

NAME _____

DATE _____

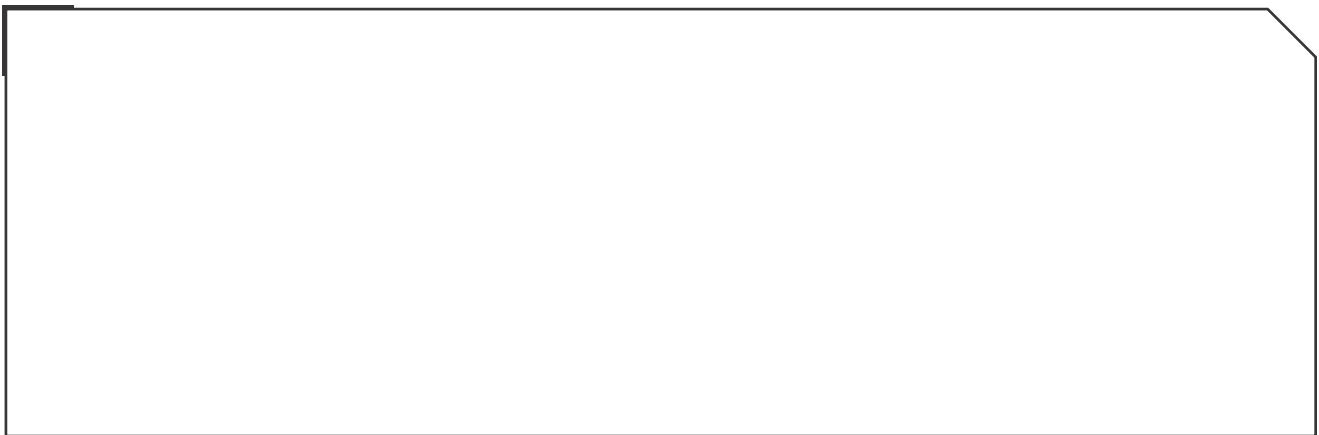
Grab and Count: ***Two Handfuls*** Recording Sheet

Grab two handfuls. Show what you grabbed.



How many did you grab? _____

Grab two handfuls. Show what you grabbed.



How many did you grab? _____

NAME _____

DATE _____

Grab and Count: Two Handfuls

Directions

You need

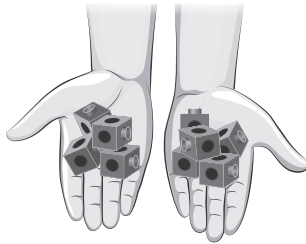
○ Cubes



○ *Grab and Count: Two Handfuls*
Recording Sheet (G16)

Play alone.

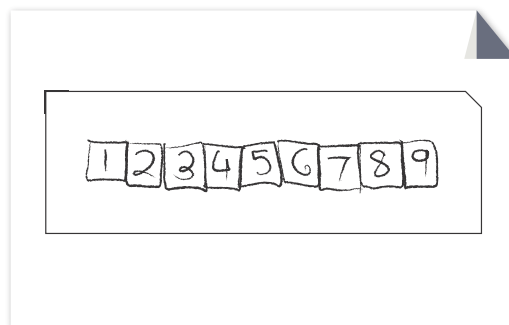
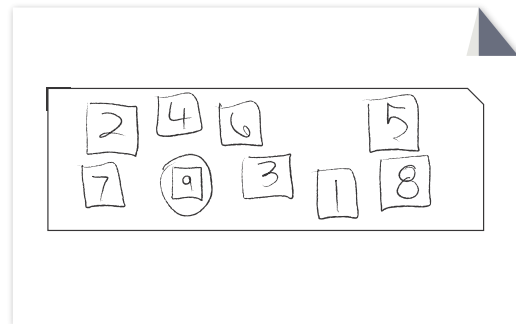
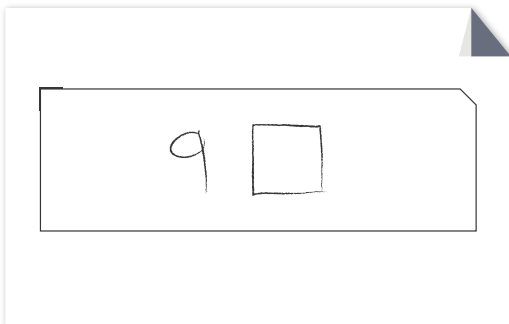
1 Grab 2 handfuls
of cubes.



2 Count the cubes.



3 Show how many.



RESOURCE MASTERS, G16

NAME _____ DATE _____
**Grab and Count:
Two Handfuls** Recording Sheet

Grab two handfuls. Show what you grabbed.



How many did you grab? _____

Grab two handfuls. Show what you grabbed.



How many did you grab? _____

| G16 |

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NAME _____

DATE _____

Collect 15 Together Gameboard

| | | | | |
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NAME _____

DATE _____

Collect 15 Together Directions

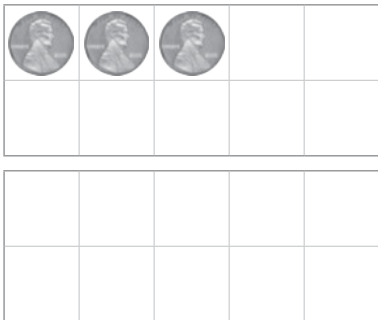
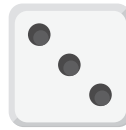
You need

- 1–3 dot cube
- Pennies or counters
- Gameboard (G18)

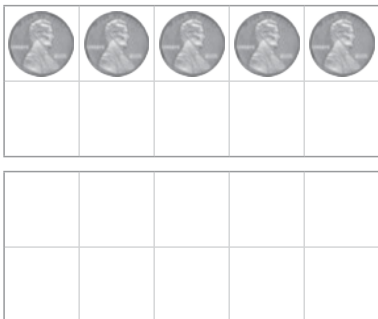
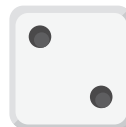


Play with a partner. Work together.

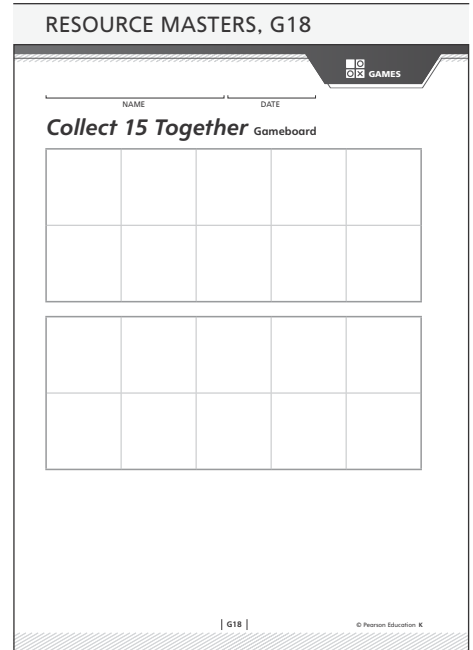
- 1** Player 1 rolls the dot cube.
- 2** Player 1 takes that many counters and places them on the gameboard.



- 3** Player 2 repeats Steps 1 and 2.



- 4** Together, figure out how many counters there are in all.
- 5** Keep taking turns.
- 6** The game is over when there are 15 (or more) counters.



NAME

DATE

Build On Gameboard

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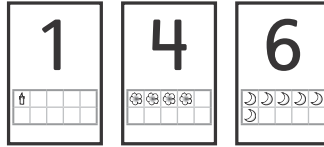
NAME _____

DATE _____

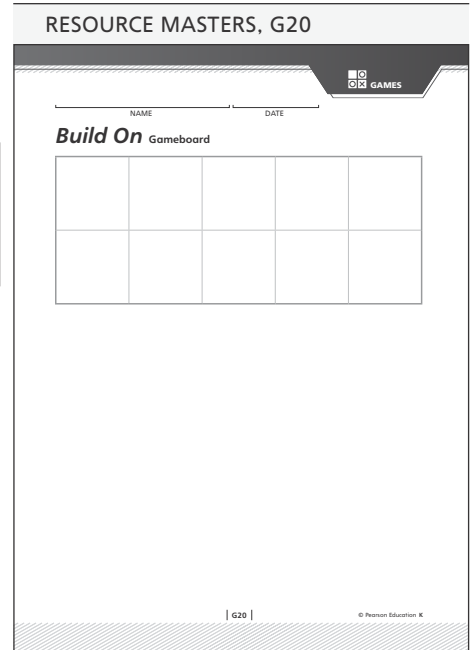
Build On Directions

You need

- Primary Number Cards (without cards 7–10 and Wild Cards)

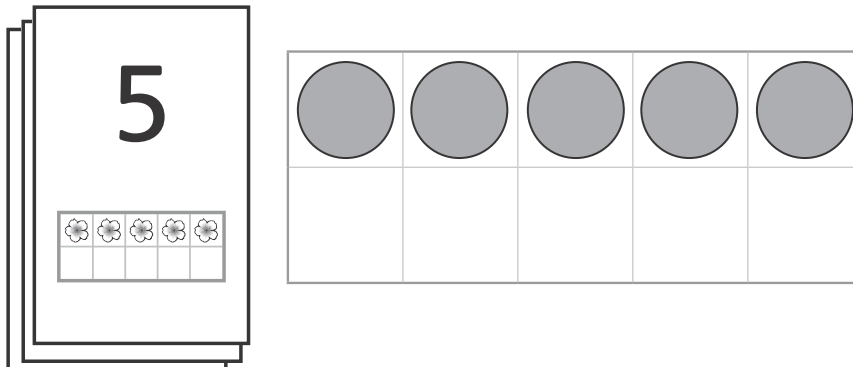


- Gameboard (G20)
- Pennies or counters
- 1–3 dot cube

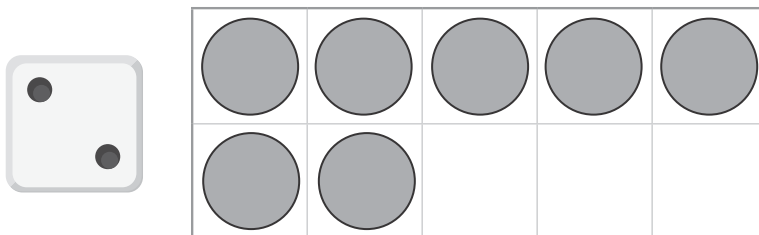


Play with a partner. Work together.

- 1 Player 1 turns over a Primary Number Card and places that many counters on the gameboard.



- 2 Player 2 rolls a 1–3 dot cube and adds that many more counters to the gameboard.



- 3 Work together to figure out how many counters there are altogether.

NAME

DATE

Roll and Record 2 Recording Sheet

| | | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|---|
| | | | | | | | | | | | 2 |
| | | | | | | | | | | | 3 |
| | | | | | | | | | | | 4 |
| | | | | | | | | | | | 5 |
| | | | | | | | | | | | 6 |
| | | | | | | | | | | | 7 |
| | | | | | | | | | | | 8 |
| | | | | | | | | | | | 9 |

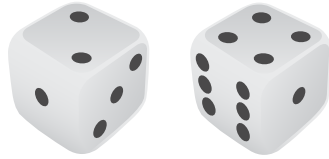
NAME _____

DATE _____

Roll and Record 2 Directions

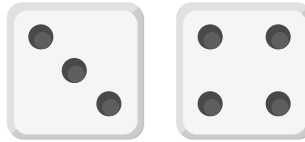
You need

- 1–3 dot cube
- 1–6 dot cube
- Recording Sheet (G22) (1 per player)



Play alone or with a partner.

- 1 Roll 2 cubes.
- 2 Write the total on the recording sheet.



| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
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| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | 7 | | |
| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

- 3 The game is over when one column is full.

More Ways to Play

- Play with a 1–6 number cube and a 1–3 dot cube.



RESOURCE MASTERS, G22

OX GAMES

NAME _____ DATE _____

Roll and Record 2 Recording Sheet









| | | | | | | | |
|--|--|--|--|--|--|--|---|
| | | | | | | | 9 |
| | | | | | | | 8 |
| | | | | | | | 7 |
| | | | | | | | 6 |
| | | | | | | | 5 |
| | | | | | | | 4 |
| | | | | | | | 3 |
| | | | | | | | 2 |

| G22 | © Pearson Education, Inc.

NAME _____

DATE _____

Racing Bears Gameboard

| | | | | |
|----|--|--|---|--|
| 10 |  |  |  |  |
| 9 | | | | |
| 8 | | | | |
| 7 | | | | |
| 6 | | | | |
| 5 | | | | |
| 4 | | | | |
| 3 | | | | |
| 2 | | | | |
| 1 | | | | |
| 0 |  Start |  Start |  Start |  Start |

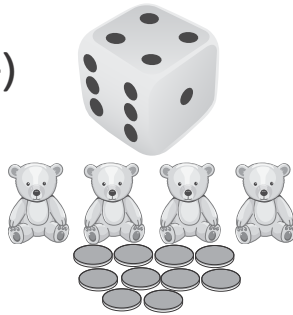
NAME _____

DATE _____

Racing Bears Directions

You need

- Gameboard (G24)
- 1–6 Dot Cube
- Teddy Bear
- Counters
- Counters



Play with a partner. Work together.

- 1 Players take turns rolling the dot cube and moving a teddy bear that many spaces.
- 2 Players can split a roll and move more than one bear.
- 3 Take a counter if you land on it.
- 4 The game is over when players have collected 10 counters together.

More Ways to Play

- Try to move more than one bear on every roll.

RESOURCE MASTERS, G24

NAME _____ DATE _____

Racing Bears Gameboard

| | | | | |
|----|------------|------------|------------|------------|
| 10 | ○ | ○ | ○ | ○ |
| 9 | | | | |
| 8 | | | | |
| 7 | | | | |
| 6 | | | | |
| 5 | | | | |
| 4 | | | | |
| 3 | | | | |
| 2 | | | | |
| 1 | | | | |
| 0 | ☆ Start | ☆ Start | ☆ Start | ☆ Start |

| G24 | © Pearson Education, Inc.

NAME _____

DATE _____

One More, One Less Gameboard

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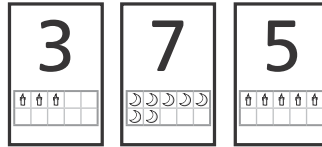
DATE _____

One More, One Less

Directions

You need

- Primary Number Cards (without cards 0, 10, and Wild Cards)
- Plus/Minus 1 Cube
- Pennies or counters
- Gameboard (G26)
- Recording Sheet (G27) (1 per player)



RESOURCE MASTERS, G26

NAME _____ DATE _____

One More, One Less Gameboard

| | | | | |
|--|--|--|--|--|
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| G26 | © Pearson Education K

Play with a partner. Work together.

- 1** Player 1 picks a card and puts that many counters on the gameboard.
- 2** Both players write the number under Starting Number.
- 3** Player 2 rolls the + / - 1 cube and adds or removes a counter.



RESOURCE MASTERS, G27

NAME _____ DATE _____

One More, One Less Recording Sheet

| Starting Number | Ending Number |
|-----------------|---------------|
| | |
| | |
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| | |
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| G27 | © Pearson Education K

- 4** Both players figure out how many and write the number under Ending Number.
- 5** Switch roles after each round.

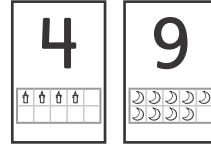
NAME _____

DATE _____

Double Compare Directions

You need

- Deck of Primary Number Cards (without Wild Cards)



Play with a partner.

- Deal the cards facedown.
- Both players turn over their top two cards.
- The player with the larger total says “Me!” and takes the cards. If the totals are the same, both players turn over two more cards.



- Keep turning over two cards. Each time, the player with the larger total says “Me!” and takes the cards.
- The game is over when there are no more cards to turn over.

More Ways to Play

- The player with the **smaller** total says “Me!”
- Play with 3 players.
- Play with the Wild Cards. A Wild Card can be any number.

NAME

DATE

Build It/Change It Gameboard

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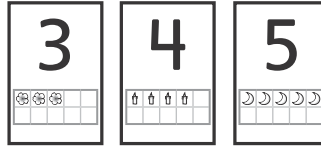
NAME _____

DATE _____

Build It/Change It Directions

You need

- Primary Number Cards (without Wild Cards)
- Gameboard (G30)
- Pennies or counters



Play with a partner. Work together.

- 1** Player 1 picks a card.
- 2** Player 1 places that many counters on the gameboard.
- 3** Player 2 picks a card and changes the gameboard to show the new amount.
- 4** Switch roles after each round.

RESOURCE MASTERS, G30

OX GAMES

NAME _____
DATE _____

Build It/Change It Gameboard

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| G30 |
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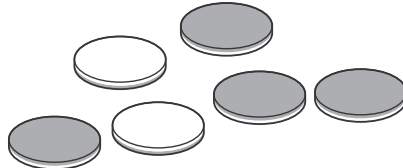
NAME _____

DATE _____

Toss the Chips Directions

You need

- Counters
- Recording Sheet (G32)



Play alone or with a partner.

- 1** Choose a number of counters. Record it as the Total Number.
- 2** Toss the counters.
- 3** Count and record how many of each color.
- 4** Keep tossing the counters and recording how many of each color.

RESOURCE MASTERS, G32

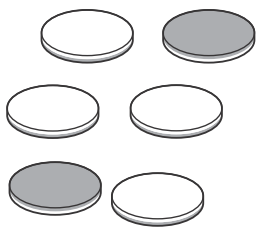
NAME _____ DATE _____

Toss the Chips Recording Sheet

Game 1 Total Number: _____ Game 2 Total Number: _____

| Red | Yellow | Red | Yellow |
|-----|--------|-----|--------|
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| G32 | © Pearson Education, Inc.



Toss the Chips Recording Sheet

Game 1 Total Number: 6 Game 2 Total Number: _____

| Red | Yellow | Red | Yellow |
|----------|----------|-----|--------|
| <u>2</u> | <u>4</u> | | |
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