

# Independent Math Games Workshop in 3 Parts

## Part ONE: Introduction

98 Individual and Partner Skill-building Math Games is a great way to augment your math education needs. Most of the games have 4-6 rules and can be played from start to finish in less than 20 minutes.

The games use easy-to-find, everyday classroom materials: dice, playing cards, clear, colored discs/markers, erasable colored pens, paper, and pencils. Every game has one or more options to expand its use.

The games are appropriate for students with grade 2 through grade 6 math skills

Use these **4 easy steps** to get organized. Once you teach the games, students will be able to manage them by themselves.

1. **Buy the workbook at <https://bit.ly/3TzGHOi> or use the QR code associated with this QR presentation.**

I suggest you invest in two copies.

- **One to keep on your shelf** so you can add more games as you need them
- **A second copy to take apart** to make student copies.



2. **Select 5-8 games from each of the Easy, Moderate, Difficult, and Varied game sections. This will accommodate various student skill levels.**

OR...

**Select 20 games from the book that appeal to you.**

I have provided a suggested list of games to get you started in PART THREE of this workshop.

You may want to include some of your easy-to-play games as well. Just make certain they are independent or partner games that use basic supplies.

3. **Assemble all materials into a crate, box or something with an open top.**

Suggestions are listed in PART TWO of this workshop. I purchased needed supplies through Amazon.

4. Teach your students the game rules.

Better yet, invite a parent or other adult into your classroom to teach the games to small groups of students. I suggest you work with 4-6 students at a time.

**FYI: A free, printable copy of this 3-part workshop is available at [www.paddyeger.com](http://www.paddyeger.com) - click on the Educating America link in the menu**

Stay tuned for PART TWO. It covers suggested materials and storage ideas.  
PART THREE shares suggested games and provides free recording sheets.

## Part TWO

### Materials suggested to recreate the Math Path games

**98 Individual and Partner Skill-building Math Games** is a great way to augment your math education needs. Most of the games have 4-6 rules and can be played from start to finish in less than 20 minutes.

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The games are appropriate for students with grade 2 through grade 6 math skills

The following materials were used to create my math games project. I have listed quantities needed. Many items were purchased from Amazon.

#### MATERIALS



<http://bit.ly/3OY7ZwS>



<http://bit.ly/49L0txa>



<http://bit.ly/3STfGph>

\_\_\_ **File folders** (1 for each different game you include.)

A. Make separate copies of the rules, gameboards, and worksheets.

- Staple one game into one folder.
- Place the directions on the left and the gameboard on the right side in each folder.
- Keep a clean master of each game for when you need to make new/additional copies.

B. **Make 3-5 separate copies of each game and directions.** This allows students to refer back to the rules without disrupting their gameboards. **I further suggest laminating the pages separately.**

**IF you laminate the student gameboards,** be certain to provide erasable marking pens and tissue for students to clean the gameboards **before** returning them to your math storage box. That keeps them usable for a long time!

**Two suggestions for organizing your games.**

1. **Use plain manila folders.** Print the game name on the label and add a colored dot to indicate the level of the individual games: (green dot) easy game, (yellow dot) moderate game, (red dot) difficult game, and (blue dot) varied level game.

OR...

2. Use colored file folders for each level: (green folders ) easy games, (yellow folders) moderate games, (red folders) difficult games, and (blue folders) for varied level games.

[I purchased: **30 File including: 8 Red, 8 yellow, 8 green, 5 blue, 1 plain manila.** The plain manila folder holds a master list of the games (and materials) needed for each game.]

NEXT...

\_\_\_ **Small, clear plastic cases with closable lids (1 per student)**

These easily hold the dice and the clear plastic discs/markers.

I put similar colors of dice and discs/markers in each case. That way students can select opposing colors when they play partner games. Clean up of their mingled materials becomes much easier.

[I purchased: **30 Plastic cases 2.5 x 3.5 x 1"**

STORAGE SUGGESTION:

FIND a suitable box or file to stow the plastic cases as well as the playing cards, paper and pencils, and erasable colored marker pens. This makes cleanup and storage a breeze!

NEXT...

\_\_\_ **6 dice all the same or very similar color for each plastic case.**

With the dice and the clear plastic discs/markers the same color in one case, it is easier to cleanup if the game has players mingling their materials.

[I purchased: **100 dice (6-sided, 10 colors)**]

\_\_\_ **12-24 clear, colored, plastic discs (also called markers or counting chips) saved in each plastic case**

Some games require no plastic discs, some 2 discs and a few use as many as 24. I sorted mine into single colors in each plastic case **to match the dice** in that case.

CAUTION. Use the light-colored discs so students can see through them to read what's written on the gameboard.

[I purchased: **1,000 small, clear, colored, plastic discs, plus** small clear plastic bags 2"x3"reclosable from a craft store.]

Continued on page 4...

— **10-12 Decks playing cards** (probably enough for most classrooms).

Use ½ your decks with one color on the backs, the other with a different color on the backs. This will make sorting cards easier when two decks get mixed together during a game.

[Amazon sells multi-packs of cards with red and blue backs.]

— **Erasable pens**

Set aside 4-6 sets of 2 contrasting erasable colored pens.

Each student needs a different color when playing a partner game, especially on a shared gameboard.

Use light colors in case the players need to read the numbers, etc. that appear on the gameboards.

**ALSO:** Provide the following materials as needed

- scrap paper and pencils, 8.5x11 paper, timers, calculators
- 1-100 number lines
- measurement tools (rulers, tape measures, etc.)
- adapted 6-sided dice, 8-10-sided dice for specific games
- math facts cards, and student recording sheets

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Stay tuned in for **PART THREE**. It shares suggested games and provides free recording sheets.

## Part THREE

### Suggested Easy-Start Games for Math Path

**98 Individual and Partner Skill-building Math Games** is a great way to augment your math education needs. Most of the games have 4-6 rules and can be played from start to finish in less than 20 minutes.

The games use easy-to-find, everyday classroom materials: dice, playing cards, clear, colored discs/markers, erasable colored pens, paper, and pencils. Every game has one or more options to expand its use.

The games are appropriate for students with grade 2 through grade 6 **math skills**.

#### Each game shares:

- Type of game: individual or partner (some can be either)
- Level of difficulty
- Type of Operation: add, subtract,, multiply, divide, place value, money, strategy, fractions, measurement, patterns, sequencing, skip counting, graphing, charting, etc.
- Time required
- Objective of game
- Materials needed
- Rules (some with examples to clarify games)
- Options (to expand use and difficulty)
- Gameboards
- Worksheets

The following list of games are easiest to teach. Select 5-8 games for each level of difficulty. Read or listen to PART ONE and PART TWO for details

Games	Pages	Materials
<b>EASY</b>		
Keep it 10	1	cards + gameboard
Add a Bunch	3	dice, marker + gameboard
Math Sandwiches	7	cards, worksheet, pencil + gameboard
Measure Me	11	measure tape, worksheet + pencil
1,2,3,4 Cover Up	15	dice, colored discs + gameboard
Clock Face Race	41	dice, colored discs + gameboard
Five Card Grab	45	cards

<b>Games</b>	<b>Pages</b>	<b>Materials</b>
<b>MODERATE</b>		
5's & 10's	51	worksheet, pencil + recording sheet
20 <-- > 0	61	dice, colored discs, timer + gameboard
Ones, Tens, Hundreds Race	71	dice, timer + gameboard
Keep It Zero	97	cards, paper, pencil
Four-Minute Check	105	cards, timer, paper, pencil
High - Low Strategy #1	109	dice, timer, tally sheet pencil
MORE Cover Up	125	dice, colored discs + gameboard
Subtract to Beat the Clock	127	calculator, worksheet, timer

<b>Games</b>	<b>Pages</b>	<b>Materials</b>
<b>DIFFICULT</b>		
Number Cover Up	149	dice, timer, worksheet, pencil
Fraction Match-up	153	cards, worksheet, pencil
MEGA Mental Math	155	dice, timer, worksheet, (marker/pencil)
Pyramid Block	169	dice, timer, gameboard, (marker/pencil)
Roll for Billions	179	dice + gameboard (marker/pencil)
Building .... Numbers	183	cards, timer, (marker/pencil) + gameboard
Wild Combo's	197	cards, tally sheet, pencil

<b>Games</b>	<b>Pages</b>	<b>Materials</b>
<b>VARIED</b>		
5 X 5	201	dice, marker/colored pencil + gameboard
100 or Busted	205	dice, colored discs + gameboard
Cross Over the River	227	dice, marker + gameboard
Up & Down Dice Scramble	235	dice, pencil + gameboard
Math Mix-Ups	239	dice, 1-100 chart, worksheet, marker
Wild & Dicey Words	241	dice, marker + gameboard
Number Hopscotch #2	243	dice, timer, pencil, worksheet

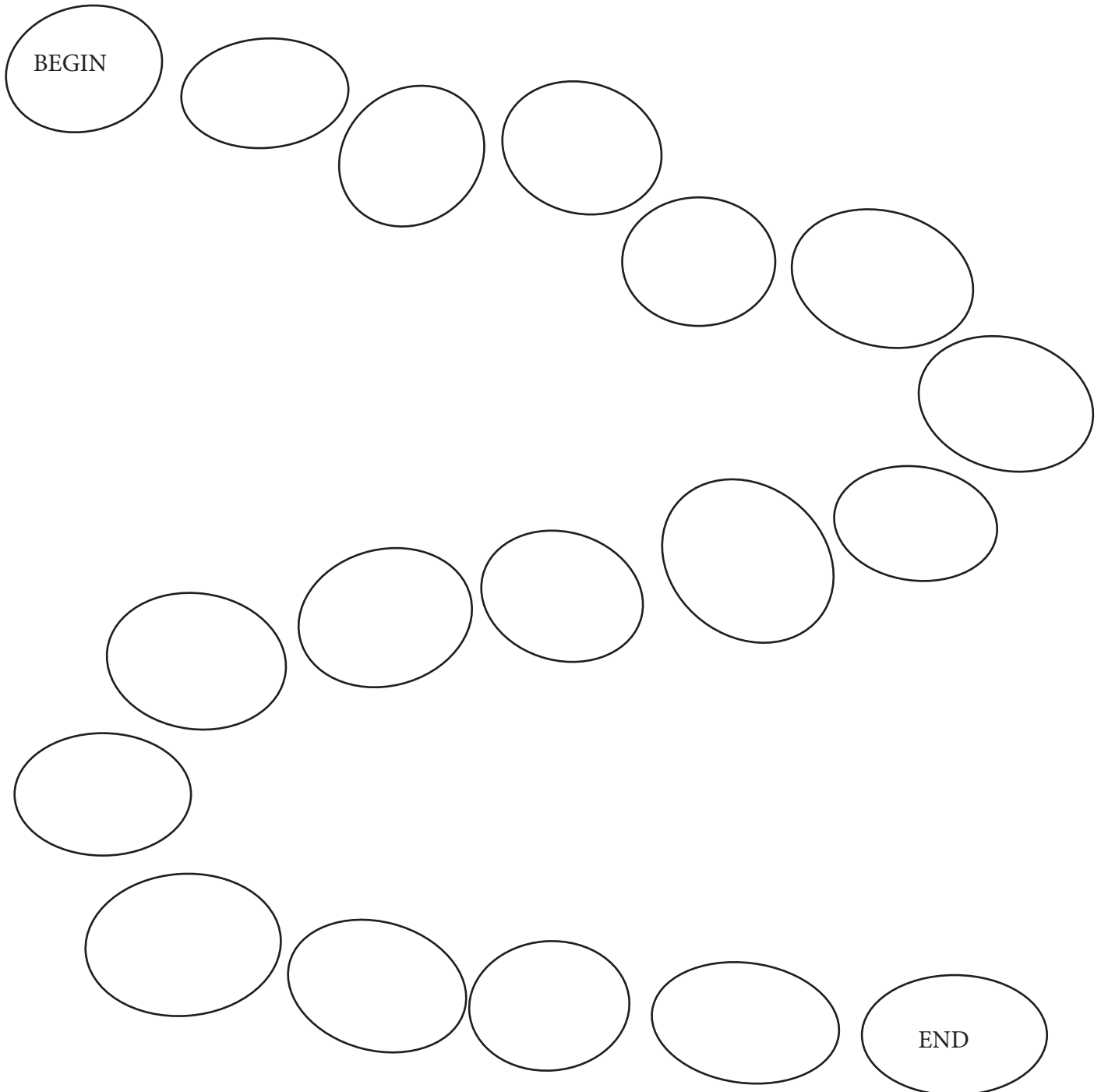
## Math Path Recording Sheets

If you want to keep track of which games are being played and by whom, I suggest using one of these two different kinds of recording sheets. One addresses a steppingstone path for playing 20 games. The other has sections for the Easy, Moderate, Difficult, and Varied games.

### 20 Math Path Steppingstones for \_\_\_\_\_(name)

After you finish playing a game:

1. Start at BEGIN. Color in the first available steppingstone.
2. Write down the name of the game. Draw a star beside the name if you enjoyed the game.
3. Color one steppingstones for each game you play.



# Math Path Recording Sheet for \_\_\_\_\_

1. Write down the name of the game you are playing in the correct category.
2. Play a game.
3. Rate the Game: 3 = OK 4 = Good 5 = Fun, Fun, Fun!



EASY

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MODERATE

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DIFFICULT

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VARIES

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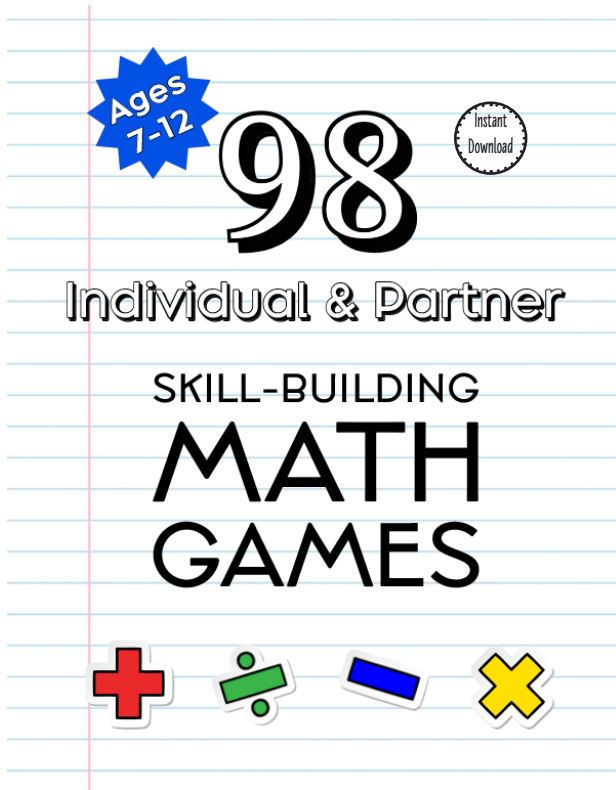
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# Educational Materials available from Paddy Eger



**Ages 7-12** Instant Download

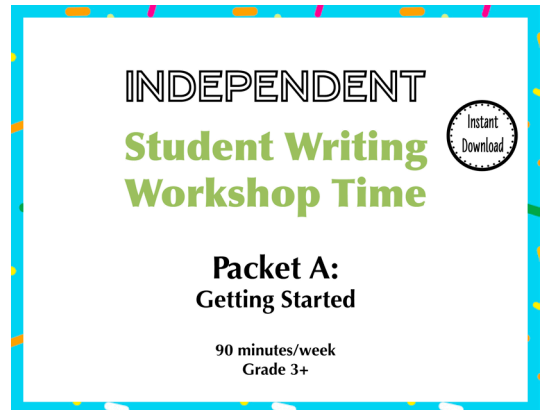
# 98

Individual & Partner

SKILL-BUILDING

# MATH GAMES

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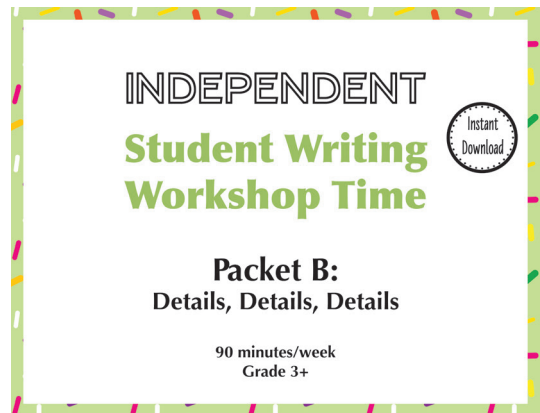


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## Student Writing Workshop Time

**Packet A:  
Getting Started**

90 minutes/week  
Grade 3+

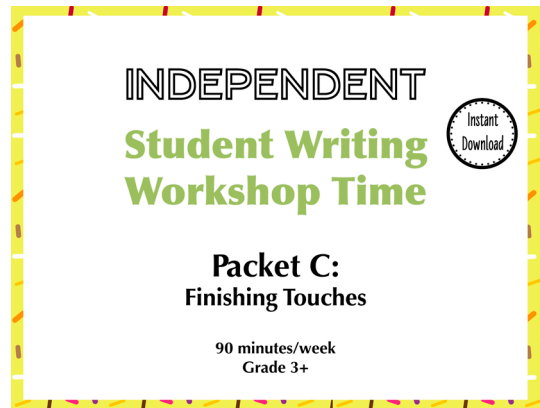


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## Student Writing Workshop Time

**Packet B:  
Details, Details, Details**

90 minutes/week  
Grade 3+

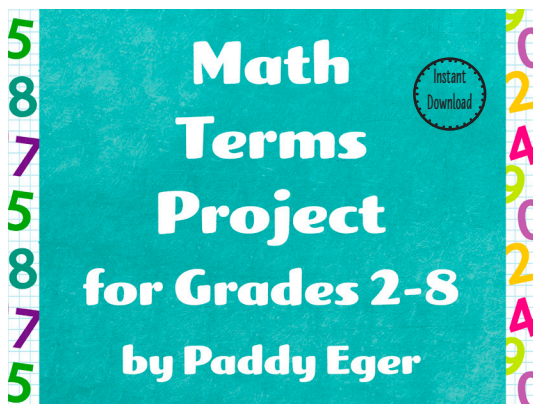


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## Student Writing Workshop Time

**Packet C:  
Finishing Touches**

90 minutes/week  
Grade 3+

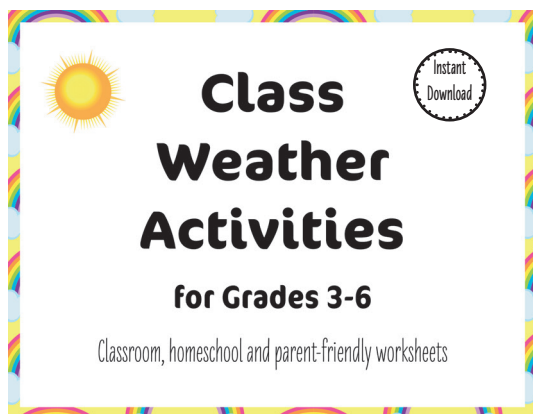


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# Math Terms Project

for Grades 2-8

by Paddy Eger

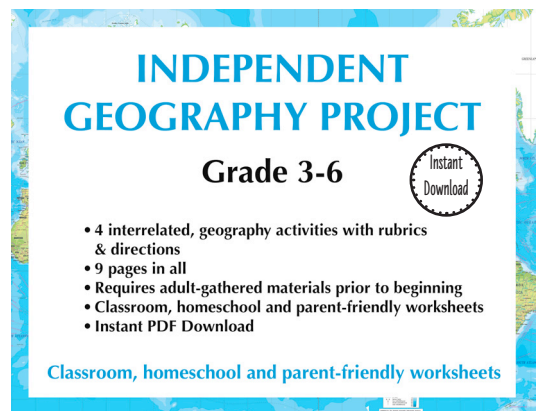


Instant Download

# Class Weather Activities

for Grades 3-6

Classroom, homeschool and parent-friendly worksheets



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# GEOGRAPHY PROJECT

Grade 3-6

- 4 interrelated, geography activities with rubrics & directions
- 9 pages in all
- Requires adult-gathered materials prior to beginning
- Classroom, homeschool and parent-friendly worksheets
- Instant PDF Download

Classroom, homeschool and parent-friendly worksheets