

Scoop-De-Doo

Building Fluency: place value understanding

Materials: gameboard for each player, game markers, beans or other manipulative, spoon

Number of Players: 2-4

Directions:

1. Players take turns scooping a spoonful of beans and placing the beans on the mat in the ones places.
2. When possible, players should trade 10 ones for a ten.
3. When a player trades 10 ones for a ten, he should place a marker on one of the tens and replace the beans in the pot.
4. The first player to have 9 tens is the winner.

Variation/Extension: Player could draw models in their math notebook.



10

10

10

10

10

10

10

10

10

1

1

1

1

1

1

1

1

1

1

Nifty Fifty

Building Fluency: composing tens

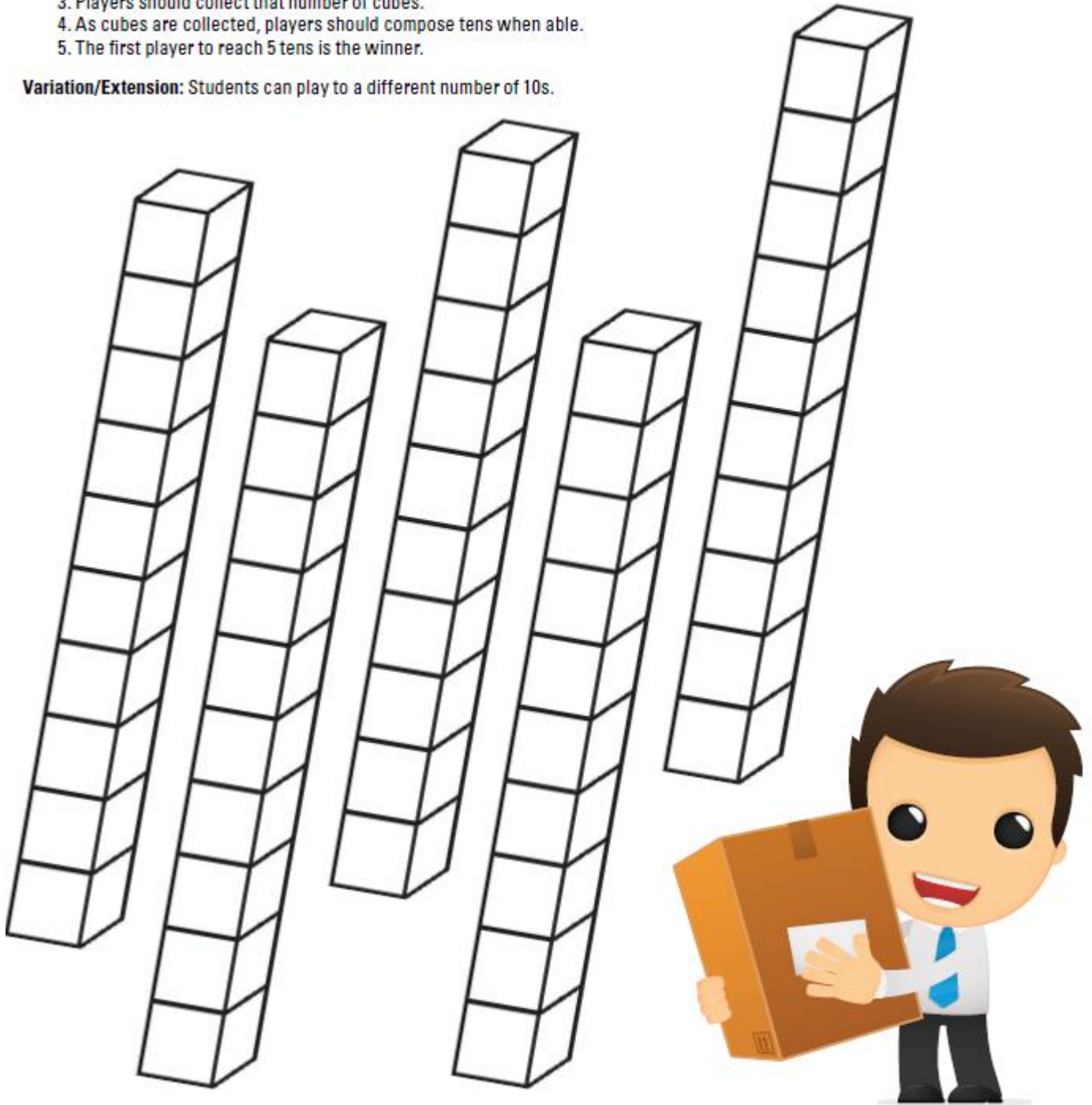
Materials: die, cubes (50 for each player)

Number of Players: 2-3

Directions:

1. Players take turns.
2. Rolls the die and add the number on the die and 4. ($4 + ?$)
3. Players should collect that number of cubes.
4. As cubes are collected, players should compose tens when able.
5. The first player to reach 5 tens is the winner.

Variation/Extension: Students can play to a different number of 10s.



Big Cheese



Building Fluency: comparing two digit numbers

Materials: 2 sets of numbers cards 11-99

Number of Players: 2-4

Directions:

1. Shuffle and stack cards face down on the gameboard.
2. Each player draws one card from the stack and places it face up.
3. The player with the number that is largest takes the cards.
4. If there is a tie, those players turn over another card and the player with the highest number takes the cards.
5. The game ends when all the cards are drawn.
6. The winner is the player with the most cards.

Variation/Extension: The player with the number that is smaller takes both cards. Limit the series of cards to numbers that are appropriate for the level of the students.

PLAYER 1



PLAYER 3



**PLACE
CARDS
HERE**



PLAYER 2



PLAYER 4



11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40

41

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

58

59

60

61

62

63

64

65

66

67

68

69

70

71

72

73

74

75

76

77

78

79

80

81

82

83

84

85

86

87

88

89

90

91

92

93

94

95

96

97

98

99



Missing Numbers

Rocky Raccoon is at it again. He has stolen some of the numbers from the hundred board. Can you figure out which numbers are missing and write them in the correct spaces?

1	2	3	4	5	6			9	10
11	12	13	14	15	16	17	18	19	20
21	22			25	26	27	28	29	30
31	32			35	36	37	38	39	40
41	42	43	44	45	46	47			
51	52	53	54	55	56	57			
61					66	67			
71	72	73	74	75	76	77	78	79	80
81	82				86	87	88	89	90
91	92				96	97	98	99	100



Missing Numbers

Rocky Raccoon is at it again. He has stolen some of the numbers from the hundred board. Can you figure out which numbers are missing and write them in the correct spaces?

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16			19	20
	22		24	25	26	27	28	29	30
	32		34	35		37			
	42	43	44	45		47	48		
51	52			55		57	58	59	60
61	62			65		67	68		70
71		73	74	75	76	77	78	79	80
81	82	83	84	85	86	87			90
				95	96	97			100



Puzzle Pieces

Rocky Raccoon has been at it again. He stole some of the numbers from the hundred board puzzle. Then he lost some of the puzzle pieces as he left in a hurry. Can you figure out the missing numbers on each of the puzzle pieces?

