

Board Games for Early Mathematics: Number Properties

Start at the beginning, and stick to the order given. Skipping is OK if a learner can use the concepts to solve problems. For tips, background info, and an assessment to show if a different section would help, visit reconmath.com.

This packet includes these number properties games and activities:

Recognize 5 and 10

Recognize 0 and 1

Recognize 1 and 2

Recognize 2 and 3

Recognize 3 and 4

Recognize 4 and 5

Recognize 5 and 6

Recognize 6 and 7

Recognize 7 and 8

Recognize 8 and 9

Recognize 9 and 10

Name numerals

0 is the magic number

1 is the magic number

2 is the magic number

3 is the magic number

4 is the magic number

5 is the magic number

6 is the magic number

7 is the magic number

8 is the magic number

9 is the magic number

10 is the magic number

Name ten frame numbers, 0-5

Name ten frame numbers, 5-10

How many dots? 0-5

How many dots? 5-10

How many squares are empty? 0-5 dots

How many squares are empty? 5-10 dots

See a numeral, find the frame

Which is more? Frames, 0-5

Which is more? Frames, 5-10

Which is more? Numerals

Which is less? Frames, 0-5

Which is less? Frames, 5-10

Which is less? Numerals

Find a greater number, frames, 0-5

Find a greater number, frames, 5-10

Find a greater number, numerals

Find a lesser number, frames, 0-5

Find a lesser number, frames, 5-10

Find a lesser number, numerals

Many ways to show 4 and 5

Many ways to show 5 and 6

Many ways to show 6 and 7

Many ways to show 7 and 8

Many ways to show 8 and 9

Many ways to show 9 and 10

Recognize 1 and 11

Recognize 2 and 12

Recognize 3 and 13

Recognize 4 and 14

Recognize 5 and 15

Recognize 6 and 16

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This packet includes these number properties games and activities:

LIST CONTINUED FROM PREVIOUS PAGE

- Recognize 7 and 17
- Recognize 8 and 18
- Recognize 9 and 19
- Recognize 10 and 20
- Name -teens, frames, 10-15
- Name -teens and twenty, frames, 15-20
- Travel on a number path, 1-10
- Travel on a number path, 6-15
- Count up from different numbers, 0-9
- Count up from different numbers, 10-19
- Travel on a number path backwards
- Count back from different numbers, 1-10
- Count back from different numbers, 11-19
- Travel on a number line/path by tens
- Count by tens to 100
- Count by tens from different numbers
- Travel on a number line/path by hundreds
- Count by hundreds to 1000
- Count by hundreds from different numbers
- Travel on a number line/path by fives
- Count by fives to 100
- Count by fives from different numbers
- Identify odds and evens
- Travel on a number line/path by twos, evens
- Count by twos to 20 starting on 0
- Count by twos from different numbers, evens
- Travel on a number line/path by twos, odds
- Count by twos to 21 starting on 1
- Count by twos from different numbers, odds
- Make 2-digit numbers
- Make 3-digit numbers
- Guess where a number is (Number line estimation, 0-10)
- Guess where a number is (Number line estimation, 0 to 100)
- Guess where a number is (Number line estimation, 0-20)
- Guess where a number is (Number line estimation, 0-30)
- Answer sheets for number line estimation games

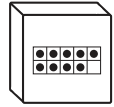
Recognize 5 and 10

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com



One 5-10 frame die, and two counters.

In this game, you move forward one space any time your number comes up. **How to play:** Decide who is Player 1 and who is Player 2. Each player puts a counter on that player's START. On your turn, roll the die. If it is a 5, Player 1 moves forward one space. If it is a 10, Player 2 moves forward one space. If it is any other number, nobody moves. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 5 and 10.

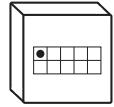
Recognize 0 and 1

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com



One 0-5 frame die, and two counters.

In this game, you move forward one space any time your number comes up. **How to play:** Decide who is Player 1 and who is Player 2. Each player puts a counter on that player's START. On your turn, roll the die. If it is a 0, Player 1 moves forward one space. If it is a 1, Player 2 moves forward one space. If it is any other number, nobody moves. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 0 and 1.

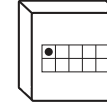
Recognize 1 and 2

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com



One 0-5 frame die, and two counters.

In this game, you move forward one space any time your number comes up. **How to play:** Decide who is Player 1 and who is Player 2. Each player puts a counter on that player's START. On your turn, roll the die. If it is a 1, Player 1 moves forward one space. If it is a 2, Player 2 moves forward one space. If it is any other number, nobody moves. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 1 and 2.

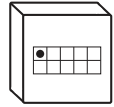
Recognize 2 and 3

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com



One 0-5 frame die, and two counters.

In this game, you move forward one space any time your number comes up. **How to play:** Decide who is Player 1 and who is Player 2. Each player puts a counter on that player's START. On your turn, roll the die. If it is a 2, Player 1 moves forward one space. If it is a 3, Player 2 moves forward one space. If it is any other number, nobody moves. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 2 and 3.

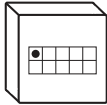
Recognize 3 and 4

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com



One 0-5 frame die, and two counters.

In this game, you move forward one space any time your number comes up. **How to play:** Decide who is Player 1 and who is Player 2. Each player puts a counter on that player's START. On your turn, roll the die. If it is a 3, Player 1 moves forward one space. If it is a 4, Player 2 moves forward one space. If it is any other number, nobody moves. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 3 and 4.

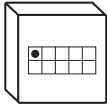
Recognize 4 and 5

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com



One 0-5 frame die, and two counters.

In this game, you move forward one space any time your number comes up. **How to play:** Decide who is Player 1 and who is Player 2. Each player puts a counter on that player's START. On your turn, roll the die. If it is a 4, Player 1 moves forward one space. If it is a 5, Player 2 moves forward one space. If it is any other number, nobody moves. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 4 and 5.

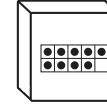
Recognize 5 and 6

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com



One 5-10 frame die, and two counters.

In this game, you move forward one space any time your number comes up. **How to play:** Decide who is Player 1 and who is Player 2. Each player puts a counter on that player's START. On your turn, roll the die. If it is a 5, Player 1 moves forward one space. If it is a 6, Player 2 moves forward one space. If it is any other number, nobody moves. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 5 and 6.

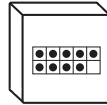
Recognize 6 and 7

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com



One 5-10 frame die, and two counters.

In this game, you move forward one space any time your number comes up. **How to play:** Decide who is Player 1 and who is Player 2. Each player puts a counter on that player's START. On your turn, roll the die. If it is a 6, Player 1 moves forward one space. If it is a 7, Player 2 moves forward one space. If it is any other number, nobody moves. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 6 and 7.

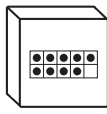
Recognize 7 and 8

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com



One 5-10 frame die, and two counters.

In this game, you move forward one space any time your number comes up. **How to play:** Decide who is Player 1 and who is Player 2. Each player puts a counter on that player's START. On your turn, roll the die. If it is a 7, Player 1 moves forward one space. If it is an 8, Player 2 moves forward one space. If it is any other number, nobody moves. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 7 and 8.

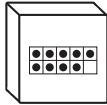
Recognize 8 and 9

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

[Questions? reconmath.com](http://reconmath.com)



One 5-10 frame die, and two counters.

In this game, you move forward one space any time your number comes up. **How to play:** Decide who is Player 1 and who is Player 2. Each player puts a counter on that player's START. On your turn, roll the die. If it is an 8, Player 1 moves forward one space. If it is a 9, Player 2 moves forward one space. If it is any other number, nobody moves. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 8 and 9.

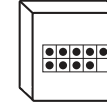
Recognize 9 and 10

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com



One 5-10 frame die, and two counters.

In this game, you move forward one space any time your number comes up. **How to play:** Decide who is Player 1 and who is Player 2. Each player puts a counter on that player's START. On your turn, roll the die. If it is a 9, Player 1 moves forward one space. If it is a 10, Player 2 moves forward one space. If it is any other number, nobody moves. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 9 and 10.

Name numerals

This number is _____.

3	7	0	1	2
0	6	7	3	8
5	4	FREE SPACE	5	9
4	9	1	8	6
2	5	2	7	9

0 zero
1 one
2 two
3 three

4 four
5 five
6 six
7 seven

8 eight
9 nine

Questions? reckonmath.com



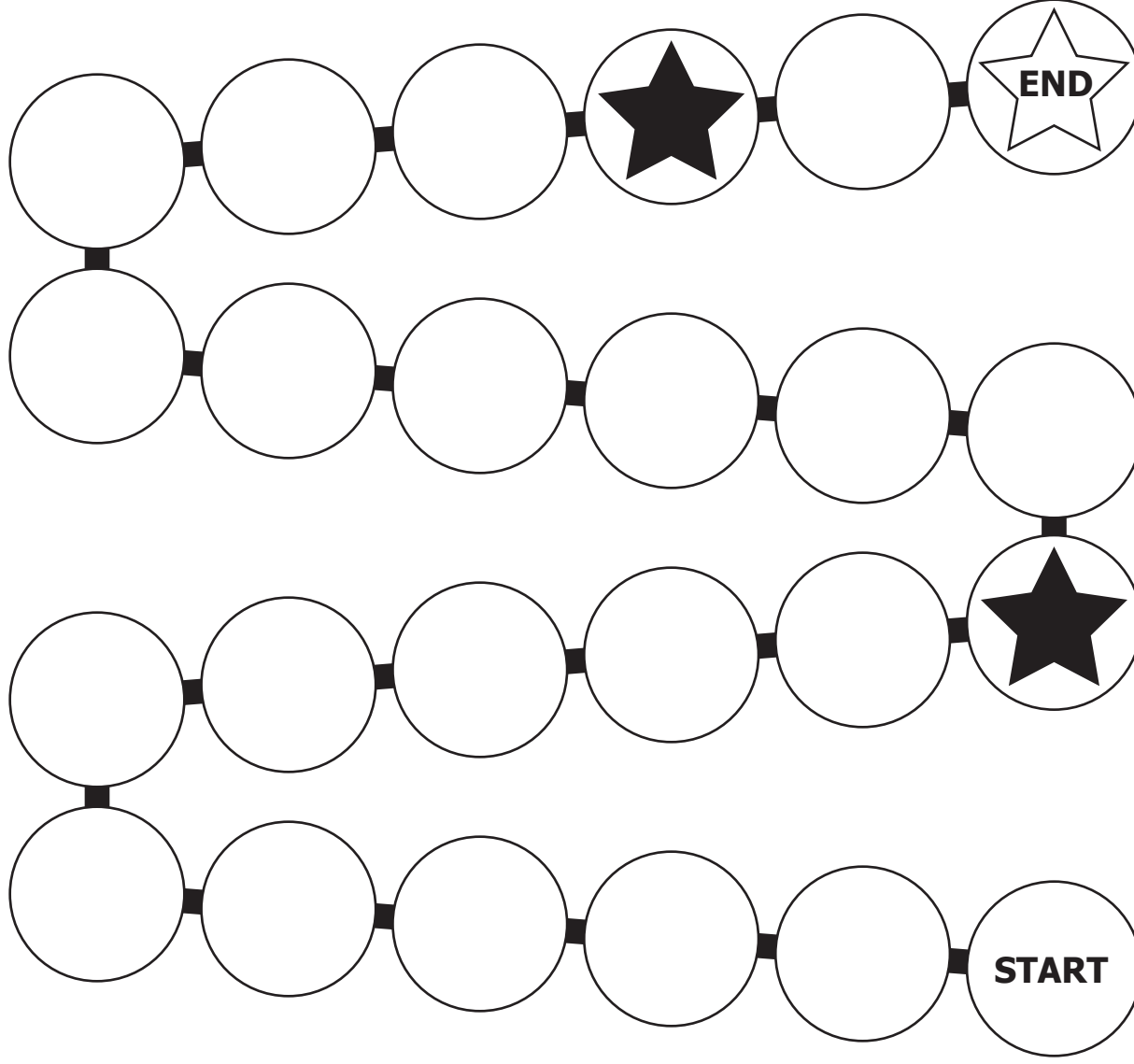
One ten-sided die, and counters in two colors.

In this game, you say the name of the number you roll. **How to play:** On your turn, roll the die. If you roll a zero, it means zero. Say the number you rolled and cover that number. If the answer is not available, it is the other person's turn.

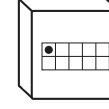
Example: If you roll 1, say "one" and cover a 1. **The first player to get five in a row wins.** If the board fills and no one has five in a row, the player with more counters wins.

0 is the magic number

This number is _____. It [is / is not] the magic number.



Questions? reckonmath.com



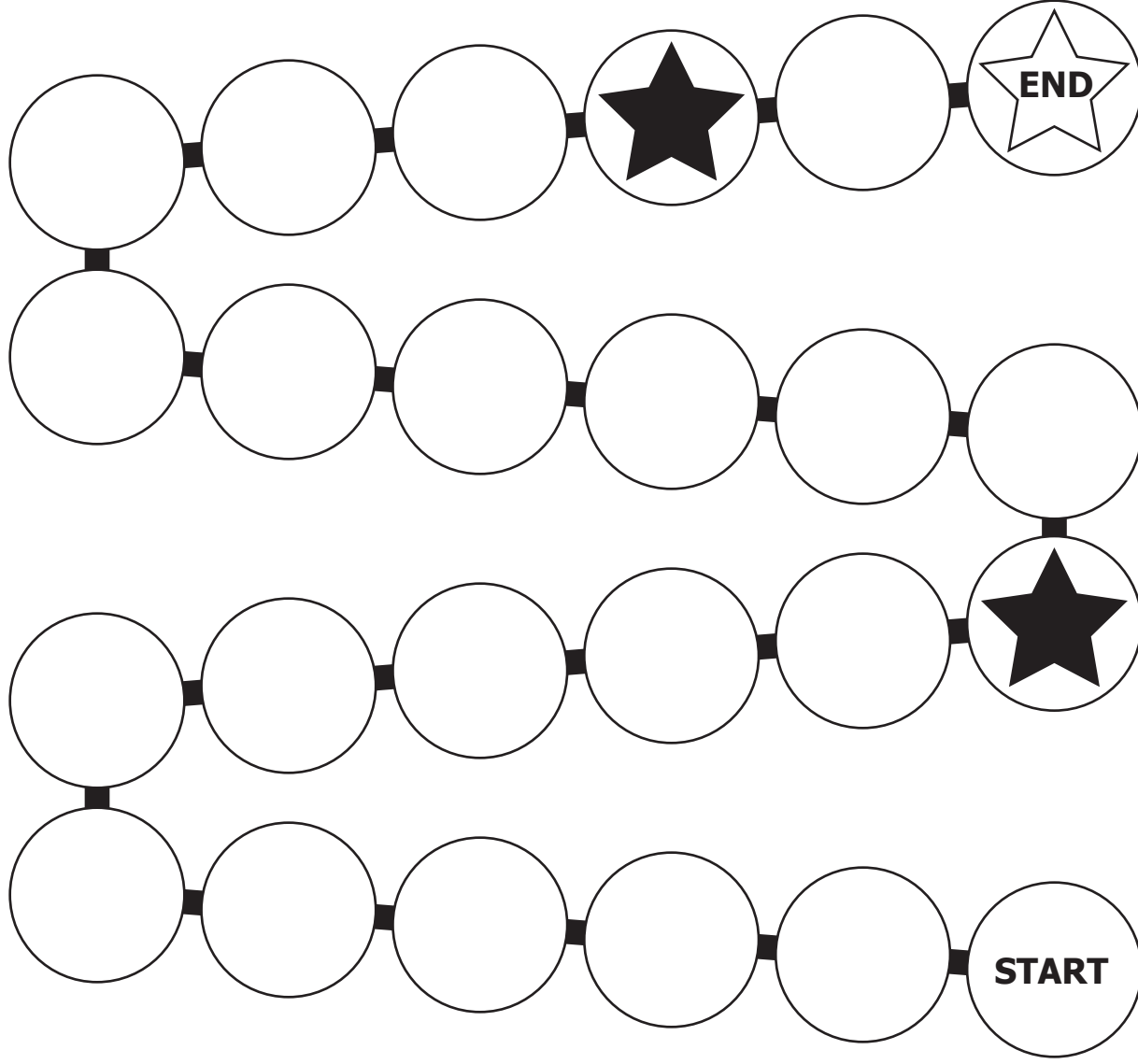
One 0-5 frame die, and two counters.

In this game, the magic number is zero. Whenever you roll a zero, you get to jump ahead. **How to play:** Each player puts a counter on START. On your turn, roll the die. If you roll a zero, jump to the next star space. If you roll any other number, move forward one space.

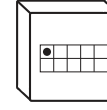
The first player to land on END wins.

1 is the magic number

This number is _____. It [is / is not] the magic number.



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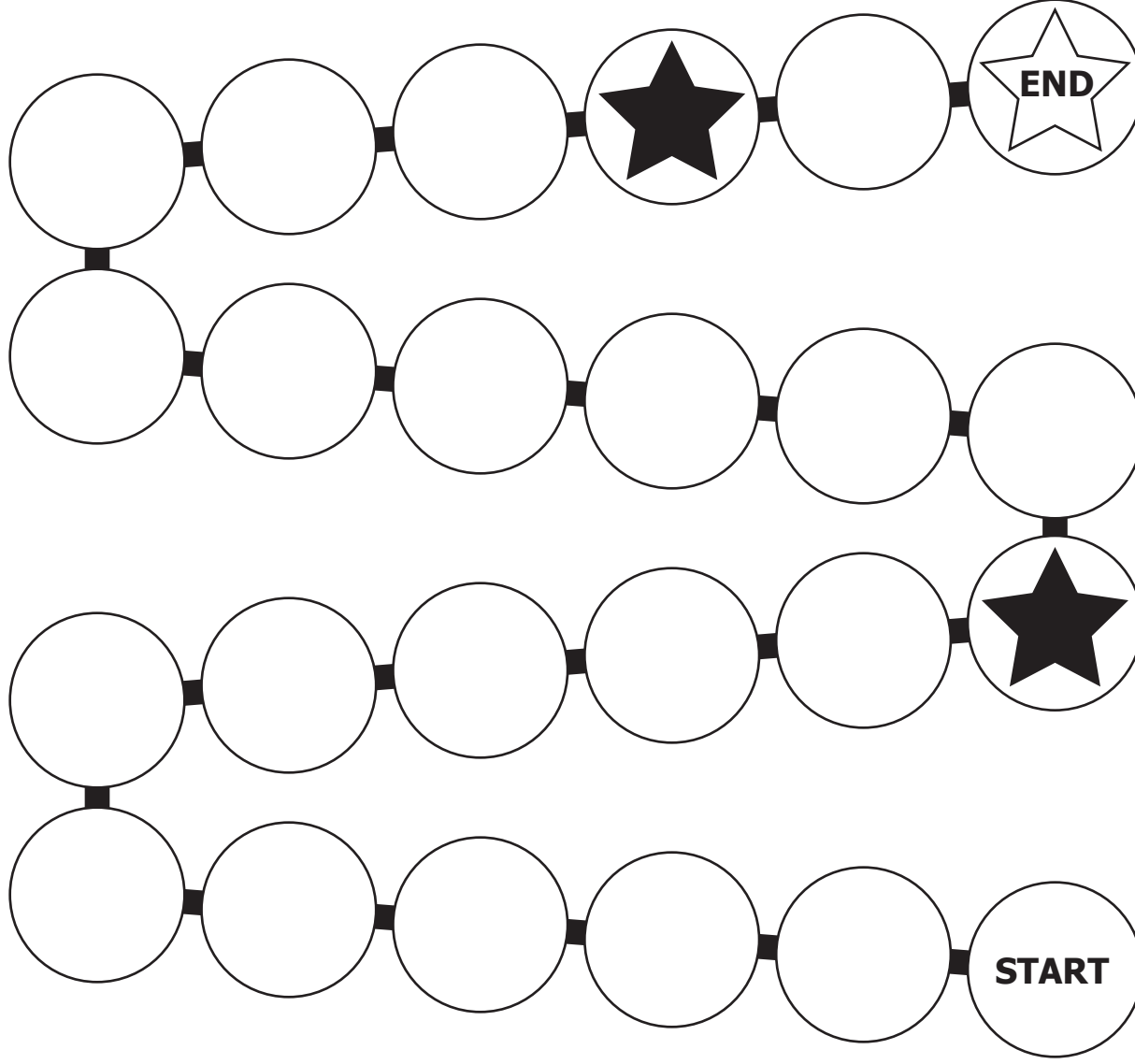
One 0-5 frame die, and two counters.

In this game, the magic number is one. Whenever you roll a one, you get to jump ahead. **How to play:** Each player puts a counter on START. On your turn, roll the die. If you roll a one, jump to the next star space. If you roll any other number, move forward one space.

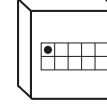
The first player to land on END wins.

2 is the magic number

This number is _____. It [is / is not] the magic number.



Questions? reckonmath.com



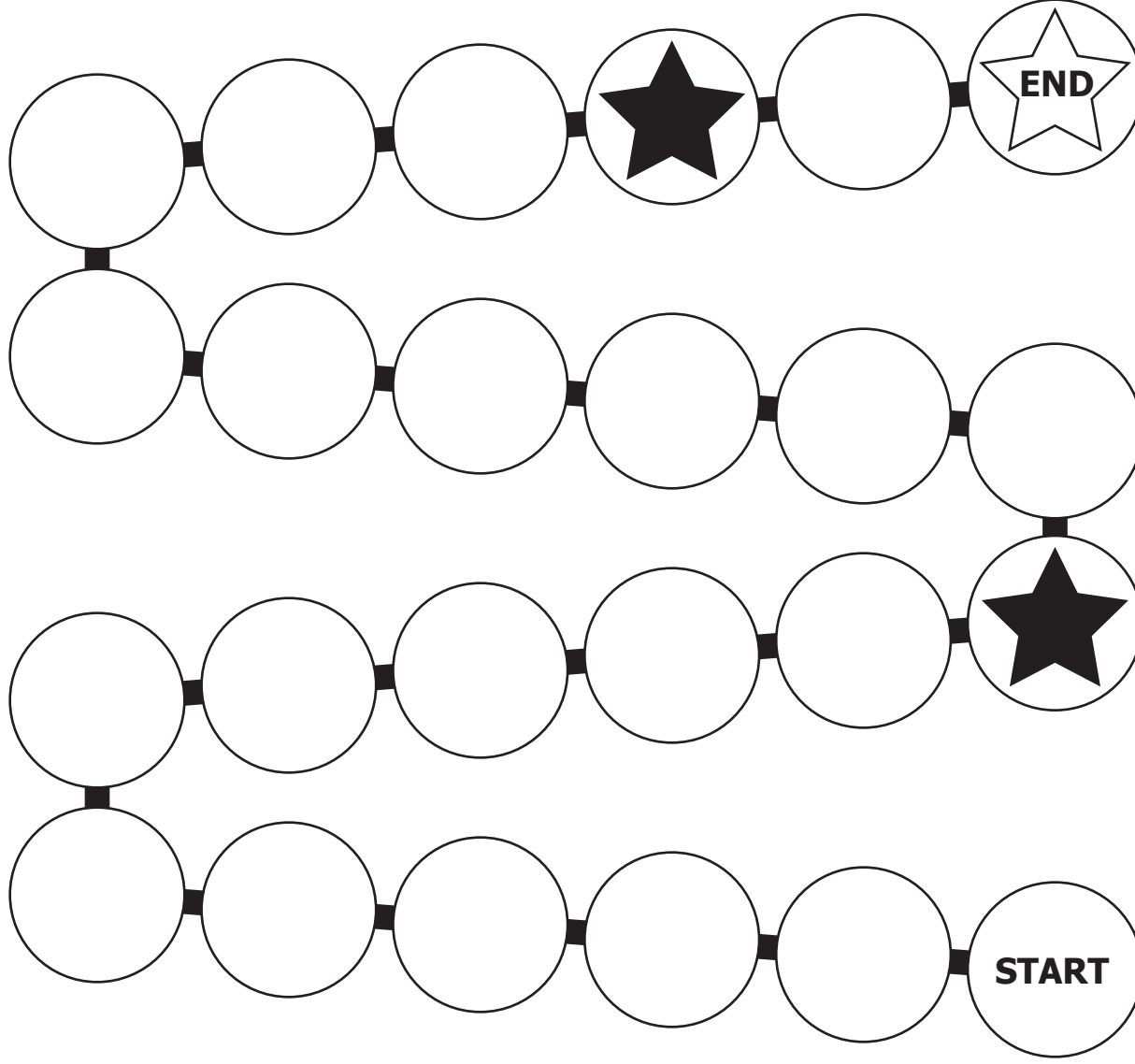
One 0-5 frame die, and two counters.

In this game, the magic number is two. Whenever you roll a two, you get to jump ahead. **How to play:** Each player puts a counter on START. On your turn, roll the die. If you roll a two, jump to the next star space. If you roll any other number, move forward one space.

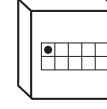
The first player to land on END wins.

3 is the magic number

This number is _____. It [is / is not] the magic number.



Questions? reckonmath.com



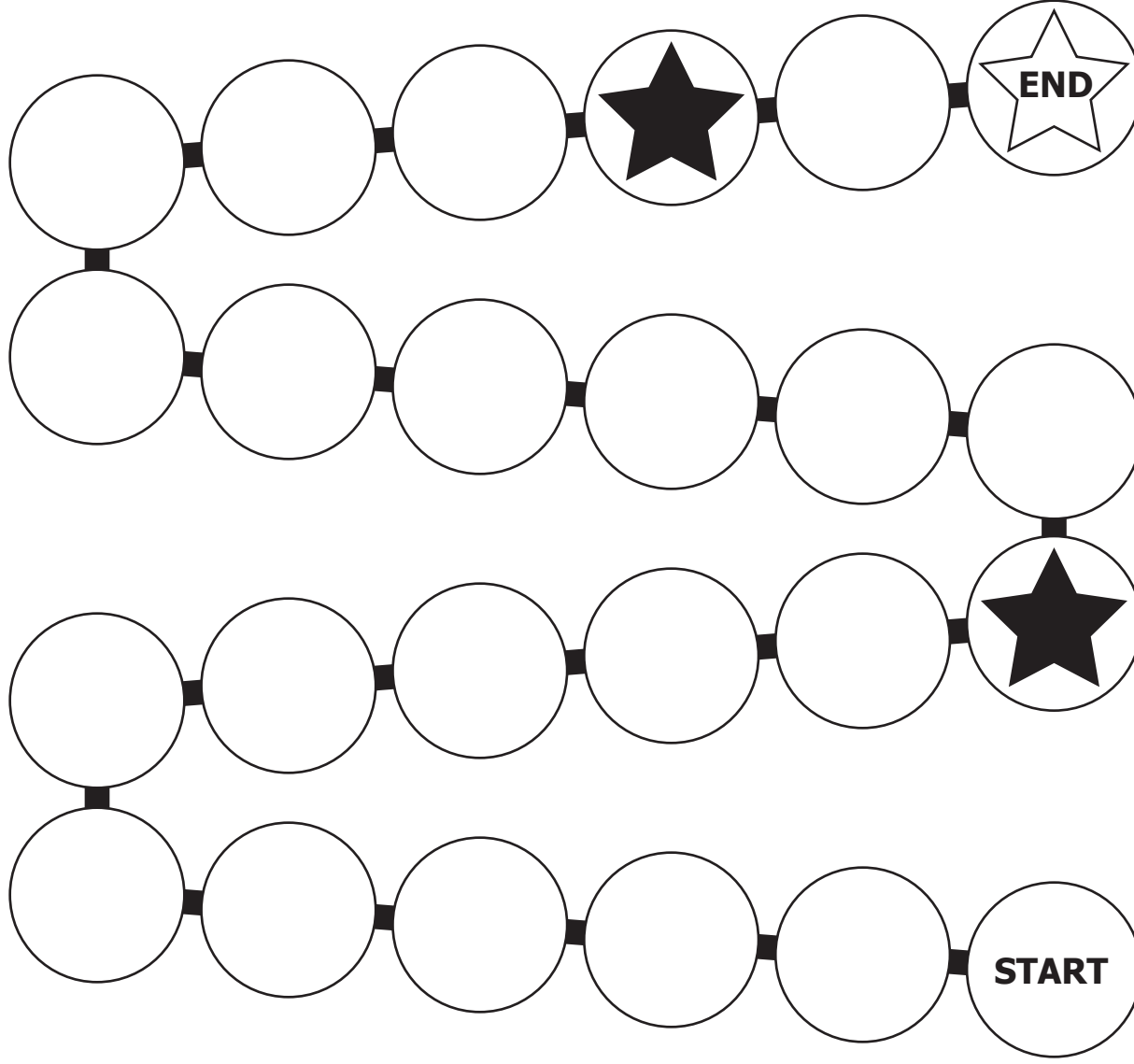
One 0-5 frame die, and two counters.

In this game, the magic number is three. Whenever you roll a three, you get to jump ahead. **How to play:** Each player puts a counter on START. On your turn, roll the die. If you roll a three, jump to the next star space. If you roll any other number, move forward one space.

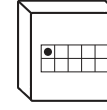
The first player to land on END wins.

4 is the magic number

This number is _____. It [is / is not] the magic number.



Questions? reckonmath.com



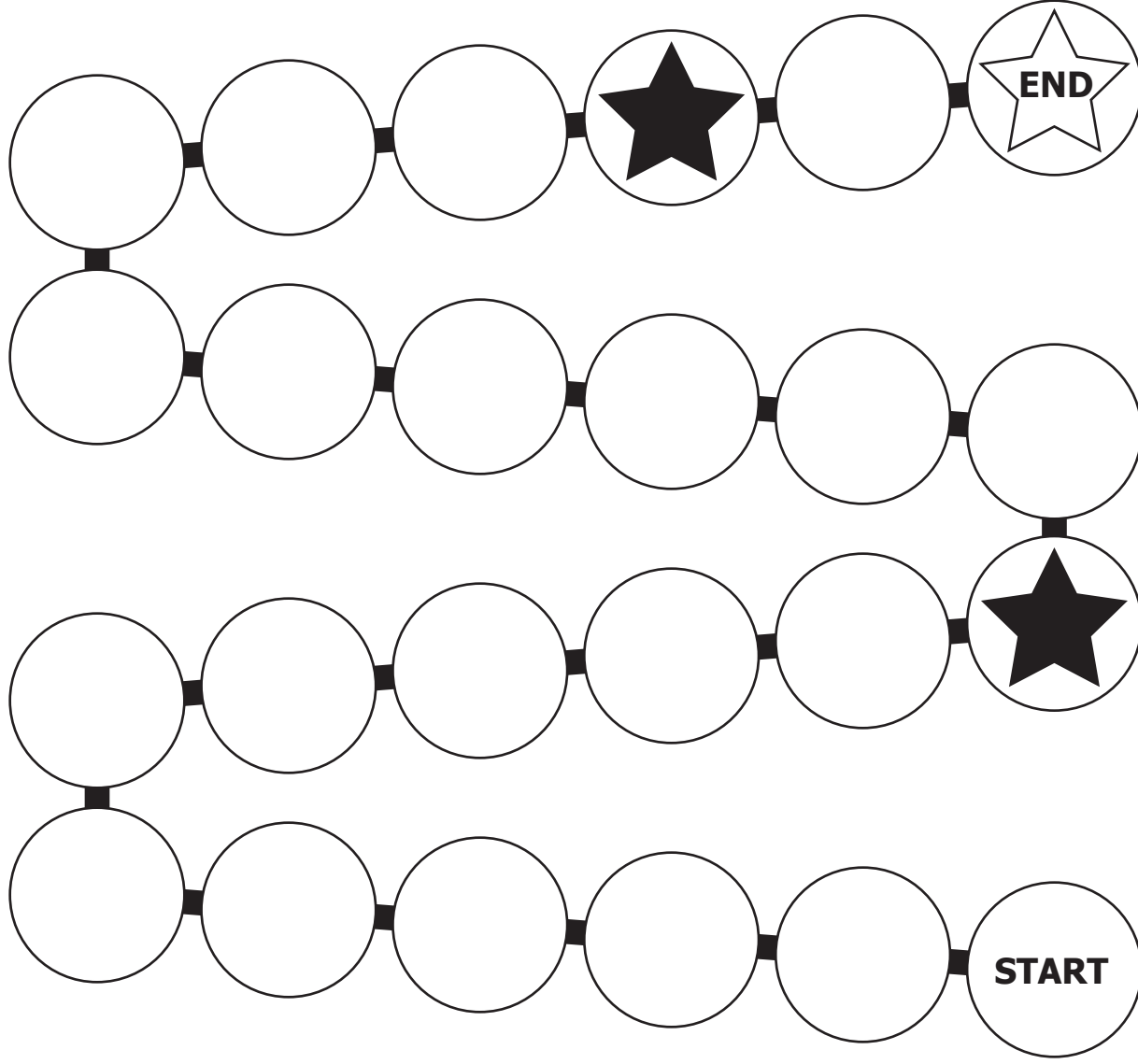
One 0-5 frame die, and two counters.

In this game, the magic number is four. Whenever you roll a four, you get to jump ahead. **How to play:** Each player puts a counter on START. On your turn, roll the die. If you roll a four, jump to the next star space. If you roll any other number, move forward one space.

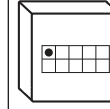
The first player to land on END wins.

5 is the magic number

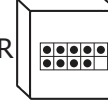
This number is _____. It [is / is not] the magic number.



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OR



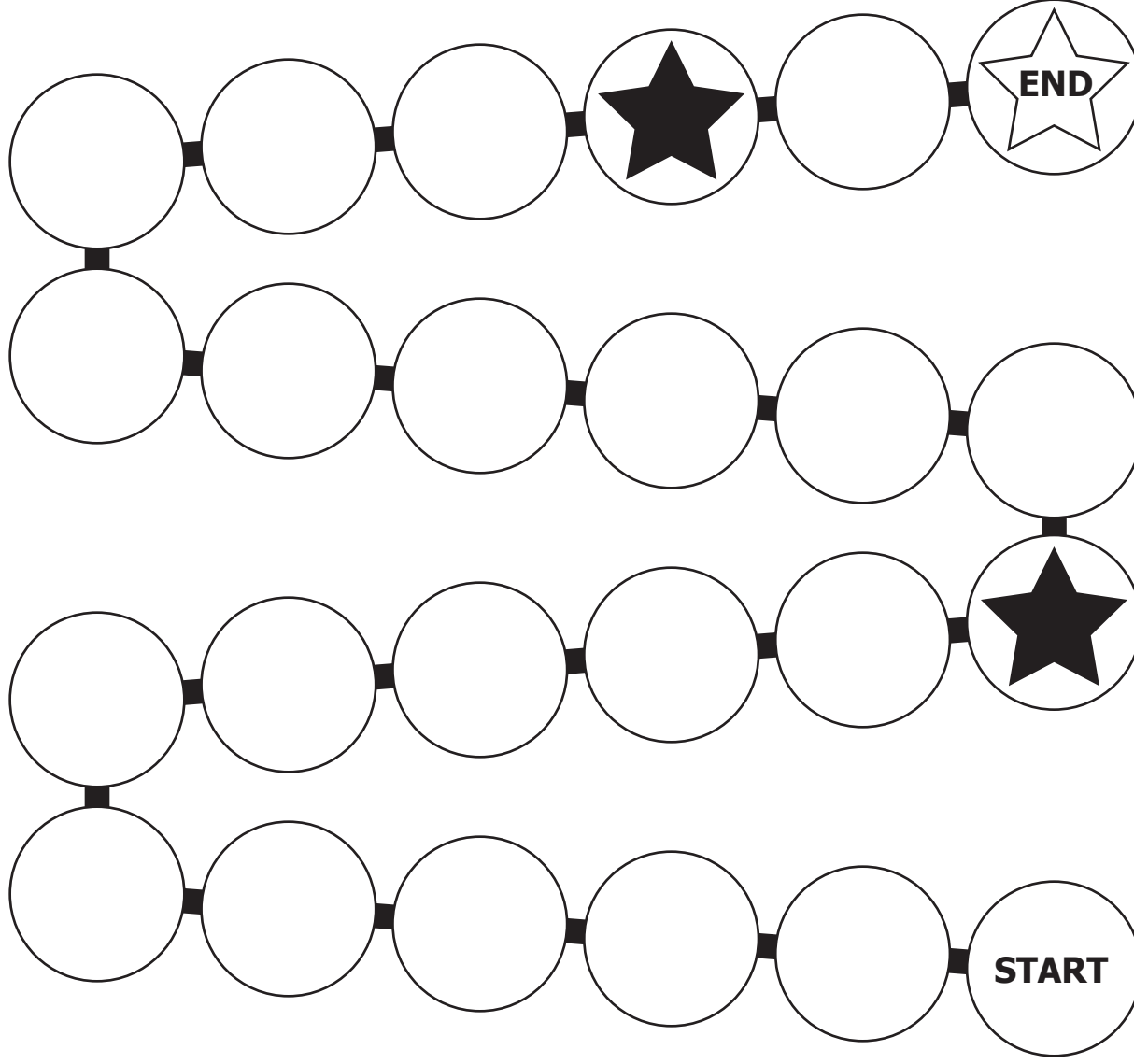
One 0-5 frame die OR one 5-10 frame die, and two counters.

In this game, the magic number is five. Whenever you roll a five, you get to jump ahead. **How to play:** Each player puts a counter on START. On your turn, roll the die. If you roll a five, jump to the next star space. If you roll any other number, move forward one space.

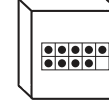
The first player to land on END wins.

6 is the magic number

This number is _____. It [is / is not] the magic number.



Questions? reckonmath.com



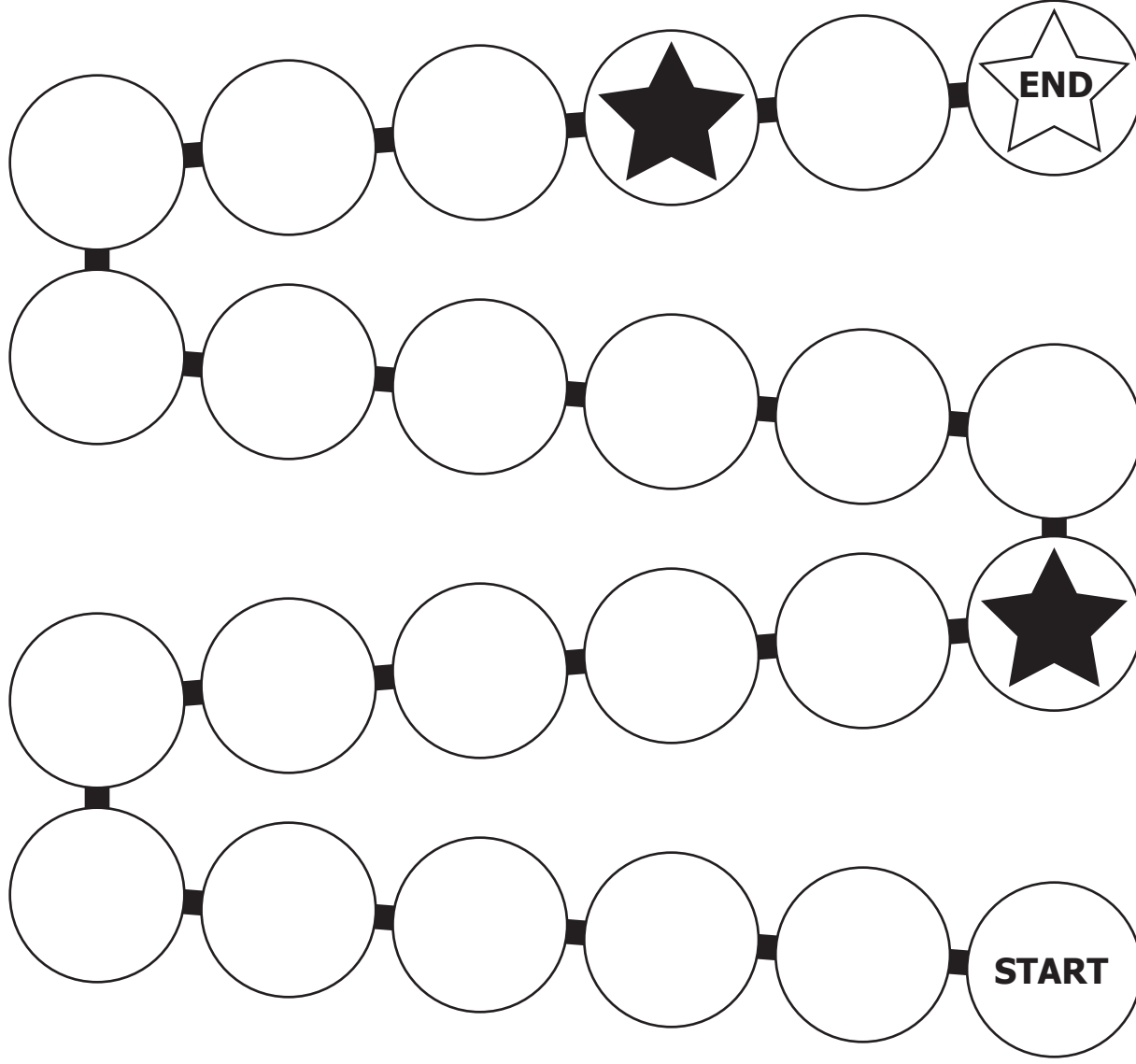
One 5-10 frame die, and two counters.

In this game, the magic number is six. Whenever you roll a six, you get to jump ahead. **How to play:** Each player puts a counter on START. On your turn, roll the die. If you roll a six, jump to the next star space. If you roll any other number, move forward one space.

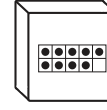
The first player to land on END wins.

7 is the magic number

This number is _____. It [is / is not] the magic number.



Questions? reckonmath.com



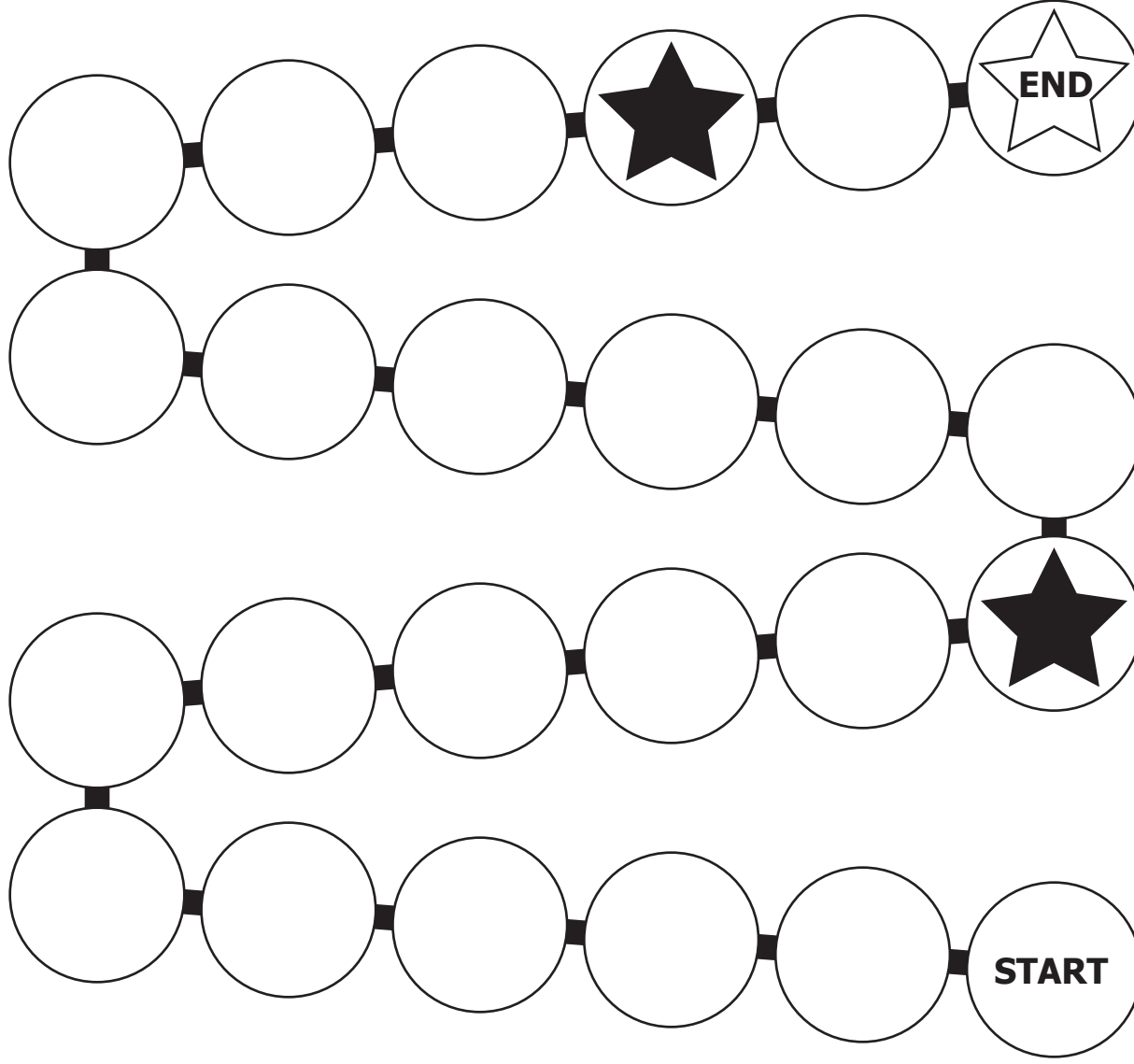
One 5-10 frame die, and two counters.

In this game, the magic number is seven. Whenever you roll a seven, you get to jump ahead. **How to play:** Each player puts a counter on START. On your turn, roll the die. If you roll a seven, jump to the next star space. If you roll any other number, move forward one space.

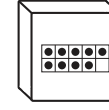
The first player to land on END wins.

8 is the magic number

This number is _____. It [is / is not] the magic number.



Questions? reckonmath.com



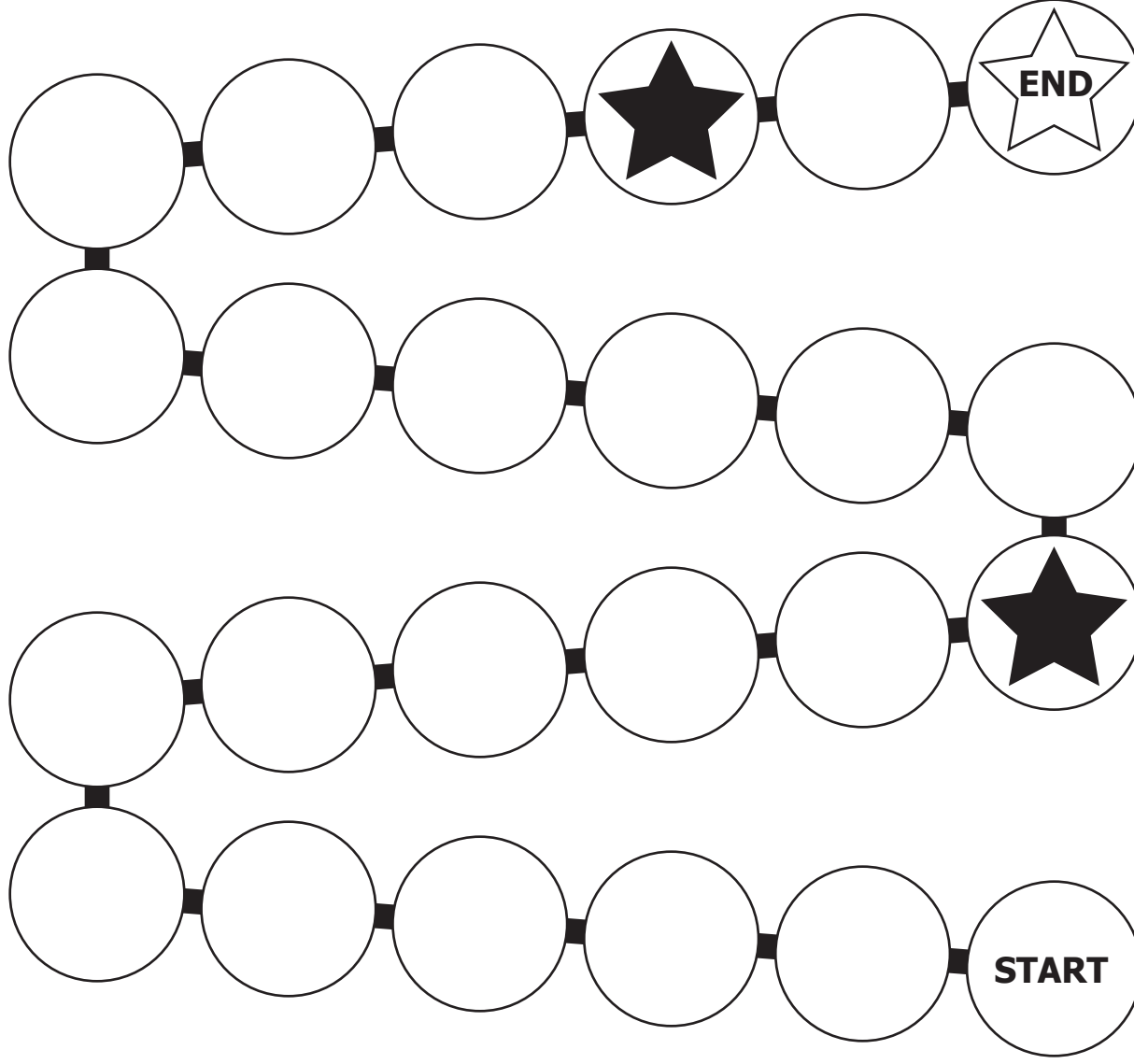
One 5-10 frame die, and two counters.

In this game, the magic number is eight. Whenever you roll an eight, you get to jump ahead. **How to play:** Each player puts a counter on START. On your turn, roll the die. If you roll an eight, jump to the next star space. If you roll any other number, move forward one space.

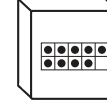
The first player to land on END wins.

9 is the magic number

This number is _____. It [is / is not] the magic number.



Questions? reckonmath.com



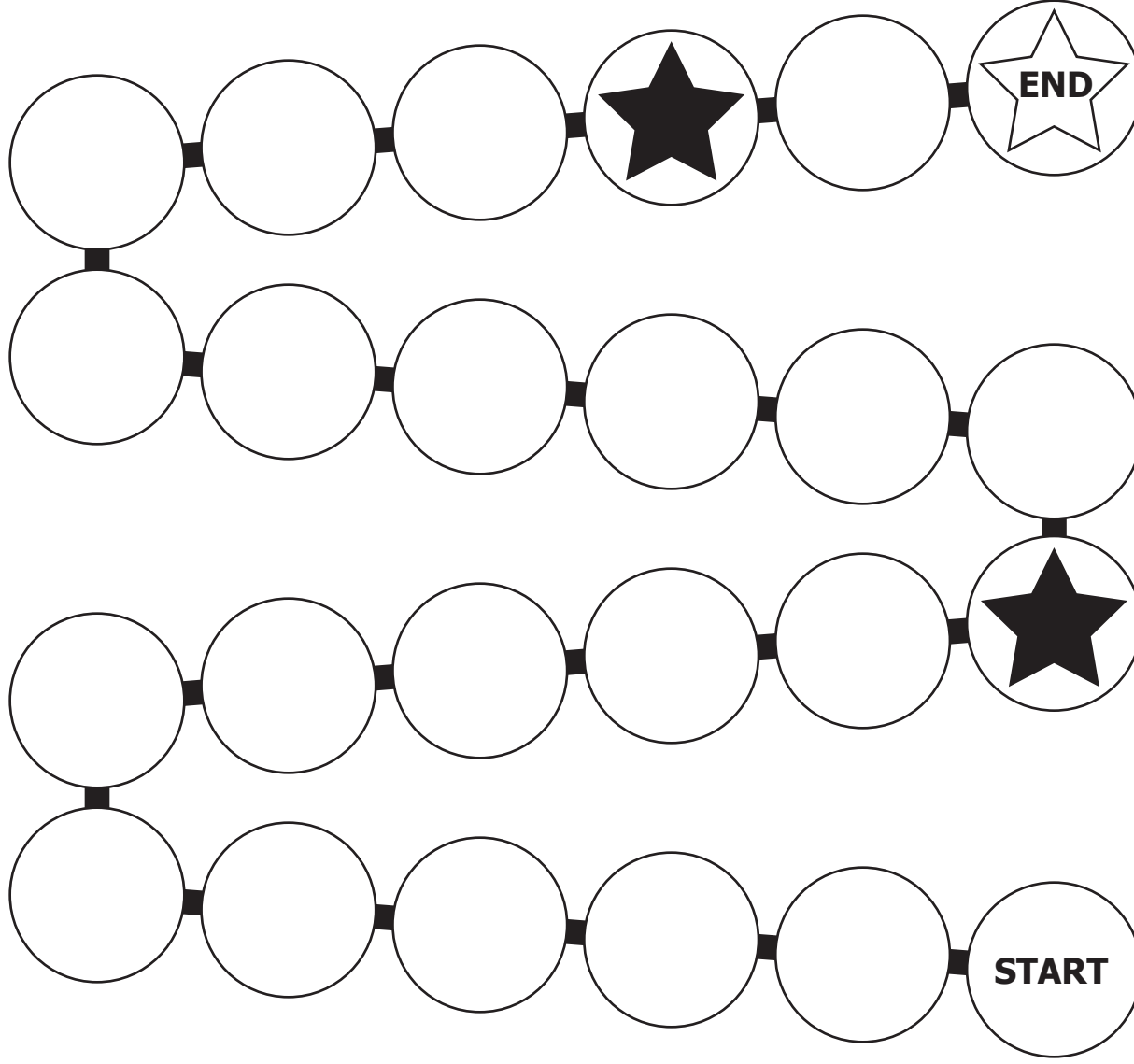
One 5-10 frame die, and two counters.

In this game, the magic number is nine. Whenever you roll a nine, you get to jump ahead. **How to play:** Each player puts a counter on START. On your turn, roll the die. If you roll a nine, jump to the next star space. If you roll any other number, move forward one space.

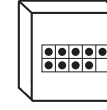
The first player to land on END wins.

10 is the magic number

This number is _____. It [is / is not] the magic number.



Questions? reckonmath.com



One 5-10 frame die, and two counters.

In this game, the magic number is ten. Whenever you roll a ten, you get to jump ahead. **How to play:** Each player puts a counter on START. On your turn, roll the die. If you roll a ten, jump to the next star space. If you roll any other number, move forward one space.

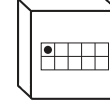
The first player to land on END wins.

Name ten frame numbers, 0-5

This number is _____.

		FREE SPACE		

Questions? reckonmath.com






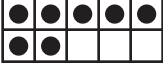
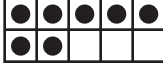
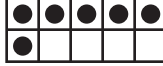

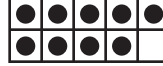



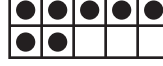












One 0-5 frame die,
and counters in
two colors.

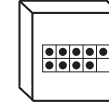
How to play: On your turn, roll the die. Say the number you rolled. Cover that number. If the answer is not available, it is the other player's turn. **The first player to get five in a row wins.** If the board fills and no one has five in a row, the player with more counters wins.

Name ten frame numbers, 5-10

This number is _____.

				
				
		FREE SPACE		
				
				

Questions? reckonmath.com



One 5-10 frame die,
and counters in
two colors.

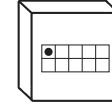
How to play: On your turn, roll the die. Say the number you rolled. Cover that number. If the answer is not available, it is the other player's turn. **The first player to get five in a row wins.** If the board fills and no one has five in a row, the player with more counters wins.

How many dots? 0-5

There's _____ dots.

0	4	1	2	5	3	2
1	4	3	5	0	0	5
2	3	4	1	3	4	2
5	1	0	4	2	0	3
1	5	2	4	3	5	0
1	5	0	4	3	2	1

Questions? reckonmath.com



One 0-5 frame die,
and counters in
two colors.

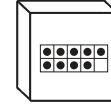
How to play: On your turn, roll the die. Cover a circle that shows the number you rolled. **The first player to get four in a row wins.**

How many dots? 5-10

There's _____ dots.

7	6	8	5	9	10	5
10	6	7	8	9	7	9
5	10	8	6	5	6	9
7	8	10	9	8	10	5
7	6	10	7	9	6	5
8	9	5	8	6	10	7

Questions? reckonmath.com



One 5-10 frame die,
and counters in
two colors.

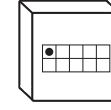
How to play: On your turn,
roll the die. Cover a circle
that shows the number you
rolled. **The first player to get
four in a row wins.**

How many squares are empty? 0-5 dots

There's _____ empty squares.

7	6	8	5	9	10	5
10	6	7	8	9	7	9
5	10	8	6	5	6	9
7	8	10	9	8	10	5
7	6	10	7	9	6	5
8	9	5	8	6	10	7

Questions? reckonmath.com



One 0-5 frame die,
and counters in
two colors.

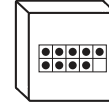
How to play: On your turn, roll the die. Notice how many dots there are, but say how many squares are empty. Cover a circle that shows how many squares are empty. **Example:** If you roll a three, notice there are three dots, say “7 squares are empty”, and cover a 7. **The first player to get four in a row wins.**

How many squares are empty? 5-10 dots

There's _____ empty squares.

0	4	1	2	5	3	2
1	4	3	5	0	0	5
2	3	4	1	3	4	2
5	1	0	4	2	0	3
1	5	2	4	3	5	0
1	5	0	4	3	2	1

Questions? reckonmath.com



One 5-10 frame die,
and counters in
two colors.

How to play: On your turn, roll the die. Notice how many dots there are, but say how many squares are empty. Cover a circle that shows how many squares are empty. **Example:** If you roll an eight, notice there are eight dots, say "2 squares are empty", and cover a 2. **The first player to get four in a row wins.**

See a numeral, find the frame

This shows the number _____.

Questions? reckonmath.com

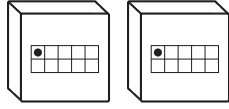


One ten-sided die, and counters in two colors.

How to play: On your turn, roll the die. If you roll a zero, it means zero. Cover the ten frame showing the number you rolled. **The first player to get four in a row wins.**

Which is more? Frames, 0-5

_____ is more than _____.



Two 0-5 frame dice, and two counters.

Questions? reckonmath.com

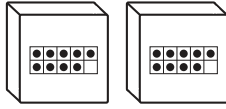
Player 1 START											Player 1 END
---------------------------	--	--	--	--	--	--	--	--	--	--	-------------------------

Player 2 START											Player 2 END
---------------------------	--	--	--	--	--	--	--	--	--	--	-------------------------

In this game, you move forward one space any time your number is more than the other player's number. **How to play:** On each turn, both players roll one die each. Whose number means a larger amount? That player moves forward one. If both numbers are the same, roll again. **The first player to land on END wins.**

Which is more? Frames, 5-10

_____ is more than _____.



Two 5-10 frame dice, and two counters.

Questions? reckonmath.com

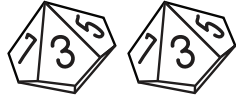
Player 1 START											Player 1 END
---------------------------	--	--	--	--	--	--	--	--	--	--	-------------------------

Player 2 START											Player 2 END
---------------------------	--	--	--	--	--	--	--	--	--	--	-------------------------

In this game, you move forward one space any time your number is more than the other player's number. **How to play:** On each turn, both players roll one die each. Whose number means a larger amount? That player moves forward one. If both numbers are the same, roll again. **The first player to land on END wins.**

Which is more? Numerals

_____ is more than _____.



Two ten-sided dice, and two counters.

Questions? reckonmath.com

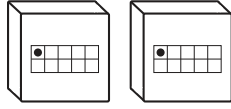
Player 1 START											Player 1 END
---------------------------	--	--	--	--	--	--	--	--	--	--	-------------------------

Player 2 START											Player 2 END
---------------------------	--	--	--	--	--	--	--	--	--	--	-------------------------

In this game, you move forward one space any time your number is more than the other player's number. **How to play:** On each turn, both players roll one die each. If you roll a zero, it means zero. Whose number means a larger amount? That player moves forward one. If both numbers are the same, roll again. **The first player to land on END wins.**

Which is less? Frames, 0-5

_____ is less than _____.



Two 0-5 frame dice, and two counters.

Questions? reckonmath.com

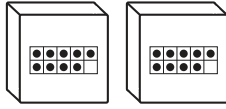
Player 1 START											Player 1 END
---------------------------	--	--	--	--	--	--	--	--	--	--	-------------------------

Player 2 START											Player 2 END
---------------------------	--	--	--	--	--	--	--	--	--	--	-------------------------

In this game, you move forward one space any time your number is less than the other player's number. **How to play:** On each turn, both players roll one die each. Whose number means a smaller amount? That player moves forward one. If both numbers are the same, roll again. **The first player to land on END wins.**

Which is less? Frames, 5-10

_____ is less than _____.



Two 5-10 frame dice, and two counters.

Questions? reckonmath.com

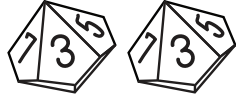
Player 1 START											Player 1 END
---------------------------	--	--	--	--	--	--	--	--	--	--	-------------------------

Player 2 START											Player 2 END
---------------------------	--	--	--	--	--	--	--	--	--	--	-------------------------

In this game, you move forward one space any time your number is less than the other player's number. **How to play:** On each turn, both players roll one die each. Whose number means a smaller amount? That player moves forward one. If both numbers are the same, roll again. **The first player to land on END wins.**

Which is less? Numerals

_____ is less than _____.



Two ten-sided dice, and two counters.

Questions? reckonmath.com

Player 1 START											Player 1 END
---------------------------	--	--	--	--	--	--	--	--	--	--	-------------------------

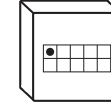
Player 2 START											Player 2 END
---------------------------	--	--	--	--	--	--	--	--	--	--	-------------------------

In this game, you move forward one space any time your number is less than the other player's number. **How to play:** On each turn, both players roll one die each. If you roll a zero, it means zero. Whose number means a smaller amount? That player moves forward one. If both numbers are the same, roll again. **The first player to land on END wins.**

Find a greater number, frames, 0-5

_____ is more than _____.

Questions? reckonmath.com



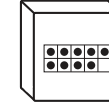
One 0-5 frame die, and counters in two colors.

“A greater number” is the precise mathematical term for a number that means a larger amount. For example, 3 is a greater number than 2 because 3 is a larger amount than 2. Some people say “a larger number” instead. **How to play:** On your turn, roll the die. Cover a number that is greater than the number you rolled. If you roll a five, roll again. **The first player to get four in a row wins.**

Find a greater number, frames, 5-10

_____ is more than _____.

Questions? reckonmath.com



One 5-10 frame die, and counters in two colors.

“A greater number” is the precise mathematical term for a number that means a larger amount. For example, 6 is a greater number than 5 because 6 is a larger amount than 5. Some people say “a larger number” instead. **How to play:** On your turn, roll the die. Cover a number that is larger than the number you rolled. If you roll a ten, roll again. **The first player to get four in a row wins.**

Find a greater number, numerals

_____ is more than _____.

8	2	7	5	3	9	6
4	1	5	3	8	7	7
9	6	4	1	2	5	6
7	6	3	4	1	8	5
9	2	7	2	7	6	4
3	9	5	8	1	6	8

Questions? reckonmath.com



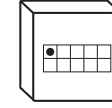
One ten-sided die, and counters in two colors.

“A greater number” is the precise mathematical term for a number that means a larger amount. For example, 3 is a greater number than 2 because 3 is a larger amount than 2. Some people say “a larger number” instead. **How to play:** On your turn, roll the die. If you roll a zero, it means zero. Cover a number that is larger than the number you rolled. If you roll a nine, roll again. **The first player to get four in a row wins.**

Find a lesser number, frames, 0-5

_____ is less than _____.

Questions? reckonmath.com



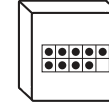
One 0-5 frame die, and counters in two colors.

“A lesser number” is the precise mathematical term for a number that means a smaller amount. For example, 2 is a lesser number than 3 because 2 is a smaller amount than 3. Some people say “a smaller number” instead. **How to play:** On your turn, roll the die. Cover a number that is less than the number you rolled. If you roll a zero, roll again. **The first player to get four in a row wins.**

Find a lesser number, frames, 5-10

_____ is less than _____.

Questions? reconmath.com



One 5-10 frame die, and counters in two colors.

“A lesser number” is the precise mathematical term for a number that means a smaller amount. For example, 5 is a lesser number than 6 because 5 is a smaller amount than 6. Some people say “a smaller number” instead. **How to play:** On your turn, roll the die. If you roll a five, roll again. Cover a number that is less than the number you rolled. **The first player to get four in a row wins.**

Find a lesser number, numerals

_____ is less than _____.

6	2	5	7	2	8	1
0	3	4	8	2	3	1
6	4	3	5	0	7	3
1	8	0	7	5	4	2
6	4	4	2	3	1	8
5	0	7	6	5	7	6

Questions? reckonmath.com



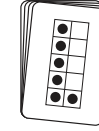
One ten-sided die, and counters in two colors.

“A lesser number” is the precise mathematical term for a number that means a smaller amount. For example, 2 is a lesser number than 3 because 2 is a smaller amount than 3. Some people say “a smaller number” instead. **How to play:** On your turn, roll the die. If you roll a zero, roll again. Cover a number that is less than the number you rolled. **The first player to get four in a row wins.**

Many ways to show 4 and 5

This picture shows _____ dots.

Questions? reckonmath.com



The 4 and 5 cards from a deck of ten-frame cards, and counters in two colors.

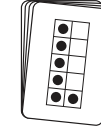
This game shows that even when objects in a group are arranged differently, the number of objects stays the same. **How to play:** On your turn, draw a card and place it face up so both players can see it. Choose a picture showing that number of dots and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw a 5, you can choose a picture with two dots on one side and three dots on the other side. Or you can choose a picture with one dot on one side and four dots on the other side. **The first player to get two rows of four in any direction wins.** If the board fills and no one has two rows of four, the player with more counters wins.

Many ways to show 5 and 6

This picture shows _____ dots.

Questions? reckonmath.com



The 5 and 6 cards from a deck of ten-frame cards, and counters in two colors.

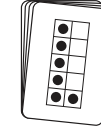
This game shows that even when objects in a group are arranged differently, the number of objects stays the same. **How to play:** On your turn, draw a card and place it face up so both players can see it. Choose a picture showing that number of dots and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw a 6, you can choose a picture with two dots on one side and four dots on the other side. Or you can choose a picture with three dots on each side. **The first player to get two rows of four in any direction wins.** If the board fills and no one has two rows of four, the player with more counters wins.

Many ways to show 6 and 7

This picture shows _____ dots.

Questions? reckonmath.com



The 6 and 7 cards from a deck of ten-frame cards, and counters in two colors.

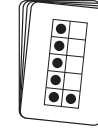
This game shows that even when objects in a group are arranged differently, the number of objects stays the same. **How to play:** On your turn, draw a card and place it face up so both players can see it. Choose a picture showing that number of dots and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw a 7, you can choose a picture with three dots on one side and four dots on the other side. Or you can choose a picture with two dots on one side and five dots on the other side. **The first player to get two rows of four in any direction wins.** If the board fills and no one has two rows of four, the player with more counters wins.

Many ways to show 7 and 8

This picture shows _____ dots.

Questions? reckonmath.com



The 7 and 8 cards from a deck of ten-frame cards, and counters in two colors.

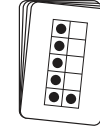
This game shows that even when objects in a group are arranged differently, the number of objects stays the same. **How to play:** On your turn, draw a card and place it face up so both players can see it. Choose a picture showing that number of dots and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw an 8, you can choose a picture with three dots on one side and five dots on the other side. Or you can choose a picture with two dots on one side and six dots on the other side. **The first player to get two rows of four in any direction wins.** If the board fills and no one has two rows of four, the player with more counters wins.

Many ways to show 8 and 9

This picture shows _____ dots.

Questions? reckonmath.com



The 8 and 9 cards from a deck of ten-frame cards, and counters in two colors.

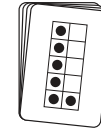
This game shows that even when objects in a group are arranged differently, the number of objects stays the same. **How to play:** On your turn, draw a card and place it face up so both players can see it. Choose a picture showing that number of dots and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw a 9, you can choose a picture with four dots on one side and five dots on the other side. Or you can choose a picture with three dots on one side and six dots on the other side. **The first player to get two rows of four in any direction wins.** If the board fills and no one has two rows of four, the player with more counters wins.

Many ways to show 9 and 10

This picture shows _____ dots.

Questions? reckonmath.com



The 9 and 10 cards from a deck of ten-frame cards, and counters in two colors.

This game shows that even when objects in a group are arranged differently, the number of objects stays the same. **How to play:** On your turn, draw a card and place it face up so both players can see it. Choose a picture showing that number of dots and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw a 10, you can choose a picture with four dots on one side and six dots on the other side, or a picture with three dots on one side and seven dots on the other side. **The first player to get two rows of four in any direction wins.** If the board fills and no one has two rows of four, the player with more counters wins.

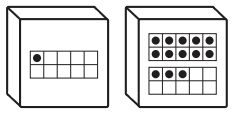
Recognize 1 and 11

This number is _____. It [is/is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reconmath.com



One 0-5 frame die, one 10-15 frame die, and two counters.

How to play: Each player puts a counter on that player's START. On your turn, roll both dice. If a 1 comes up, Player 1 moves forward one space. If an 11 comes up, Player 2 moves forward one space. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 1 and 11.

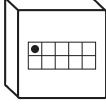
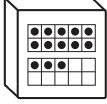
Recognize 2 and 12

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reconmath.com

One 0-5 frame die, one 10-15 frame die, and two counters.

How to play: Each player puts a counter on that player's START. On your turn, roll both dice. If a 2 comes up, Player 1 moves forward one space. If a 12 comes up, Player 2 moves forward one space. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 2 and 12.

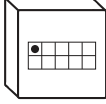
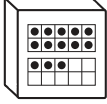
Recognize 3 and 13

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reconmath.com

One 0-5 frame die, one 10-15 frame die, and two counters.

How to play: Each player puts a counter on that player's START. On your turn, roll both dice. If a 3 comes up, Player 1 moves forward one space. If a 13 comes up, Player 2 moves forward one space. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 3 and 13.

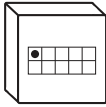
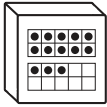
Recognize 4 and 14

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com

One 0-5 frame die, one 10-15 frame die, and two counters.

How to play: Each player puts a counter on that player's START. On your turn, roll both dice. If a 4 comes up, Player 1 moves forward one space. If a 14 comes up, Player 2 moves forward one space. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 4 and 14.

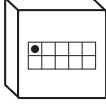
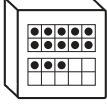
Recognize 5 and 15

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reconmath.com

One 0-5 frame die, one 10-15 frame die, and two counters.

How to play: Each player puts a counter on that player's START. On your turn, roll both dice. If a 5 comes up, Player 1 moves forward one space. If a 15 comes up, Player 2 moves forward one space. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 5 and 15.

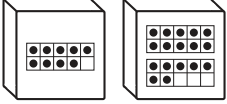
Recognize 6 and 16

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com



One 5-10 frame die, one 15-20 frame die, and two counters.

How to play: Each player puts a counter on that player's START. On your turn, roll both dice. If a 6 comes up, Player 1 moves forward one space. If a 16 comes up, Player 2 moves forward one space. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 6 and 16.

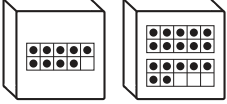
Recognize 7 and 17

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reconmath.com



One 5-10 frame die, one 15-20 frame die, and two counters.

How to play: Each player puts a counter on that player's START. On your turn, roll both dice. If a 7 comes up, Player 1 moves forward one space. If a 17 comes up, Player 2 moves forward one space. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 7 and 17.

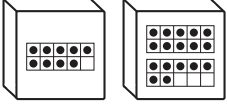
Recognize 8 and 18

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reconmath.com



One 5-10 frame die, one 15-20 frame die, and two counters.

How to play: Each player puts a counter on that player's START. On your turn, roll both dice. If an 8 comes up, Player 1 moves forward one space. If an 18 comes up, Player 2 moves forward one space. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 8 and 18.

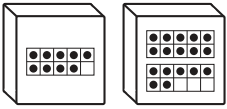
Recognize 9 and 19

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reconmath.com



One 5-10 frame die, one 15-20 frame die, and two counters.

How to play: Each player puts a counter on that player's START. On your turn, roll both dice. If a 9 comes up, Player 1 moves forward one space. If a 19 comes up, Player 2 moves forward one space. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 9 and 19.

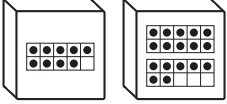
Recognize 10 and 20

This number is _____. It [is / is not] my number.

Player 1 START								Player 1 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Player 2 START								Player 2 END
---------------------------	--	--	--	--	--	--	--	-------------------------

Questions? reckonmath.com

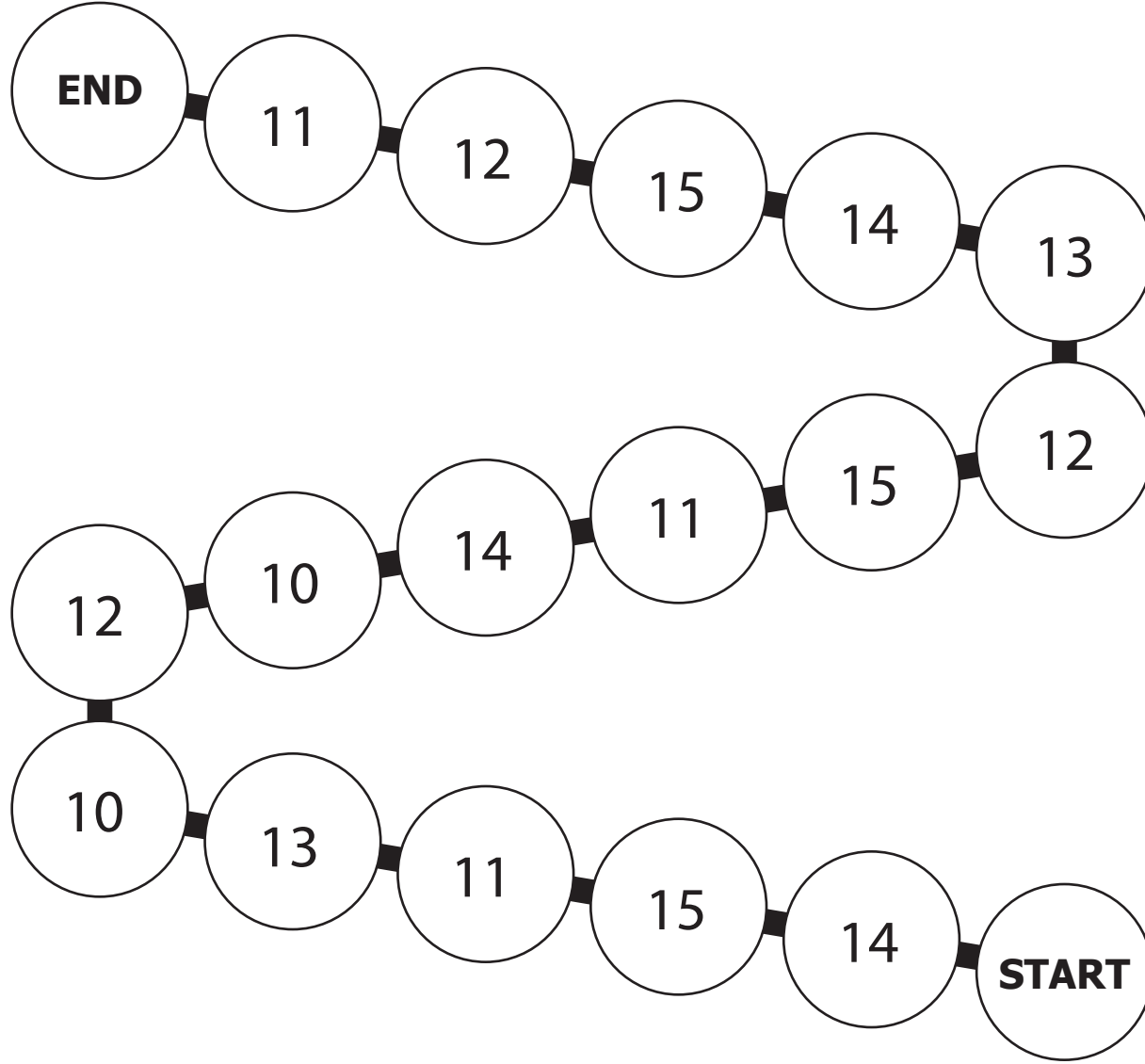


One 5-10 frame die, one 15-20 frame die, and two counters.

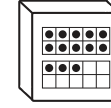
How to play: Each player puts a counter on that player's START. On your turn, roll both dice. If a 10 comes up, Player 1 moves forward one space. If a 20 comes up, Player 2 moves forward one space. **The first player to land on END wins.** Switch roles and play again, so both players get to look for 10 and 20.

Name -teens, frames, 10-15

This number is _____.



Questions? reckonmath.com

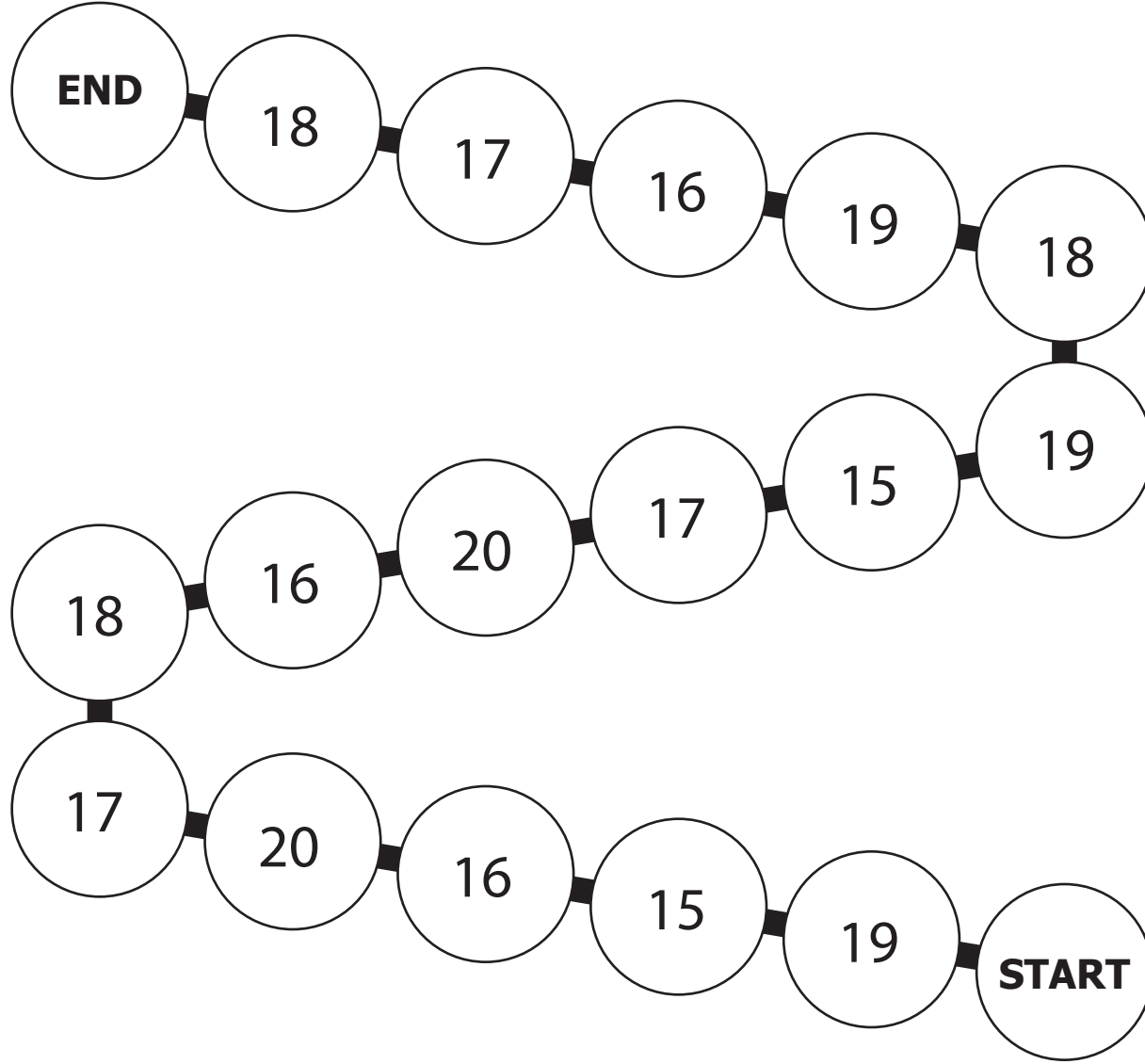


One 10-15 frame die, and two counters.

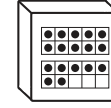
How to play: On your turn, roll the die. Say the number you rolled out loud, and move your counter to the next circle with that number on it. **The first player to land on END wins.**

Name -teens and twenty, frames, 15-20

This number is _____.



Questions? reckonmath.com

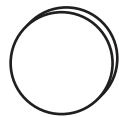


One 15-20 frame die, and two counters.

How to play: On your turn, roll the die. Say the number you rolled out loud, and move your counter to the next circle with that number on it. **The first player to land on END wins.**

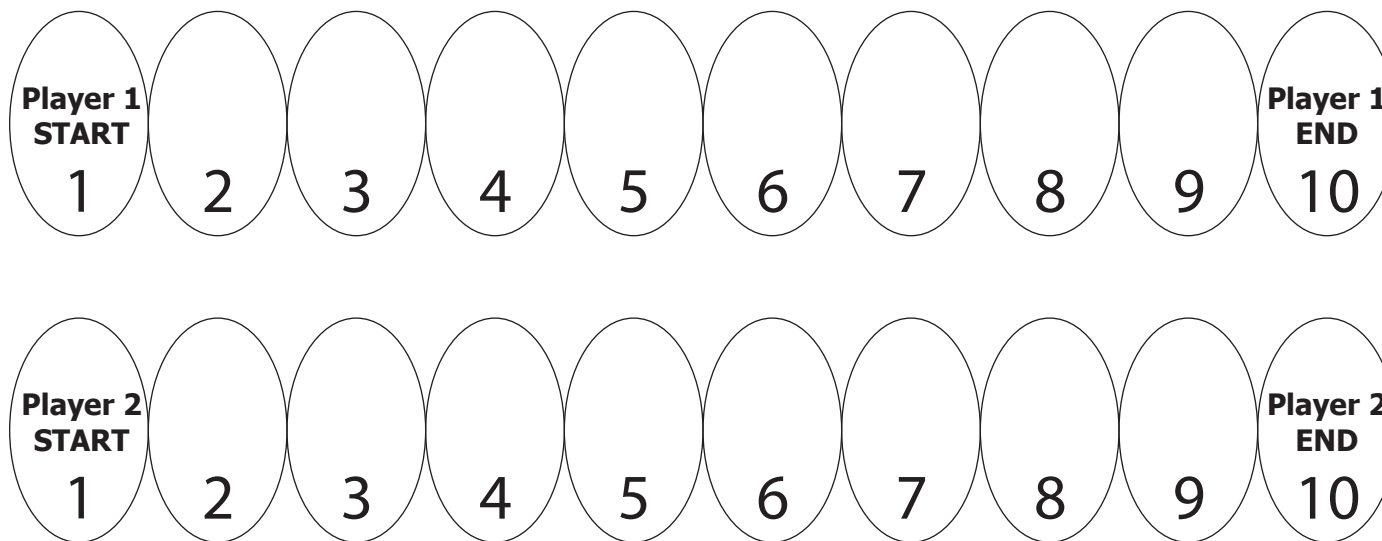
Travel on a number path, 1-10

I got [heads/tails] so I go ahead [1 or 2]. _____, _____.



A coin for flipping,
and two counters.

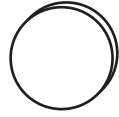
Questions? reckonmath.com



In this game, put your counter above the numbers so you can still see the numbers. **How to play:** Decide who is Player 1 and who is Player 2. Put a counter on your START. On your turn, flip the coin. If you get heads, move forward one. If you get tails, move forward two. As you are moving, say the numbers you land on as you go. **Example:** If you are on 5 and you get tails, move to 7 and say “6, 7”. **The first player to land on END wins.**

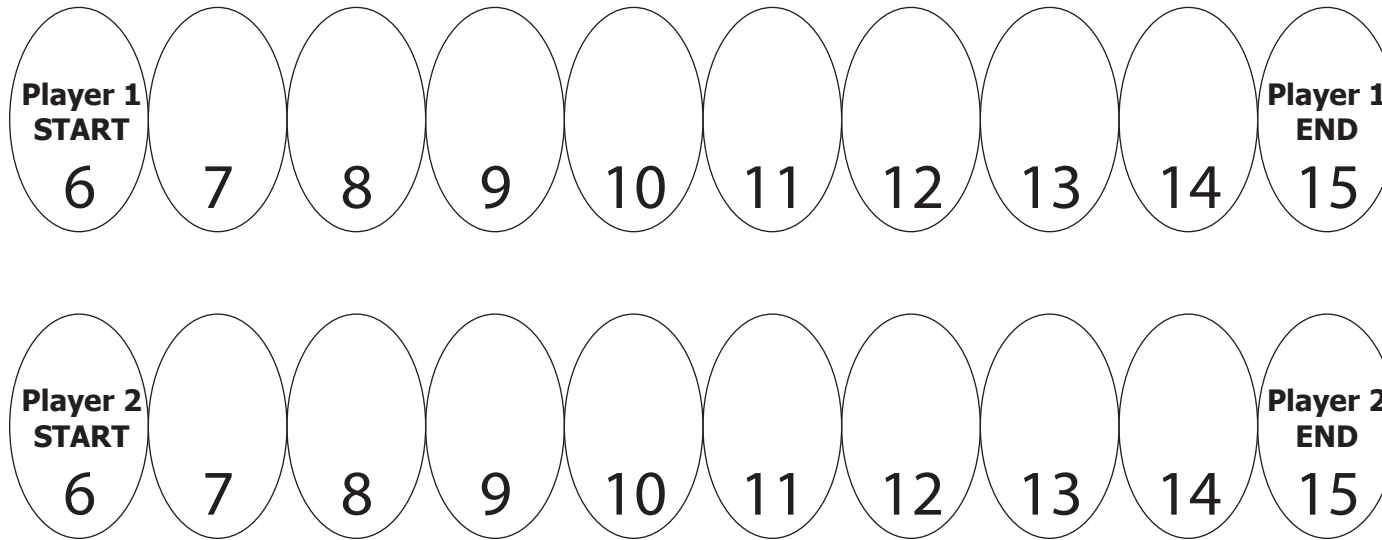
Travel on a number path, 6-15

I got [heads/tails] so I go ahead [1 or 2]. _____, _____.



A coin for flipping,
and two counters.

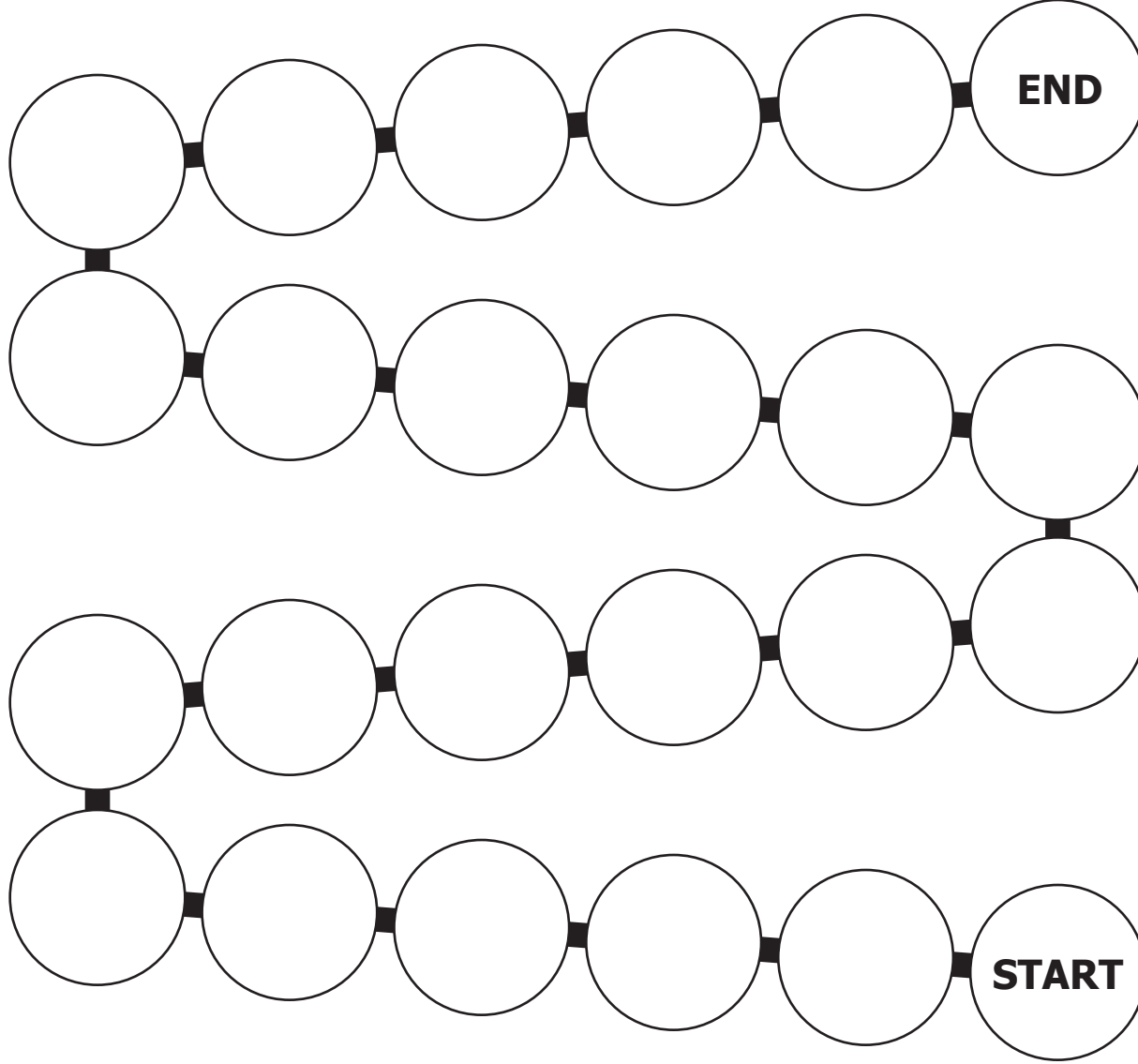
Questions? reckonmath.com



In this game, put your counter above the numbers so you can still see the numbers. **How to play:** Decide who is Player 1 and who is Player 2. Put a counter on your START. On your turn, flip the coin. If you get heads, move forward one. If you get tails, move forward two. As you are moving, say the numbers you land on as you go. **Example:** If you are on 9 and you get tails, move to 11 and say “10, 11”. **The first player to land on END wins.**

Count up from different numbers, 0-9

Starting at _____ and going to 10, it goes _____.



Questions? reckonmath.com



A ten-sided die,
and two
counters.

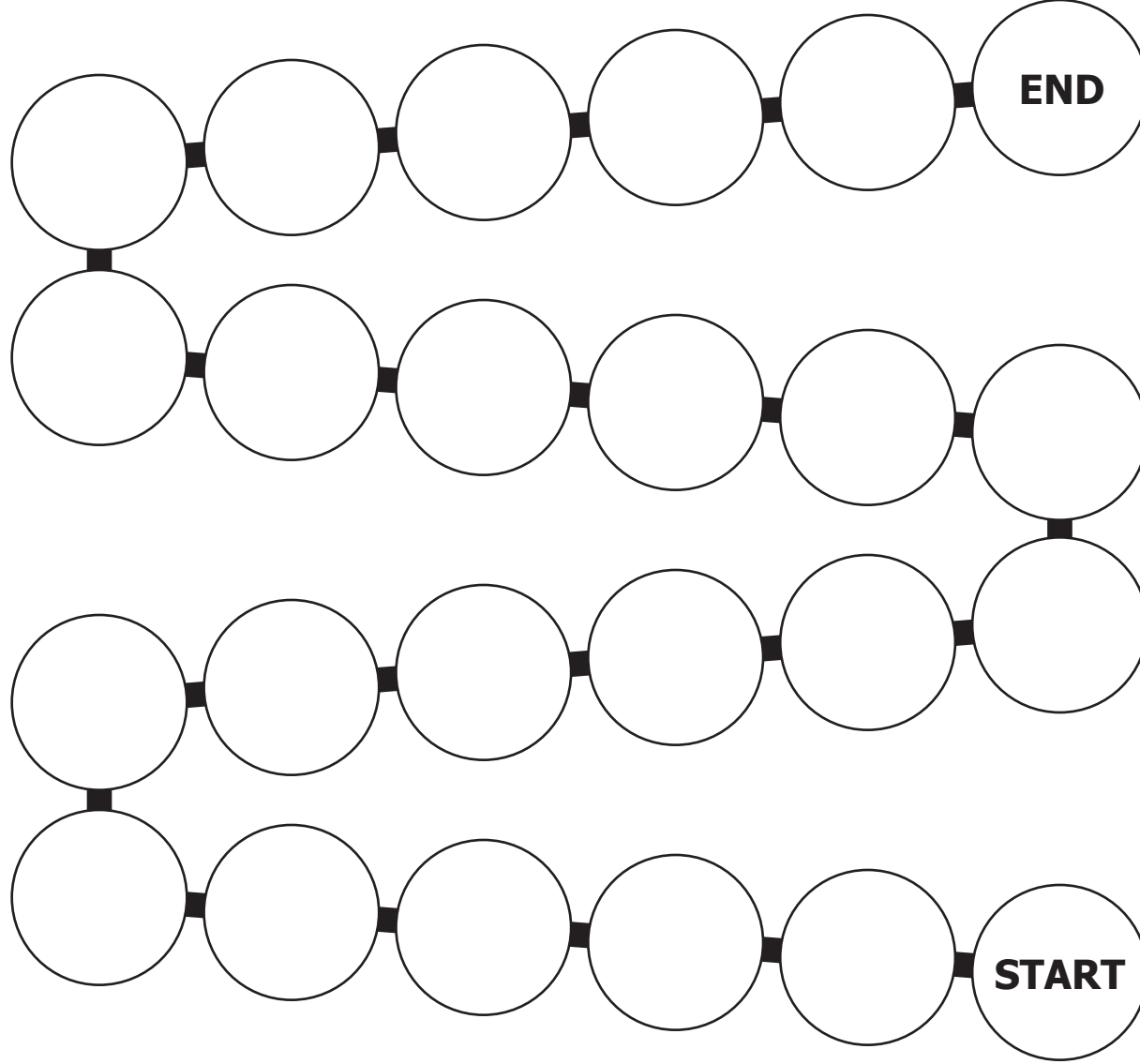
How to play: On your turn, roll the die. If you roll a zero, it means zero. Say the number you rolled out loud, and tap your counter on the space where you already are. Then count to ten from that number, moving your counter forward one space every time you say a number.

Example: If you roll a 6, say "6" and then move forward, saying "7, 8, 9, 10."

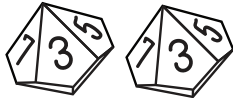
The first player to land on END wins.

Count up from different numbers, 10-19

Starting at _____ and going to 20, it goes _____.



Questions? reconmath.com



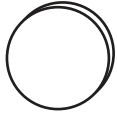
Two ten-sided dice, and two counters.

How to play: Place one die with “1” facing up, and leave it that way. On your turn, roll the other die. Move it next to the “1” die to make a 2-digit number beginning with 1. Say the number you rolled out loud, and tap your counter on the space where you already are. Then count to twenty from that number, moving your counter forward one space every time you say a number.

Example: If you roll a 6, make the dice into the number 16, say “16” and then move forward, saying “17, 18, 19, 20.” **The first player to land on END wins.**

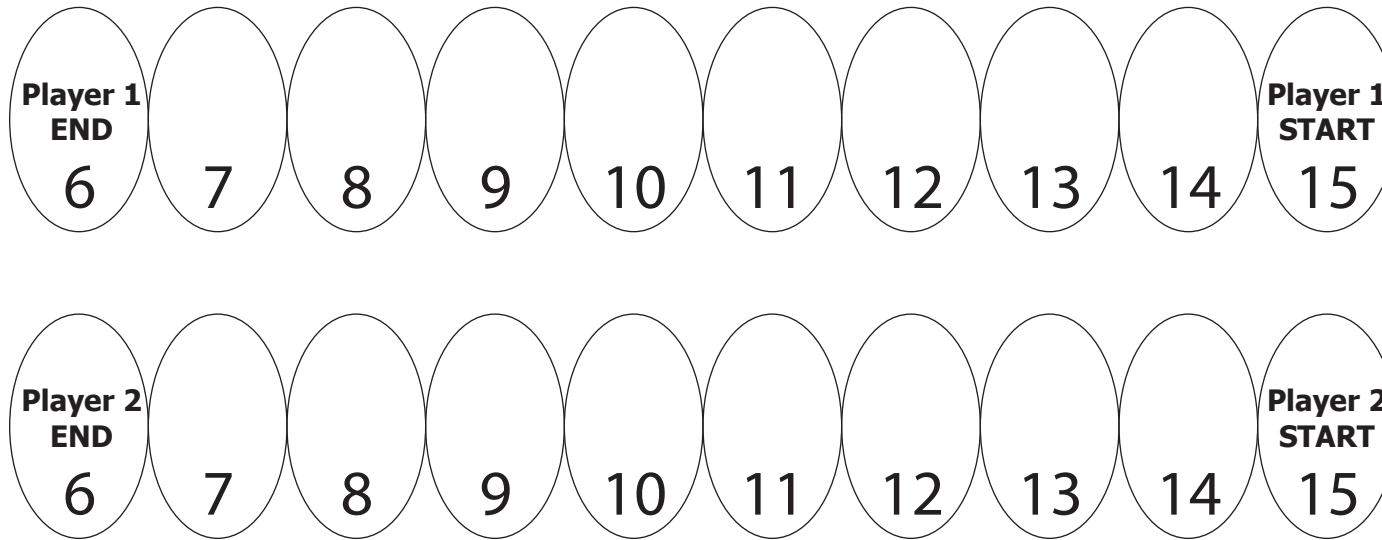
Travel on a number path backwards

I got [heads/tails] so I go back [1 or 2]. _____, _____.



A coin for flipping,
and two counters.

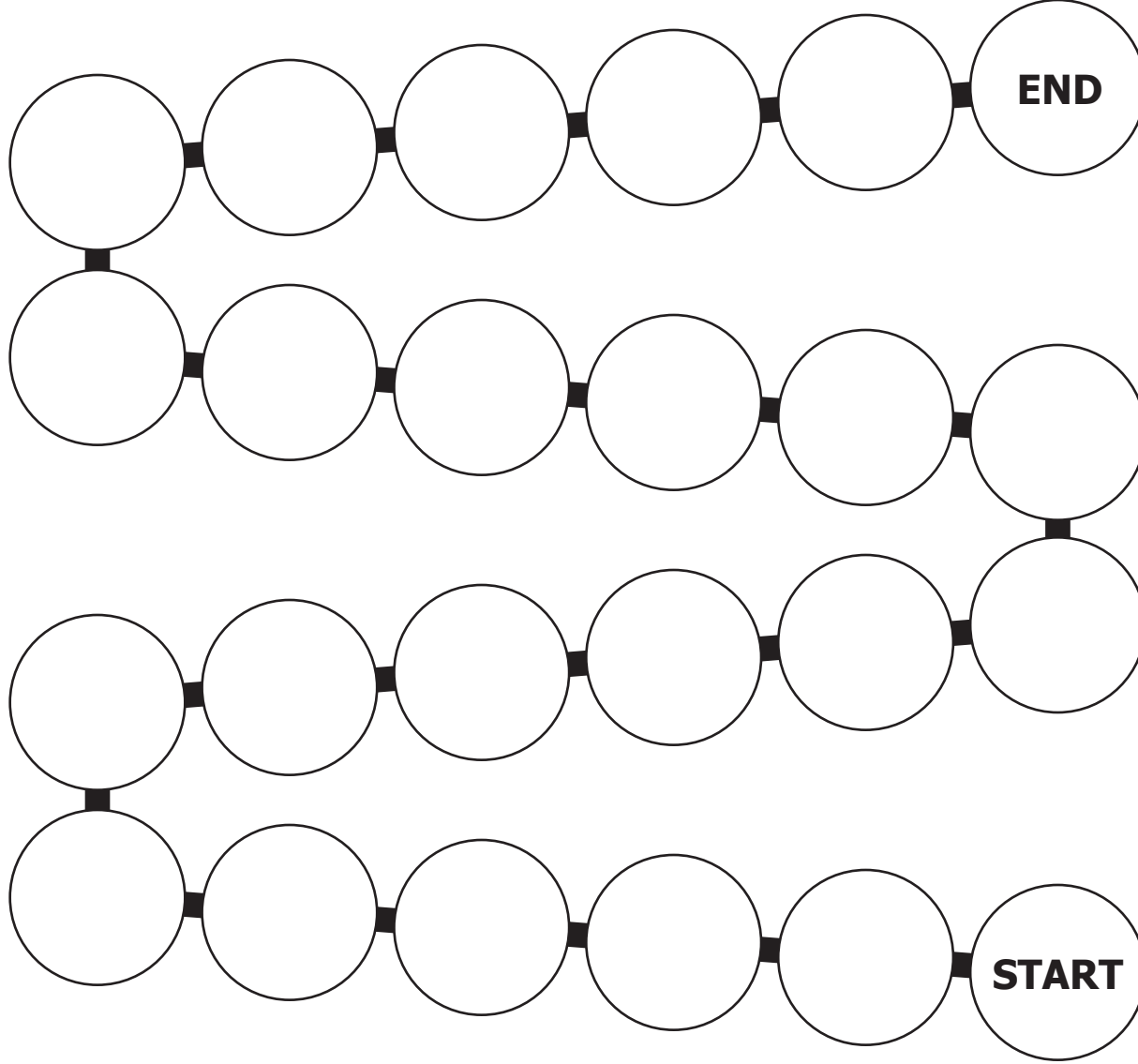
Questions? reckonmath.com



In this game, put your counter above the numbers so you can still see the numbers. **How to play:** Decide who is Player 1 and who is Player 2. Put a counter on your START. On your turn, flip the coin. If you get heads, move backward one. If you get tails, move backward two. As you are moving, say the numbers you land on as you go. **Example:** If you are on 11 and you get tails, move to 9 and say “10, 9”. **The first player to get all the way back to END wins.**

Count back from different numbers, 1-10

Starting at _____ and going back to 0, it goes _____.



Questions? reckonmath.com



A ten-sided die,
and two
counters.

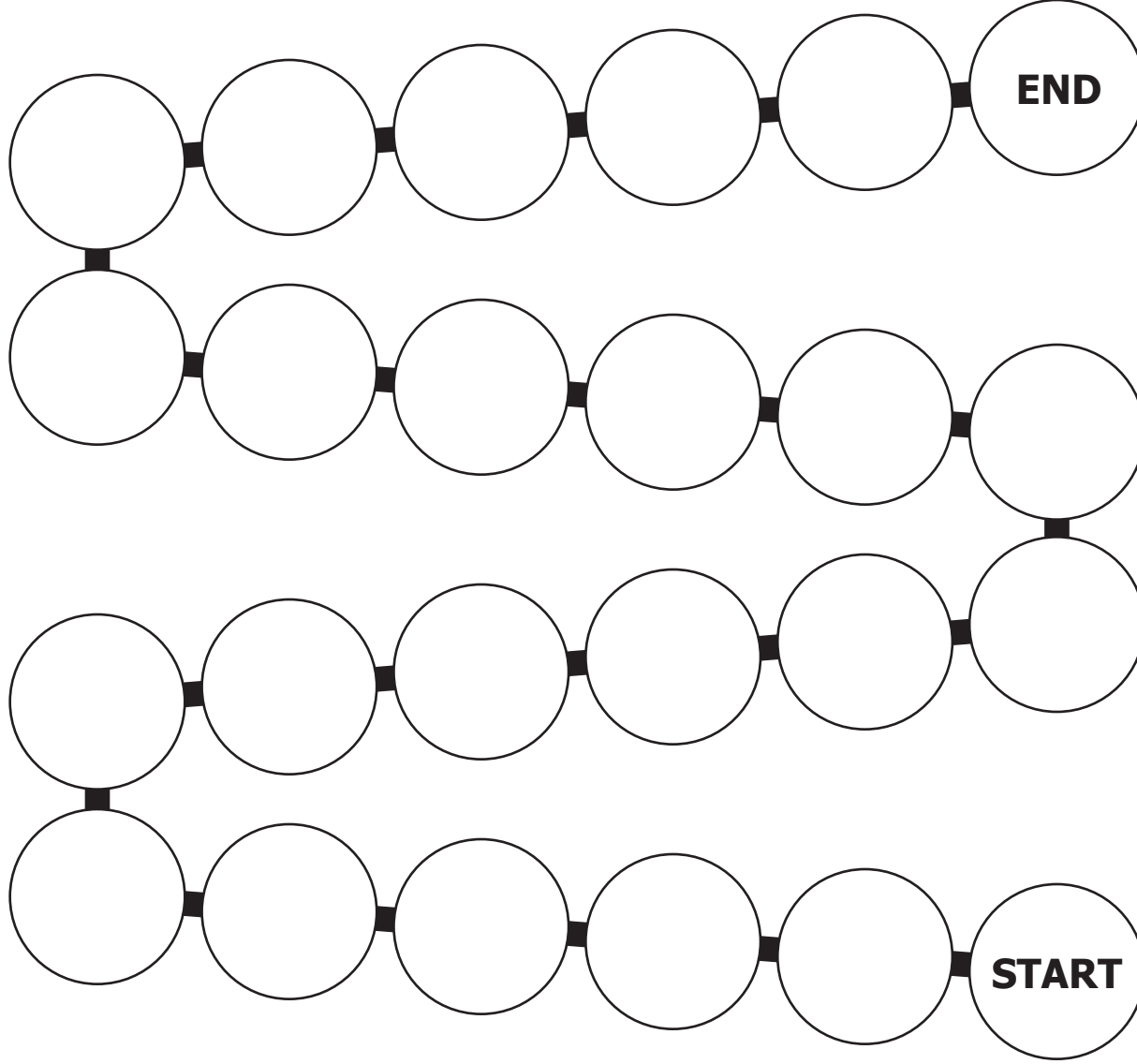
How to play: On your turn, roll the die. If you roll a zero, it means ten. Say the number you rolled out loud, and tap your counter on the space where you already are. Then count backward to zero from that number, moving along the track one space every time you say a number.

Example: If you roll a 4, say “4” and then move along the track, saying “3, 2, 1, 0.”

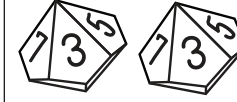
The first player to land on END wins.

Count back from different numbers, 11-19

Starting at _____ and going back to 10, it goes _____.



Questions? reconmath.com



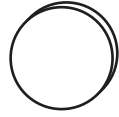
Two ten-sided dice, and two counters.

How to play: Place one die on the table with “1” facing up. On your turn, roll the other die. If you roll a zero, roll again. Move the die you rolled next to the “1” die to make a 2-digit number beginning with 1. Say the number out loud, and tap your counter on the space where you already are. Then count backward to ten from that number, moving along the track one space every time you say a number.

Example: If you roll a 4, make the dice into the number 14, say “14” and then move along the track, saying “13, 12, 11, 10.” **The first player to land on END wins.**

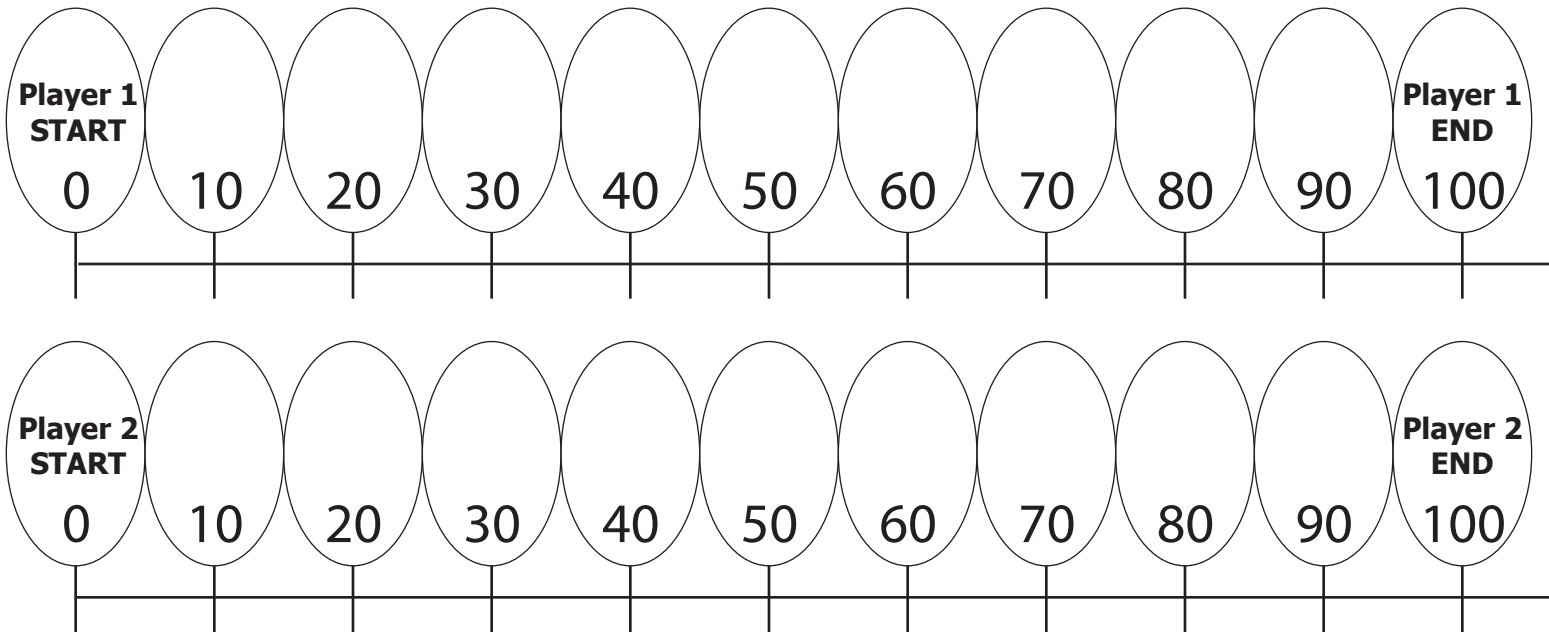
Travel on a number line/path by tens

I got [heads/tails] so I go ahead [1 or 2]. _____, _____.



A coin for flipping,
and two counters.

Questions? reckonmath.com



In this game, put your counter in the ovals above the number line. **How to play:** Decide who is Player 1 and who is Player 2. Put a counter on your START. On your turn, flip the coin. If you get heads, move forward one. If you get tails, move forward two. As you are moving, say the numbers you land on as you go. **Example:** If you are on 40 and you get tails, move to 60 and say “50, 60”. **The first player to land on END wins. Bonus:** Ask learners to show you where on the line the numbers 5, 11, and 99 would be.

Count by tens to 100

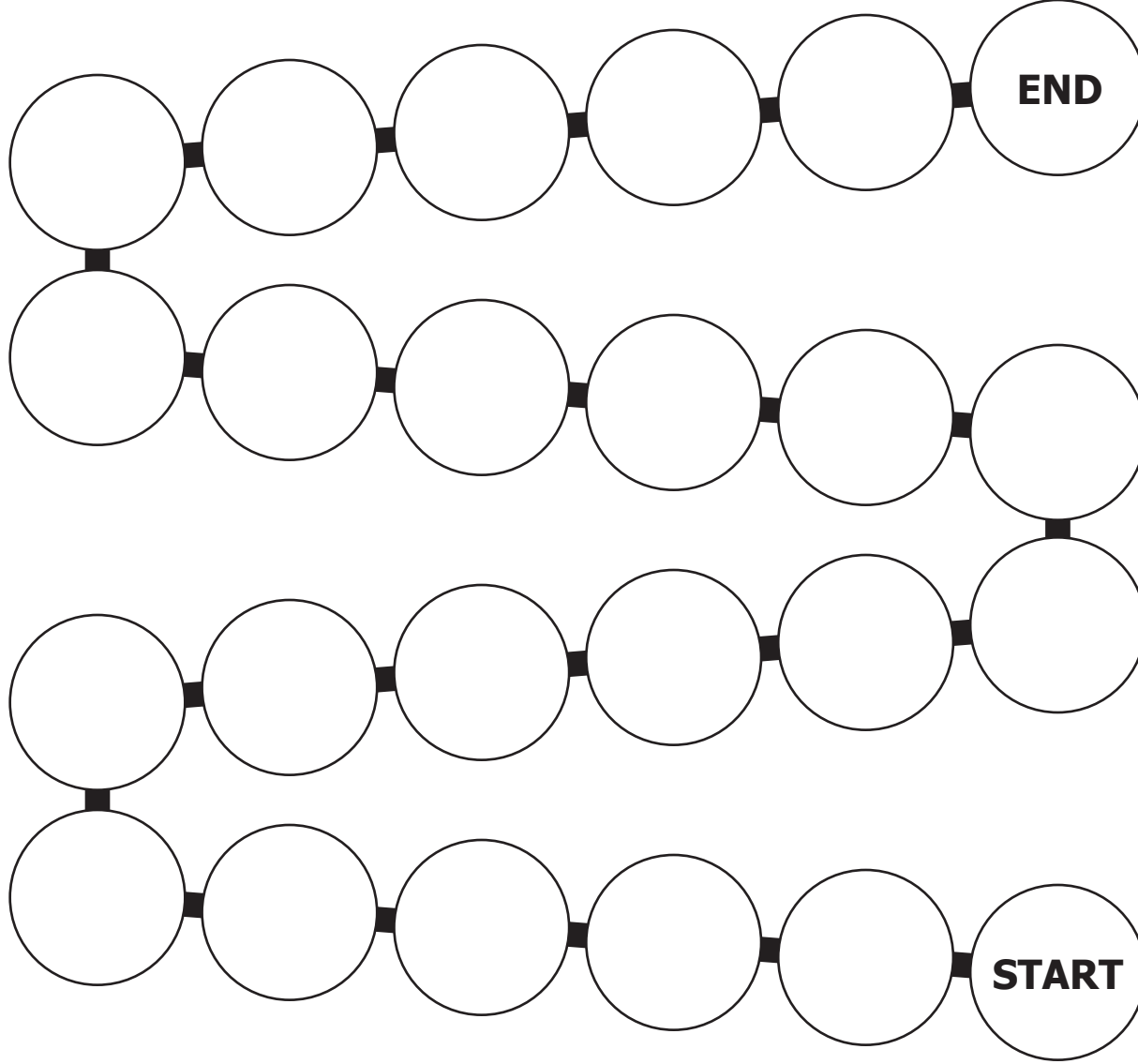
10, 20, 30, 40, 50, 60, 70, 80, 90, 100.

Questions? reconmath.com

With a partner, practice counting by tens to 100. Here is how: You say "10, 20, 30, 40, 50, 60, 70, 80, 90, 100."

Count by tens from different numbers

Starting at _____ and going to 100, it goes _____.



Questions? reconmath.com

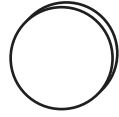


Two ten-sided dice, and two counters.

How to play: Place one die on the table with the zero side facing up. On your turn, roll the other die and move it to the left of the zero die to make a 2-digit number. If you roll a zero, it means zero. Say the new number out loud, and tap your counter on the space where you already are. Then count to 100 by tens from that number, moving your counter forward one space every time you say a number. **Example:** If you roll a 2, move it to the left of the zero die to make the number 20, say “20”, and then move forward, saying “30, 40, 50, 60, 70, 80, 90, 100.” **Note:** “00” means zero, so if you roll a zero, count to 100 by tens starting at zero. **The first player to land on END wins.**

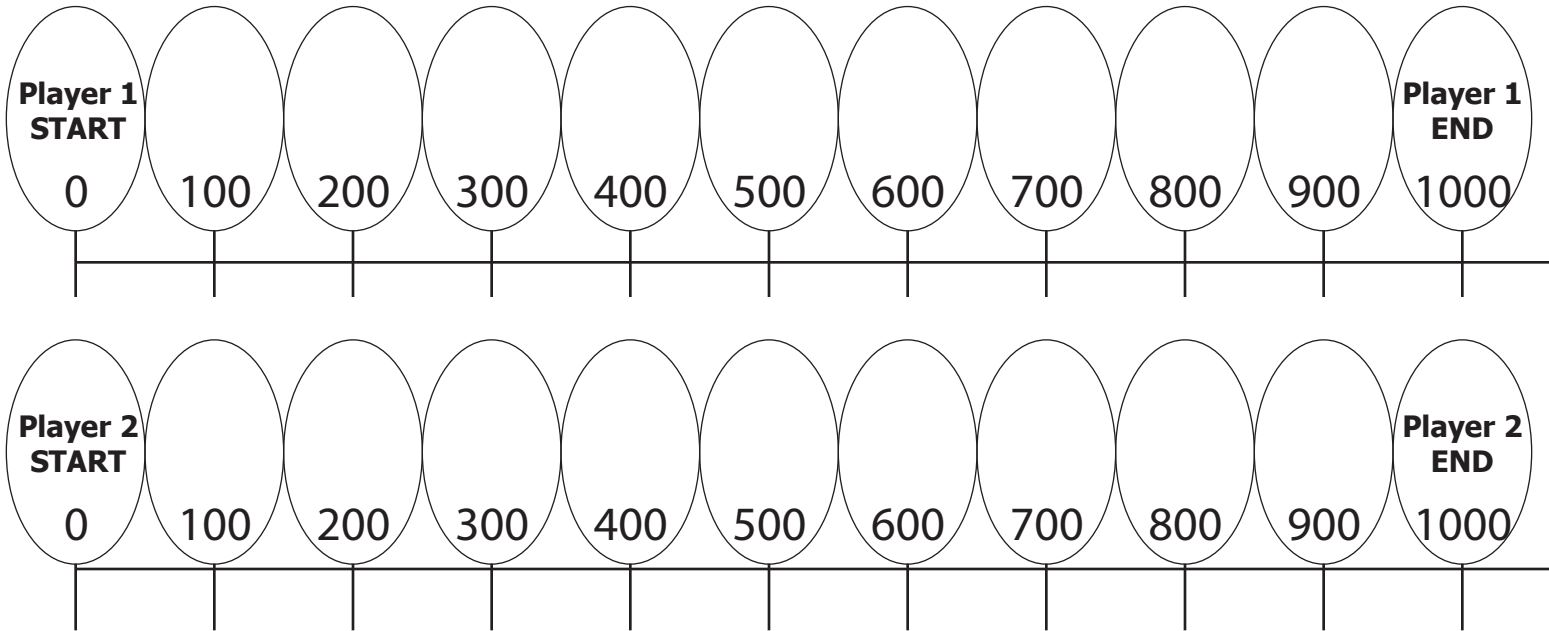
Travel on a number line/path by hundreds

I got [heads/tails] so I go ahead [1 or 2]. _____, _____.



A coin for flipping,
and two counters.

Questions? reckonmath.com



In this game, put your counter in the ovals above the number line. **How to play:** Decide who is Player 1 and who is Player 2. Put a counter on your START. On your turn, flip the coin. If you get heads, move forward one. If you get tails, move forward two. As you are moving, say the numbers you land on as you go. **Example:** If you are on 400 and you get tails, move to 600 and say "500, 600". **The first player to land on END wins. Bonus:** Ask learners to show you where on the line the numbers 150, 501 and 999 would be.

Count by hundreds to 1000

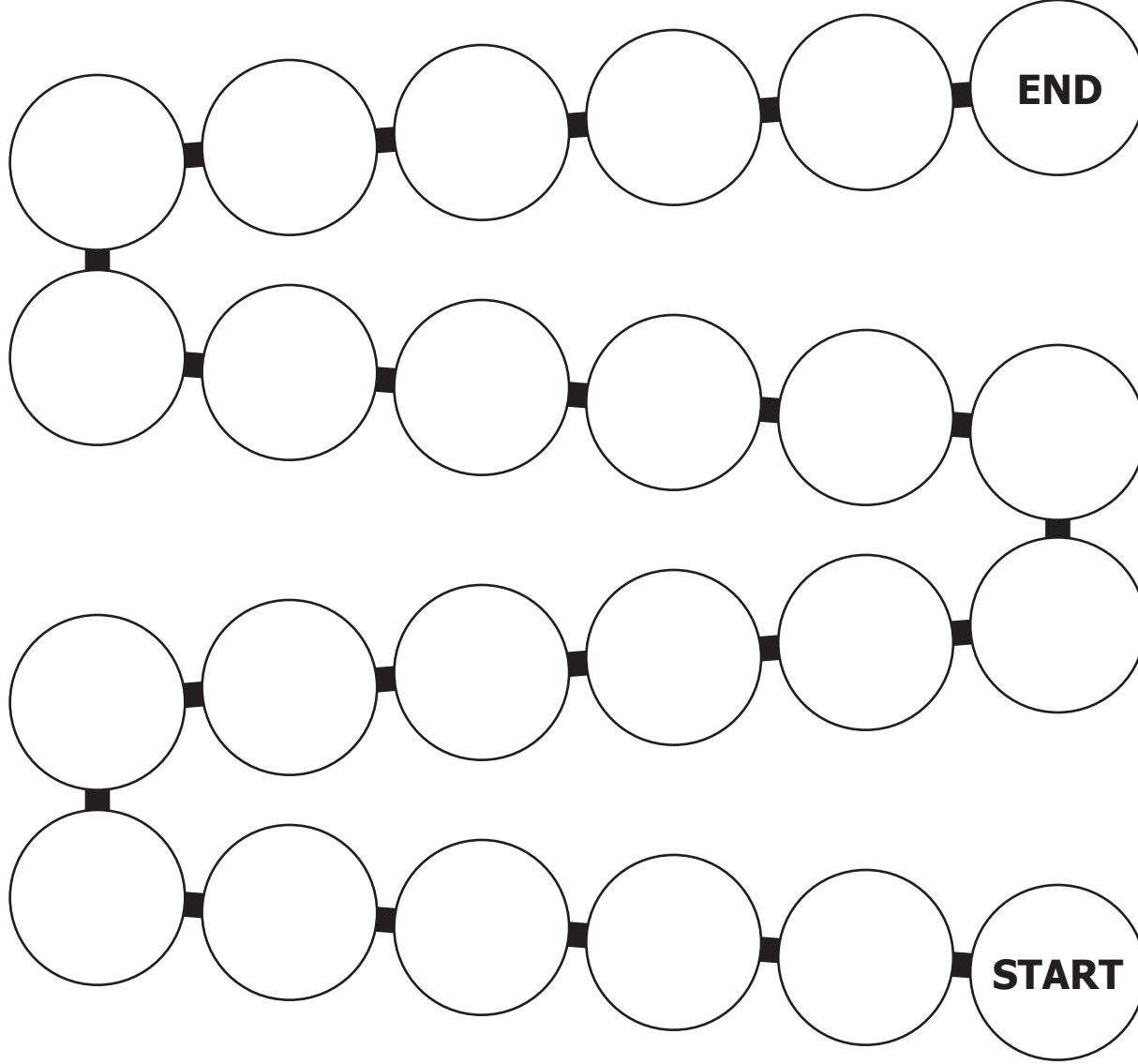
100, 200, 300, 400, 500, 600, 700, 800, 900, 1000.

Questions? reconmath.com

With a partner, practice counting by hundreds to 1000. Here is how: You say "100, 200, 300, 400, 500, 600, 700, 800, 900, 1000."

Count by hundreds from different numbers

Starting at _____ and going to 1000, it goes _____.



Questions? reckonmath.com



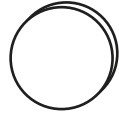
Three ten-sided dice, and two counters.

How to play: Place two dice on the table with the zero side facing up. On your turn, roll the other die and move it to the left of the zero dice to make a 3-digit number. If you roll a zero, it means zero. Say the new number out loud, and tap your counter on the space where you already are. Then count to 1000 by hundreds from that number, moving your counter forward one space every time you say a number.

Example: If you roll a 2, move it to the left of the zero dice to make the number 200, say "200", and then move forward, saying "300, 400, 500, 600, 700, 800, 900, 1000." **The first player to land on END wins.**

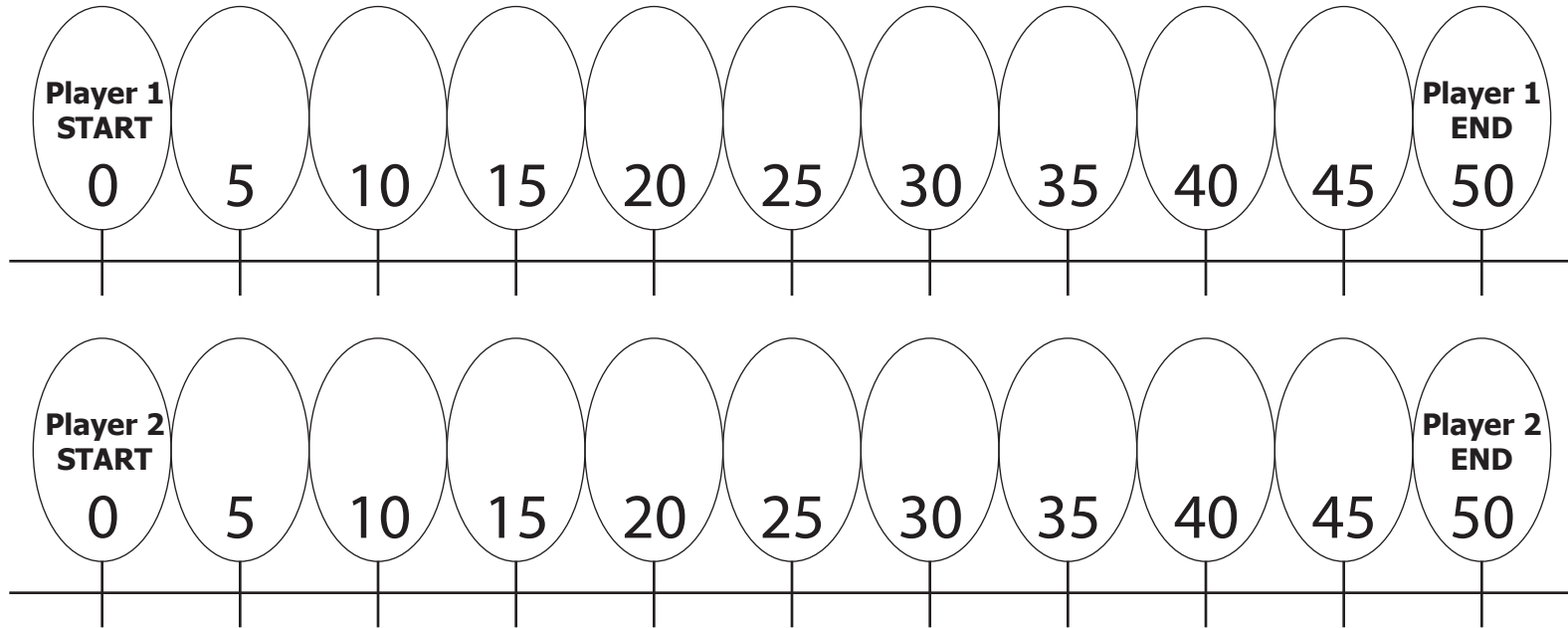
Travel on a number line/path by fives

I got [heads/tails] so I go ahead [1 or 2]. _____, _____.



A coin for flipping,
and two counters.

Questions? reckonmath.com



In this game, put your counter in the ovals above the number line. **How to play:** Decide who is Player 1 and who is Player 2. Put a counter on your START. On your turn, flip the coin. If you get heads, move forward one. If you get tails, move forward two. As you are moving, say the numbers you land on as you go. **Example:** If you are on 20 and you get tails, move to 30 and say “25, 30”. **The first player to land on END wins.** **Bonus:** Ask learners to show you where on the line the numbers 1, 38, and 49 would be.

Count by fives to 100

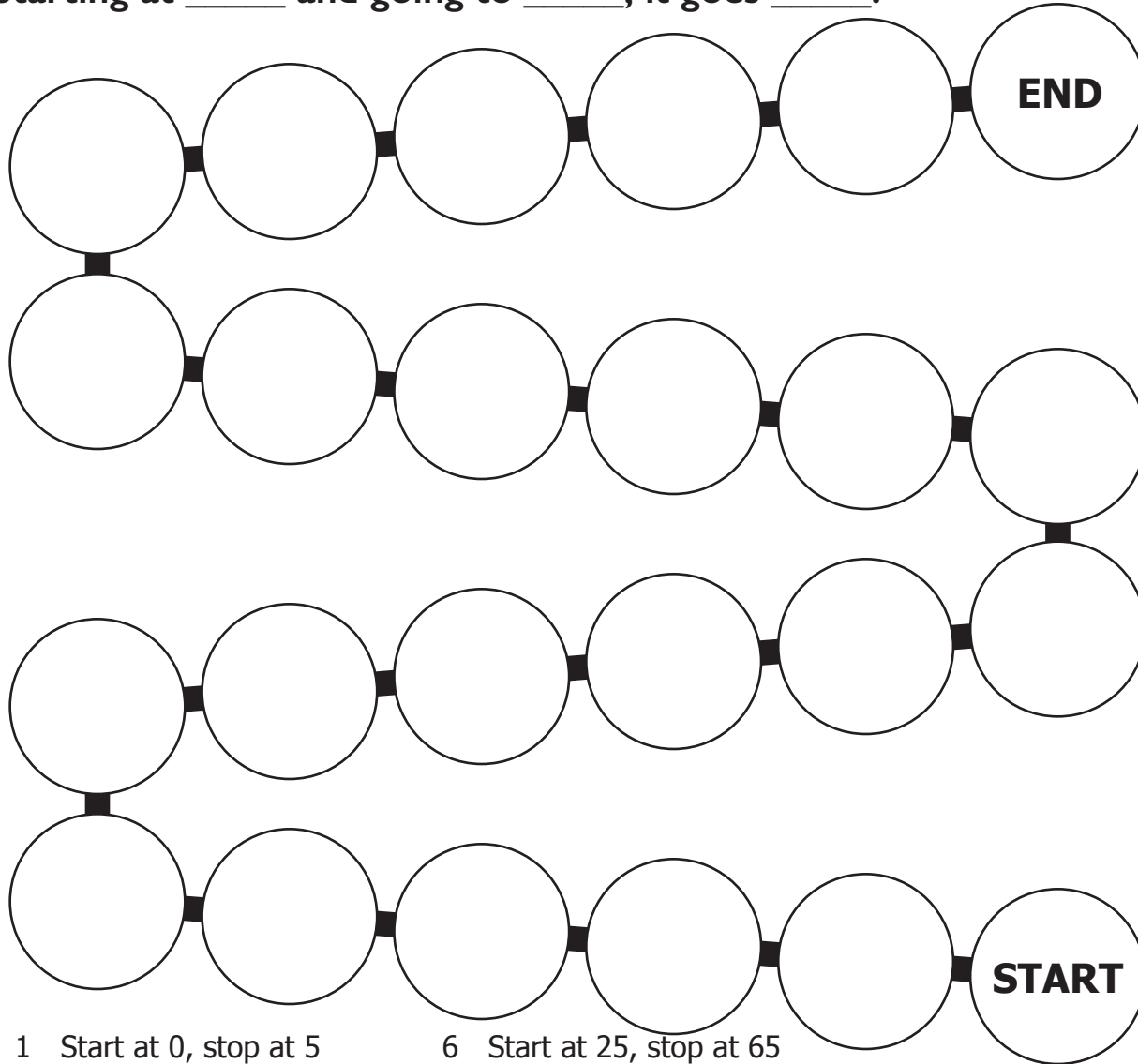
5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70,
75, 80, 85, 90, 95, 100.

Questions? reckonmath.com

With a partner, practice counting by fives to 100. Here is how: You say "5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100."

Count by fives from different numbers

Starting at _____ and going to _____, it goes _____.



- | | |
|---------------------------|-----------------------------|
| 1 Start at 0, stop at 5 | 6 Start at 25, stop at 65 |
| 2 Start at 0, stop at 15 | 7 Start at 35, stop at 50 |
| 3 Start at 15, stop at 25 | 8 Start at 60, stop at 85 |
| 4 Start at 20, stop at 35 | 9 Start at 75, stop at 100 |
| 5 Start at 25, stop at 40 | 10 Start at 80, stop at 100 |

Questions? reckonmath.com



One ten-sided die, and two counters.

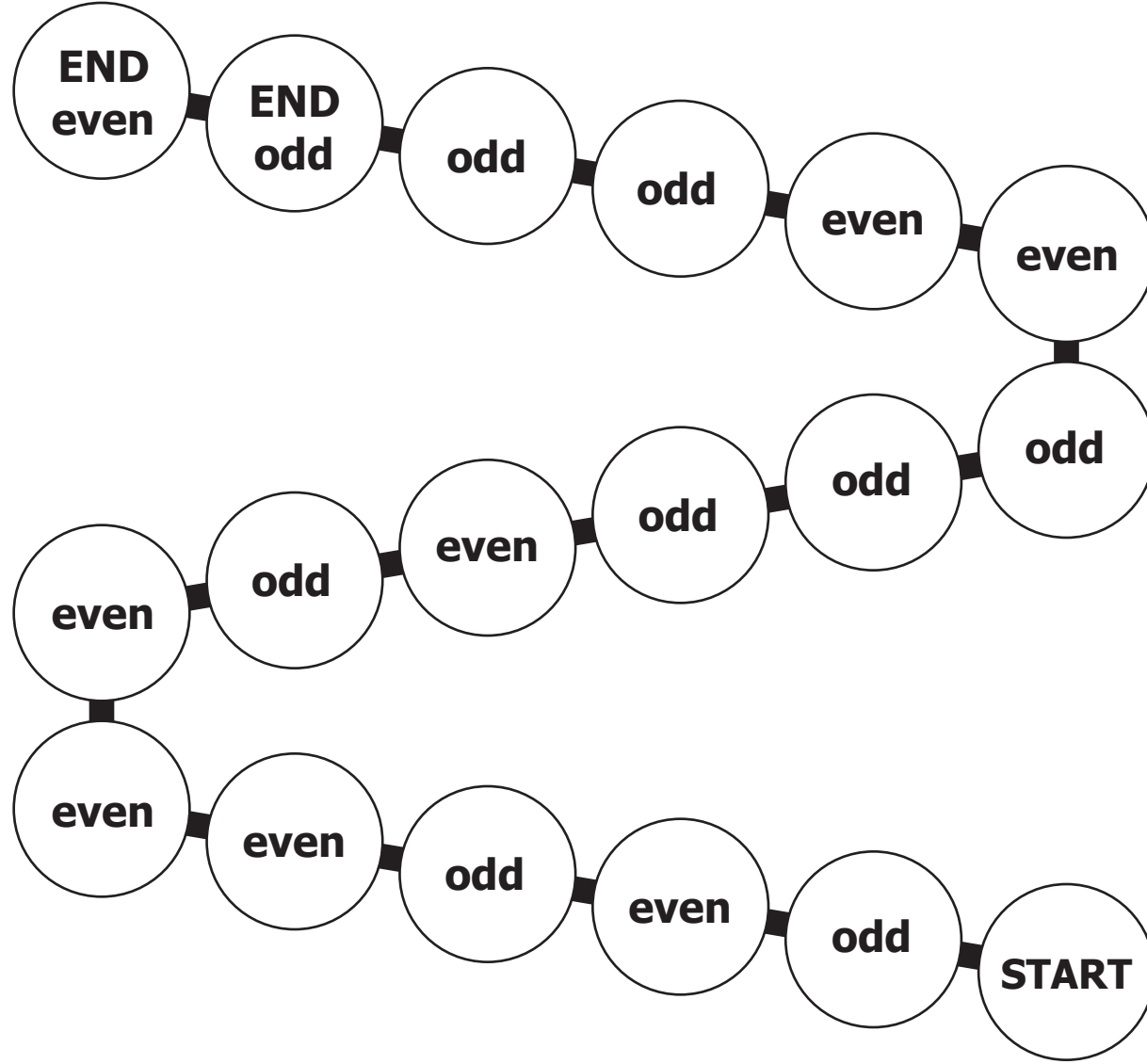
How to play: On your turn, roll the die and find that line on the table below the game board. If you roll a zero, it means ten. Say the "start" number and tap your counter on the space where you already are. Then count by fives from the start number to the stop number. For every number you say, move your counter forward one space.

Example: If you roll a three, find the line that says "Start at 15, stop at 25". Say "15" and tap your counter on the space where you are now. Then move forward two spaces, saying "20, 25."

The first player to land on END wins.

Identify odds and evens

This number is [odd/even].



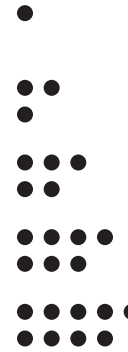
Questions? reconmath.com



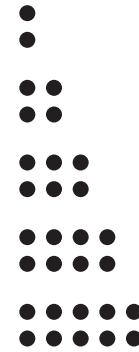
One ten-sided die, and two counters.

How to play: Each player puts a counter on START. On your turn, roll the ten-sided die. If the number you roll is odd, move your counter to the next "odd" circle. If it is even, move your counter to the next "even" circle. **The first player to land on END wins.** **Note:** Zero is an even number.

Odd

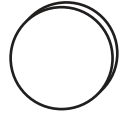


Even



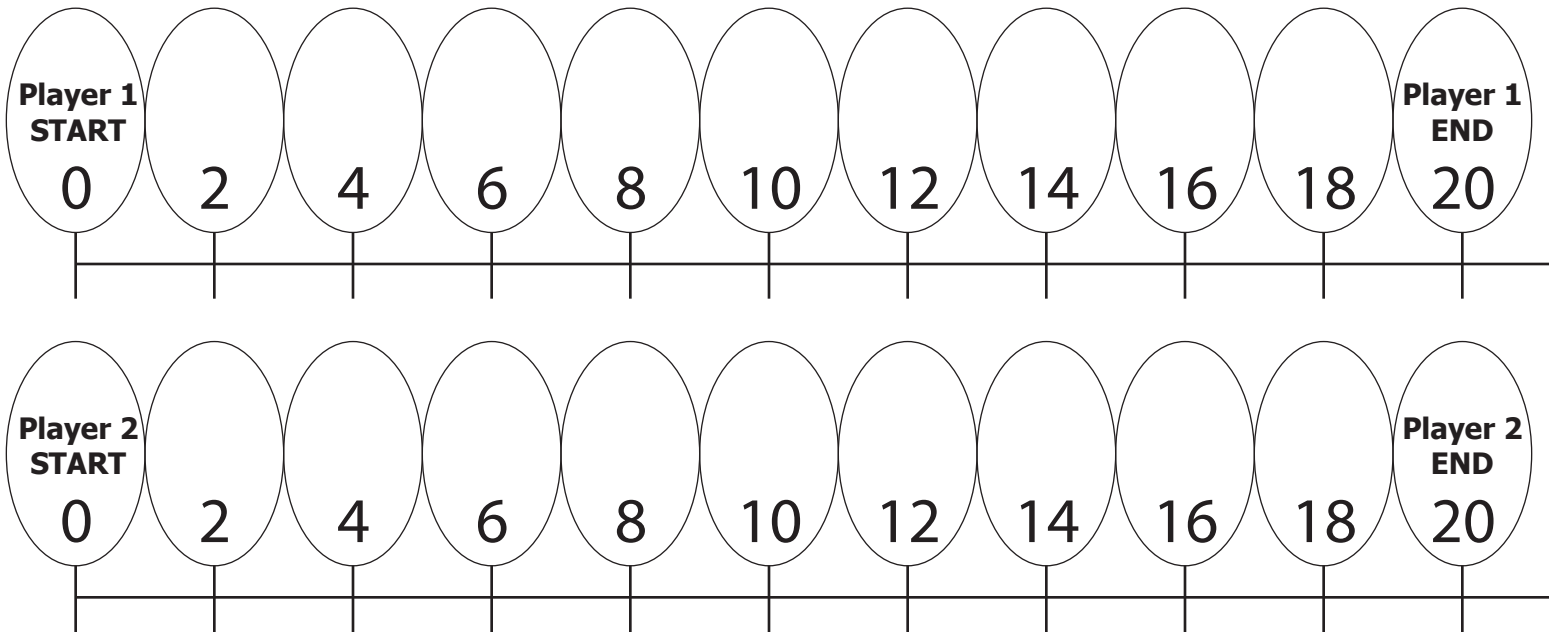
Travel on a number line/path by twos, evens

I got [heads/tails] so I go ahead [1 or 2]. _____, _____.



A coin for flipping,
and two counters.

Questions? reckonmath.com



In this game, put your counter in the ovals above the number line. **How to play:** Decide who is Player 1 and who is Player 2. Put a counter on your START. On your turn, flip the coin. If you get heads, move forward one. If you get tails, move forward two. As you are moving, say the numbers you land on as you go. **Example:** If you are on 10 and you get tails, move to 14 and say “12, 14”. **The first player to land on END wins. Bonus:** Ask learners to show you where on the line the numbers 1, 11, and 19 would be.

Count by twos to 20 starting on 0

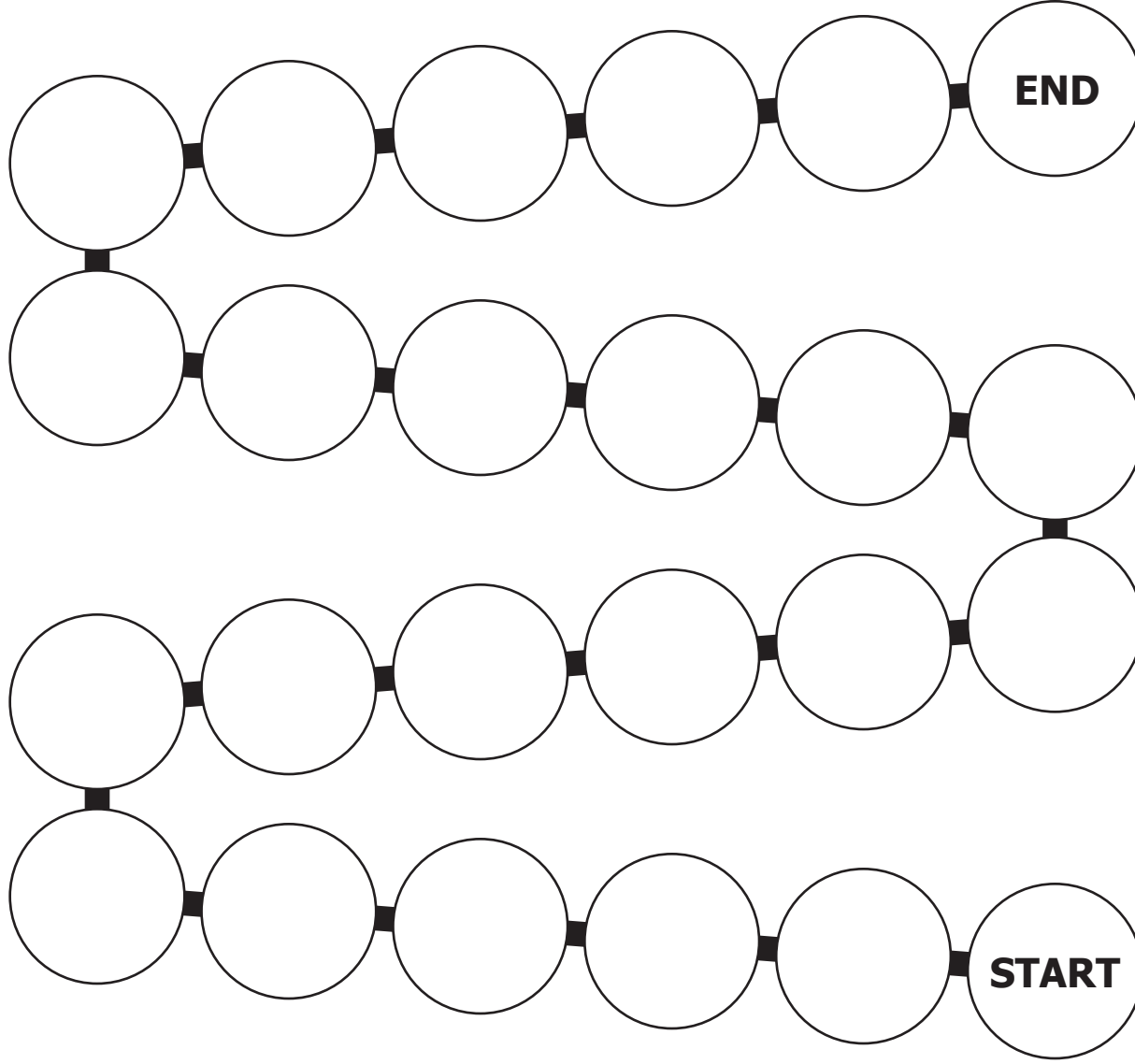
0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20.

Questions? reckonmath.com

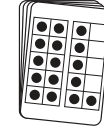
With a partner, practice counting by twos to 20, starting on 0. Here is how: You say "0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20."

Count by twos from different numbers, evens

Starting at _____ and going to 20, it goes _____.



Questions? reckonmath.com

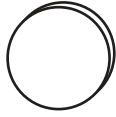


The 2, 4, 6, 8, 10, 12, 14, 16, 18 cards from a deck of double ten frame cards, and two counters.

How to play: On your turn, draw a card. Say the number you drew out loud, and tap your counter on the space where you already are. Then count to 20 by twos from that number, moving your counter forward one space every time you say a number. **Example:** If you draw a 12, say "12" and then move forward, saying "14, 16, 18, 20." **The first player to land on END wins.**

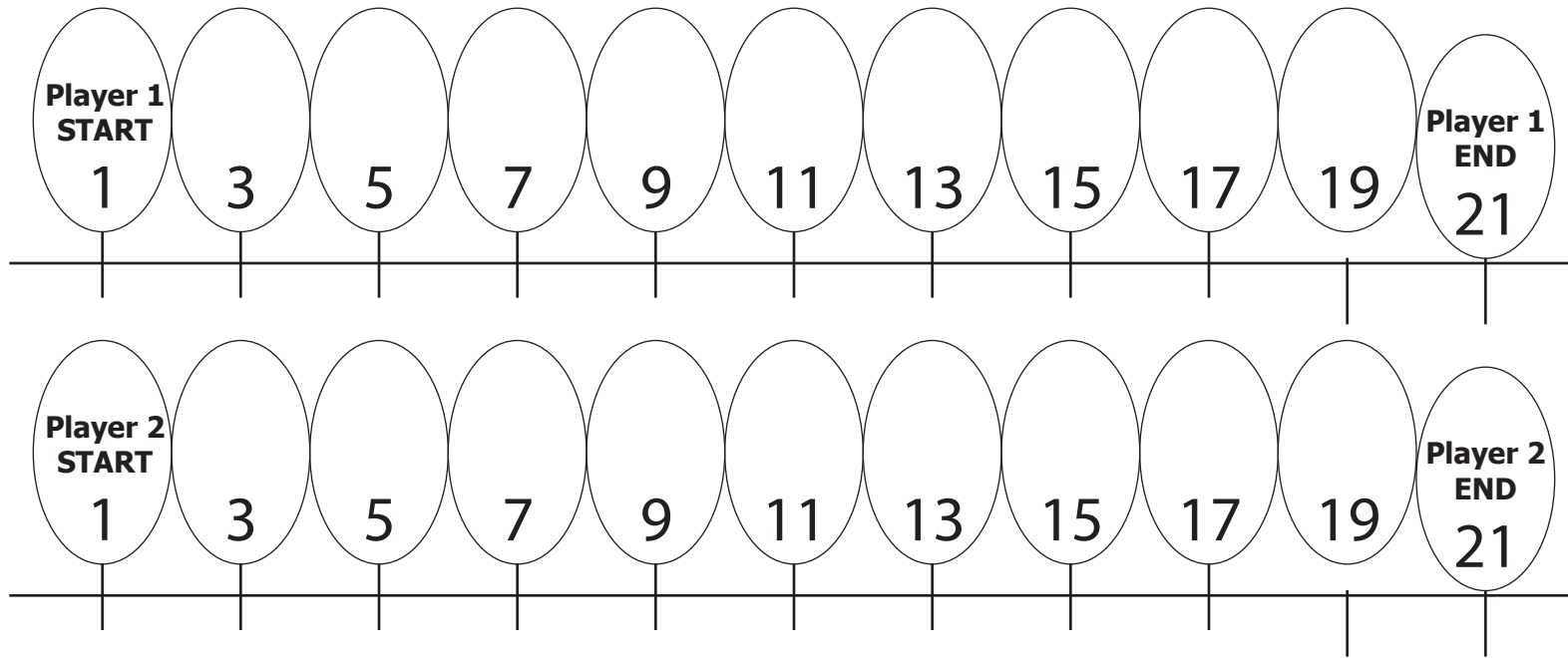
Travel on a number line/path by twos, odds

I got [heads/tails] so I go ahead [1 or 2]. _____, _____.



A coin for flipping,
and two counters.

Questions? reckonmath.com



In this game, put your counter in the ovals above the number line. **How to play:** Decide who is Player 1 and who is Player 2. Put a counter on your START. On your turn, flip the coin. If you get heads, move forward one. If you get tails, move forward two. As you are moving, say the numbers you land on as you go. **Example:** If you are on 11 and you get tails, move to 15 and say “13, 15”. **The first player to land on END wins. Bonus:** Ask learners to show you where on the line the numbers 4, 10, and 20 would be.

Count by twos to 21 starting on 1

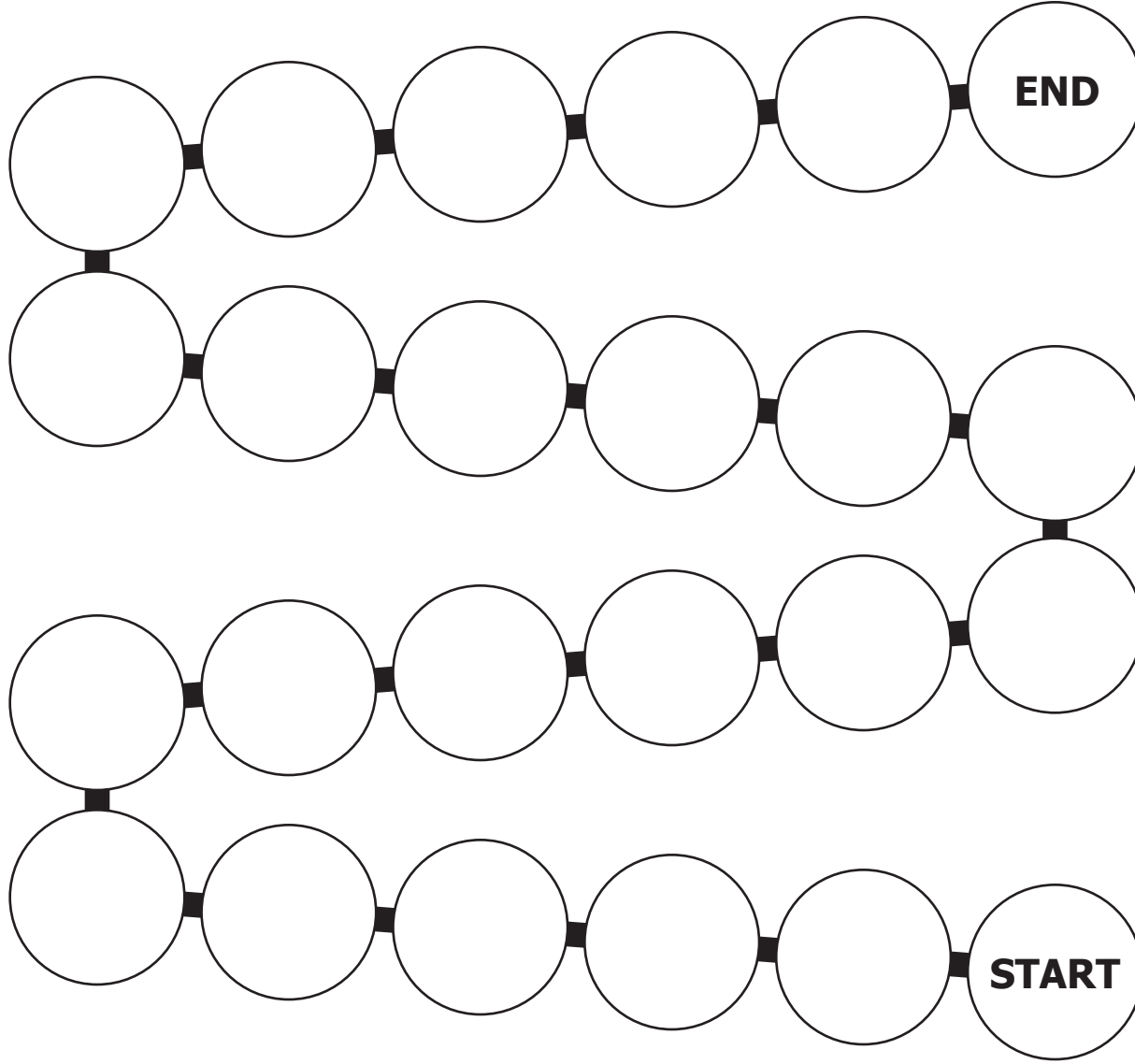
1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21.

Questions? reconmath.com

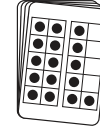
With a partner, practice counting by twos to 21, starting on 1. Here is how: You say "1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21."

Count by twos from different numbers, odds

Starting at _____ and going to 21, it goes _____.



Questions? reconmath.com







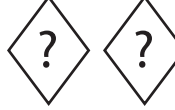



The 1, 3, 5, 7, 9, 11, 13, 15, 17, 19 cards from a deck of double ten frame cards, and two counters.

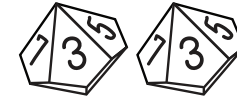
How to play: On your turn, draw a card. Say the number you drew out loud, and tap your counter on the space where you already are. Then count to 21 by twos from that number, moving your counter forward one space every time you say a number. **Example:** If you draw a 13, say "13" and then move forward, saying "15, 17, 19, 21." **The first player to land on END wins.**

Make 2-digit numbers

I will make the number _____ with dice.

Numeral	Name	Dice
21	twenty-one	
12	twelve	
9	nine	
90	ninety	
73	seventy-three	
37	thirty-seven	
Roll your own 2-digit number		
Roll another 2-digit number		

Questions? reckonmath.com


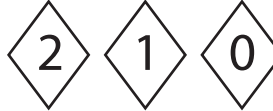
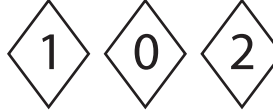

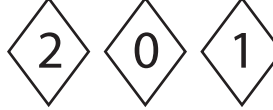





Two ten-sided dice.

In this activity, you don't roll the dice until the end. **What to do:** First, arrange the dice to make the number 21 (twenty-one). If you are not sure how to do that, the column on the right shows you. **Example:** For the number 21, place the dice with one of them showing 2 and the other one to the right of it, showing 1. After you have made 21, make the rest of the numbers on the board. Then roll the dice to make your own 2-digit number, and say the number you made. Roll the dice again to make another number, and say the number.

Make 3-digit numbers

I will make the number _____ with dice.

Numeral	Name	Dice
120	one hundred twenty	
210	two hundred ten	
102	one hundred two	
12	twelve	
201	two hundred one	
21	twenty-one	
Roll your own 3-digit number		
Roll another 3-digit number		

Questions? reckonmath.com



Three ten-sided dice.

In this activity, you don't roll the dice until the end. **What to do:** First, arrange the dice to make the number 120 (one hundred twenty). If you are not sure how to do that, the column on the right shows you. **Example:** For the number 120, place the dice with one of them showing 1, another one in the middle showing 2, and another one all the way on the right showing 0. After you have made 120, make the rest of the numbers on the board. Then roll the dice to make your own 3-digit number, and say the number you made. Roll the dice again to make another number, and say the number.

Guess where a number is (Number line estimation, 0 to 10)

The number is _____, and I think it goes here.



Questions? reckonmath.com



One ten-sided die,
two counters, and
the answer sheet.

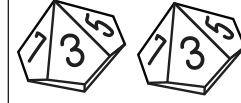
This game is a chance for you to build up your number knowledge and get more comfortable using number lines. **What to do:** Don't look at the answer sheet yet. You and a partner each get one open number line. One of you, roll the die. If you roll a zero, roll again. Then, each of you puts a counter on one number line to show the spot where you guess the number would be. Don't use tools to measure, and don't make marks on the page. Just take a guess. Now, find the answer sheet with the number that was rolled. Compare that line to your lines. **Whose counter is closest to the right spot? That person is the winner.**

Guess where a number is (Number line estimation, 0 to 100)

The number is _____, and I think it goes here.



Questions? reckonmath.com



Two ten-sided dice, two counters, and the answer sheet.

This game is a chance for you to build up your number knowledge and get more comfortable using number lines. **What to do:** Don't look at the answer sheets yet. You and a partner each get one blank number line. One of you, roll the dice. If you roll a double zero, roll again. Make the dice into a 2-digit number. Then, each of you puts a counter on one number line to show the spot where you guess the number would be. Don't use tools to measure, and don't make marks on the page. Just take a guess. Now, find the answer sheet with the number that was rolled. Compare that line to your lines. **Whose counter is closest to the right spot? That person is the winner.**

Guess where a number is (Number line estimation, 0 to 20)

The number is _____, and I think it goes here.



Questions? reckonmath.com

Two counters, and the answer sheets.

This game is a chance for you to build up your number knowledge and get more comfortable using number lines. **What to do:** Don't look at the answer sheets yet. You and a partner each get one open number line. The helper decides on a number between 0 and 20. Then, each of you puts a counter on one number line to show the spot where you guess the number would be. Don't use tools to measure, and don't make marks on the page. Just take a guess. Now, find the answer sheet with the number that was rolled. Compare that line to your lines. **Whose counter is closest to the right spot? That person is the winner.**

Guess where a number is (Number line estimation, 0 to 30)

The number is _____, and I think it goes here.

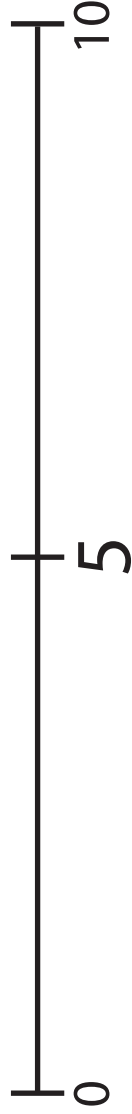
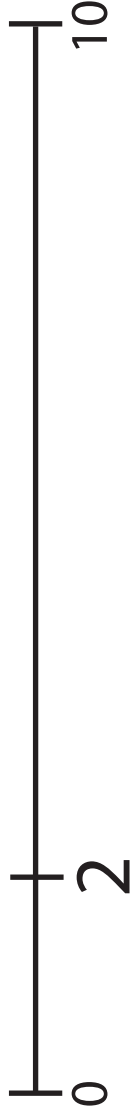


Questions? reckonmath.com

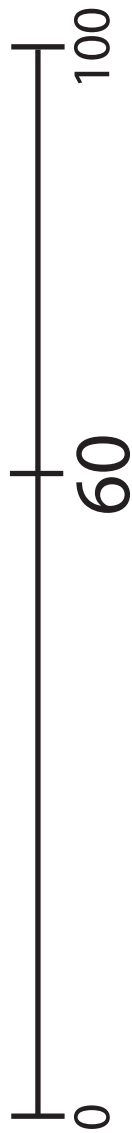
Two counters, and the answer sheets.

This game is a chance for you to build up your number knowledge and get more comfortable using number lines. **What to do:** Don't look at the answer sheets yet. You and a partner each get one open number line. The helper decides on a number between 0 and 30. Then, each of you puts a counter on one number line to show the spot where you guess the number would be. Don't use tools to measure, and don't make marks on the page. Just take a guess. Now, find the answer sheet with the number that was rolled. Compare that line to your lines. **Whose counter is closest to the right spot? That person is the winner.**

Answers, 0 to 10 number line estimation



Answers, 0 to 100 number line estimation: 10, 20, 30, 40, 50, 60, 70, 80, 90



Answers, 0 to 100 number line estimation: 1, 11, 21, 31, 41, 51, 61, 71, 81, 91



Answers, 0 to 100 number line estimation: 2, 12, 22, 32, 42, 52, 62, 72, 82, 92



Answers, 0 to 100 number line estimation: 3, 13, 23, 33, 43, 53, 63, 73, 83, 93



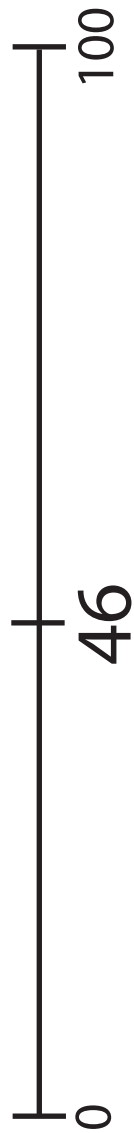
Answers, 0 to 100 number line estimation: 4, 14, 24, 34, 44, 54, 64, 74, 84, 94



Answers, 0 to 100 number line estimation: 5, 15, 25, 35, 45, 55, 65, 75, 85, 95



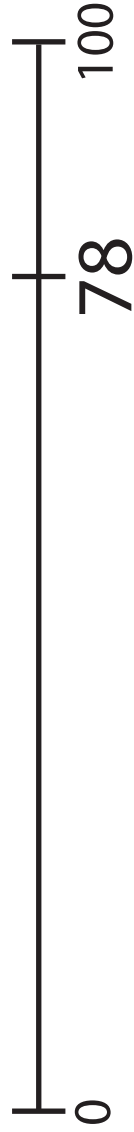
Answers, 0 to 100 number line estimation: 6, 16, 26, 36, 46, 56, 66, 76, 86, 96



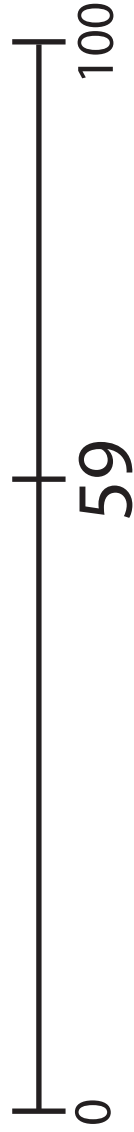
Answers, 0 to 100 number line estimation: 7, 17, 27, 37, 47, 57, 67, 77, 87, 97



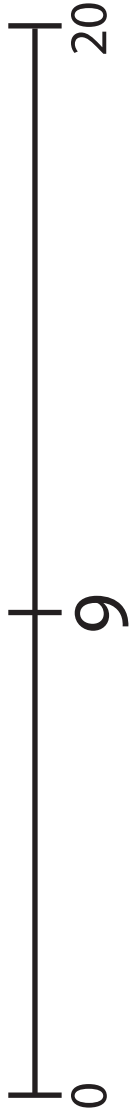
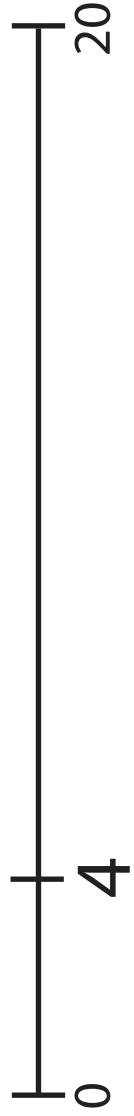
Answers, 0 to 100 number line estimation: 8, 18, 28, 38, 48, 58, 68, 78, 88, 98



Answers, 0 to 100 number line estimation: 9, 19, 29, 39, 49, 59, 69, 79, 89, 99



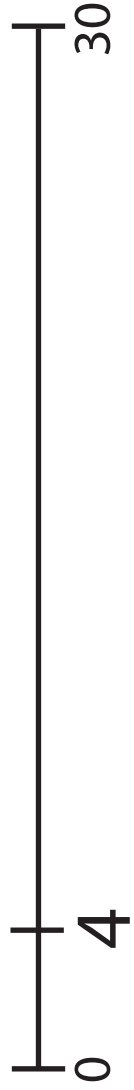
Answers, 0 to 20 number line estimation: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10



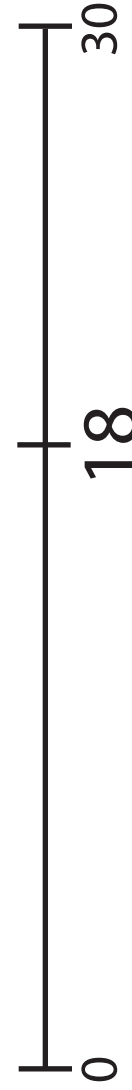
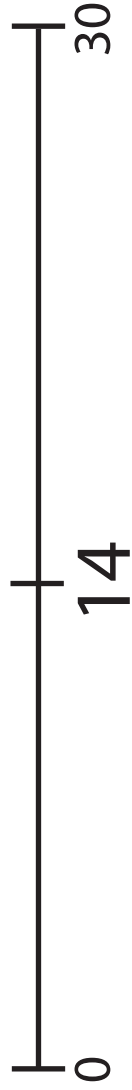
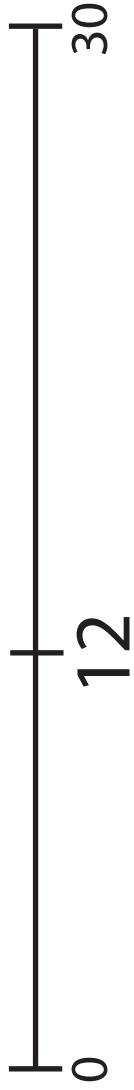
Answers, 0 to 20 number line estimation: 11, 12, 13, 14, 15, 16, 17, 18, 19



Answers, 0 to 30 number line estimation: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10



Answers, 0 to 30 number line estimation: 11, 12, 13, 14, 15, 16, 17, 18, 19, 20



Answers, 0 to 30 number line estimation: 21, 22, 23, 24, 25, 26, 27, 28, 29

