs that equal 10 and place them face-up in front of them. The remaining cards are kept in their hand. For example, if they have an 8 and a 2 of any suit, those two cards make ten (8+2=10) so they can lay them down face-up in front of them. Players should lay down as many cards that make ten from their hand as possible. If a player can lay down all their cards, they win. If not, play continues.
3. Decide who goes first. If there are more than 2 players, play clockwise.
4. Player 1 will pick a card from Player 2’s remaining cards that are held up. If the card they choose helps them make ten with another card in their hand, they lay the cards that make ten down. If they can’t make 10 with the new card and any card in their hand, then they add the new card to their hand, and their turn is over. Note: Players should not reveal they have the "Oh Jack" card.
5. Play continues until one card remains. The player with the "Oh Jack" card loses and the other player or players are the winners.

ST Math

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UNKNOWN ADDITION BATTLE

Number of Players: 2

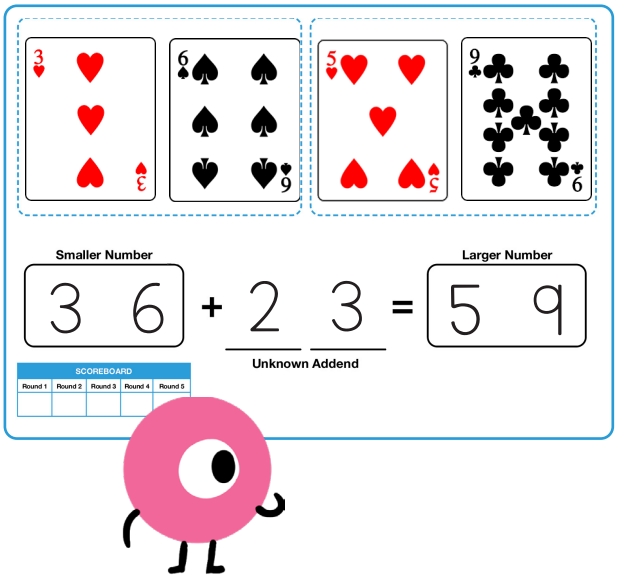
Supplies:
Scratch paper, deck of cards Ace - 9 & jacks, Ace = 1 and Jack = 0, (remove the tens, queens and kings), Unknown Addition Battle Game Mat for each player (in a plastic sleeve, dry erase markers

Objective: Find the missing addend.

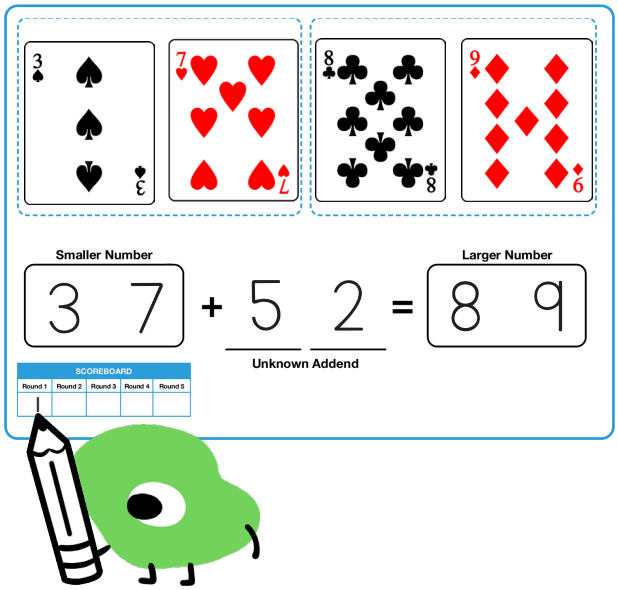
How to Play:

1. Each player should have an Unknown Addition Battle Mat and a dry-erase marker.
2. Shuffle the deck of cards. Determine who goes first.
3. Player 1 flips over four cards face-up and places them on the game mat in the order they are drawn.
4. Then Player 1 takes the first two cards to make a two digit number, and repeats the process for the next two cards. Example: If the player draws the cards in the order 3, 6, 5 & 9, then their first two digit number is 36 and the second two digit number is 59.
5. Player 1 takes the smaller of the two digit numbers and places on the left of the equal sign. Then the larger of the two digit numbers on the right of the equal sign. (For example, then 36 + _____ = 59). After the set up, Player 1 must find the missing addend, which is 23.
6. Player 2 follows the same process as Player 1 choosing four cards of their own Example: If the player draws the cards in the order 8, 9, 3 & 7, then their first two digit number is 89 and the second two digit number is 37. Since 89 is the larger number, it would go in the larger number boxes and 37 would go in the smaller number boxes. (For example, then 37 + _____ = 89). Player 2 must find the missing addend for their problem, which is 52.
7. Then Player 1 and Player 2 compare their missing addends. The player with the larger missing addend is awarded a point for the round. So, in the example, Player 2 has the larger missing addend and wins the point for that round.
8. Play continues until Round 5. After Round 5, the player with the most points wins.

Player 1



Player 2



UNKNOWN ADDITION BATTLE GAME MAT

Card 1	Card 2	Card 3	Card 4

Smaller Number

Larger Number

\+ _____ =

Unknown Addend

SCOREBOARD				
Round 1	Round 2	Round 3	Round 4	Round 5

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UNKNOWN ADDITION BATTLE GAME MAT

Card 1	Card 2
Card 3	Card 4

Smaller Number

Larger Number

\+ _____ =

Unknown Addend

SCOREBOARD				
Round 1	Round 2	Round 3	Round 4	Round 5

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WHAT'S THE DIFFERENCE?

Number of Players: 2

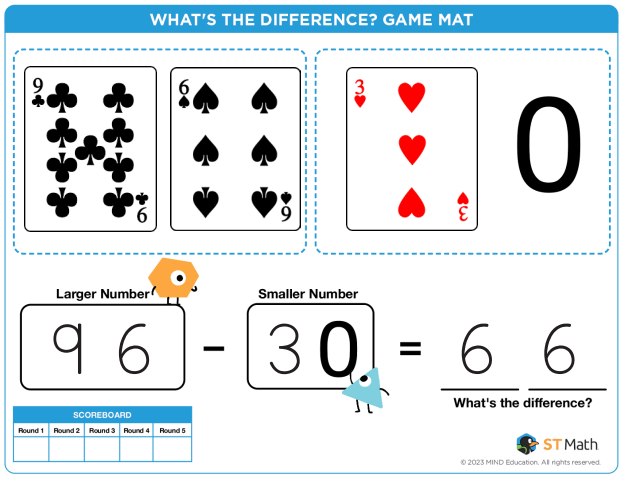
Supplies:
scratch paper, deck of cards Ace - 9, Ace = 1 (remove the tens and face cards), What's the Difference? Game Mat in a plastic sleeve for each player, dry-erase markers

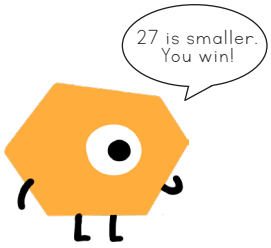
Objective: Find the difference

How to Play:

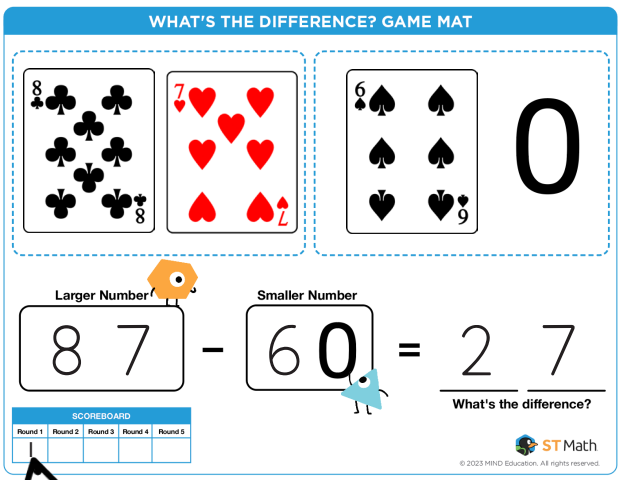
1. Each player should have a What's the Difference? Game Mat in a clear plastic sleeve and a dry-erase marker.
2. Shuffle the deck of cards. Determine who goes first.
3. Player 1 flips over three cards face-up and places them on the game mat in the order they are drawn.
4. Then Player 1 takes the highest two cards to make a two-digit number. (Example: If the player draws the cards in the order 3, 6, and 9, then their two-digit number is 96.)
5. Player 1 takes the remaining card and places it in the tens place of the subtrahend. (Example: The remaining card is a 3 which will make the subtrahend 30.)
6. After the setup, Player 1 must find the difference, which is 66.
7. Player 2 follows the same process as Player 1 choosing three cards of their own. (Example: If the player draws the cards in the order 8, 7 & 6, then their first two-digit number is 87, with the remaining card, 6, will make the problem 87 - 60. Player 2 must find the difference for their problem, which is 27.)
8. Then Player 1 and Player 2 compare their differences. The player with the smaller difference is awarded a point for the round. So, in the example, Player 2 has the smaller difference (27 < 66) and wins the point for that round.
9. Play continues through Round 5. After Round 5, players add their points. The player with the most points wins.

Player 1





Player 2



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WHAT'S THE DIFFERENCE? GAME MAT

Card 1

Card 2

Card 3

0

Larger Number

Smaller Number

0

What's the difference?

SCOREBOARD				
Round 1	Round 2	Round 3	Round 4	Round 5

WHAT'S THE DIFFERENCE? GAME MAT

Card 1

Card 2

Card 3

0

Larger Number

Smaller Number

0

What's the difference?

SCOREBOARD				
Round 1	Round 2	Round 3	Round 4	Round 5

TIC-TAC-SUM

Number of Players: 2 to 4

Supplies:
1 set of Tic-Tac-Sum Game Cards, a Tic-Tac-Sum Game Board

Objective: Get four in a row, column or diagonal.

How to Play:
1. Decide who goes first and who is “X” and “O”.
2. Shuffle and place the sum cards in a pile face-down.
3. Players take turns drawing a card from the deck of sum cards (which have number cards and wild cards).
   a. If the sum card has a number on it, the player looks for the equation on the game board that would equal the number. When they find it, they write an “X” or an “O” in the square on the game board.
   b. If they draw a wild card, they follow the directions on the card.
4. Play continues until one player gets four “X”s or “O”s in a row, column, or diagonal and that player is the winner.

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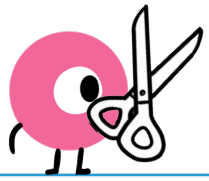
TIC-TAC-SUM GAME CARDS

64	67	26	42
72	61	22	76
29	51	87	54
57	49	38	83
Lose a turn.	Put an X or an O on any square.	Remove an X or O on any square.	Draw two sum cards.

Cut along on dashed lines.



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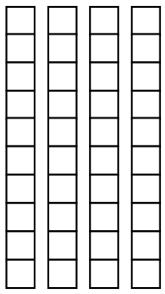
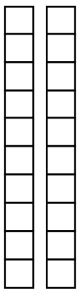
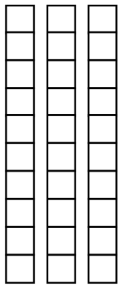
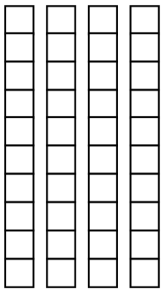
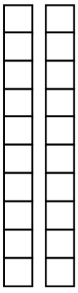
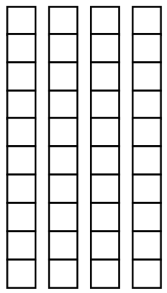
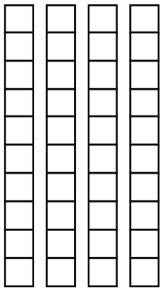
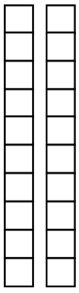
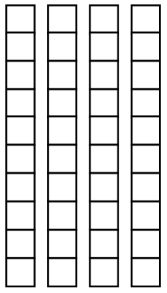
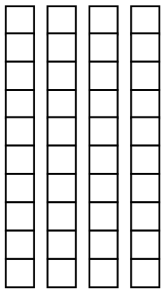
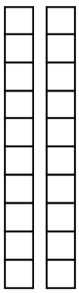
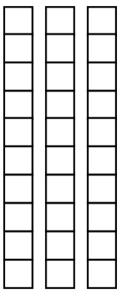
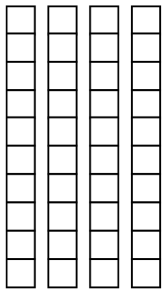
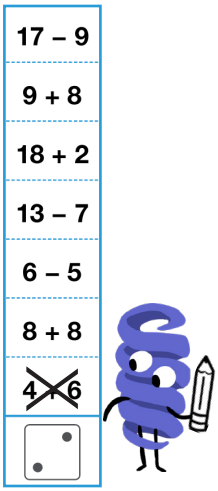
TIC-TAC-SUM GAME BOARD

24 + 	47 + 	16 + 	12 + 
32 + 	51 + 	2 + 	36 + 
19 + 	11 + 	67 + 	14 + 
17 + 	29 + 	8 + 	43 + 

RACE TO THE TOP

Number of Players: 2 to 4

Supplies:
scratch paper and pencil, a dice, dry erase marker, Race to the Top Game Mats 01 and 02



Objective: Be first to reach the top of any column.

How to Play:

1. Each player should have a Race to the Top Game Mat in a clear plastic sleeve with a dry-erase marker and eraser.
2. Determine who goes first.
3. Player 1 rolls the die and then locates the expression in the column of the number on the die. Then, Player 1 solves the equation. For example, if they roll a two, they solve the problem at the bottom of the column with the die that has two dots, 4 + 6 = 10. Player 2 checks their work.
   a. If they are correct, Player 1 colors or marks in the box with the problem.
   b. If Player 1 is incorrect, they lose their turn.
4. Players take turns rolling the dice.
5. Play continues in the same way with Player 2.
6. The first player to fill in an entire column wins.

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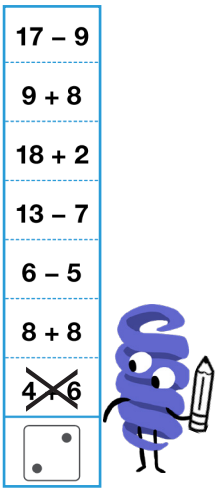

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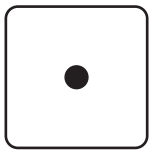
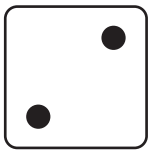
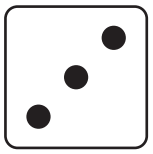
RACE TO THE TOP GAME MAT 01

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

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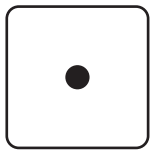
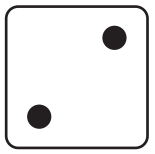
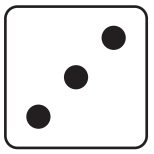
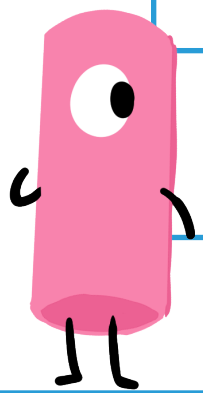
RACE TO THE TOP GAME MAT 02

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



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