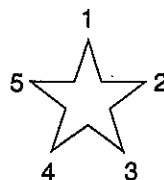


SUPER STAR TRAVELLER

- LEVEL:** Grade 3 and up
- SKILLS:** adding and subtracting to 18, problem solving
- PLAYERS:** cooperative groups, pairs or solitaire
- EQUIPMENT:** cards (Ace=1) - Q + 1 Joker, 2 dice (J=11, Queen=12)
- GETTING STARTED:** Players build a 7x7 grid with cards face up. The object of the game is for the group, pair or individual to take away all of the cards before getting all five points of a star colored in.



EXAMPLE:

7	3	5	2	9	4	Jack
2	10	1	6	1	3	7
5	5	9	6	7	Q	Q
8	1	7	4	4	Q	6
8	3	9	1	10	4	Jack
Jack	10	3	8	J	6	Joker
10	2	5	8	2	Q	9

Player rolls the dice and adds them together. Players may take away any card or combination of cards that equals the roll and that appears at the bottom of any column. Addition, subtraction, or a combination may be used to a maximum of three cards used per roll.

Some sample play:

Players roll $5 + 4 = 9$

Looking at the bottom row players could remove $2 + 5 + 2$ or simply the nine by itself or go up the second column from the left with $2 + 10 - 3$. Once players decide on the combination of cards to be removed, they are taken off, and the dice are rolled again.

Second Roll $2 + 1 = 3$

Jack and eight are removed.

etc.

Jack(11)
 $11 - 8 = 3$

In the event that a card or combination cannot be found, players color in one point of their star. Play continues until all cards are removed or their star is coloured in. As players have more experience, they will develop more strategies to maximize their chances.

VARIATION:

Multiplication and division can be used.

MIXED - OPERATION GRAPHING

- LEVEL:** Grade 2 and up
- SKILLS:** adding, subtracting, collecting and organizing data in a bar graph
- PLAYERS:** 1 - 2
- EQUIPMENT:** cards (Ace=1) - 9
- GETTING STARTED:** Each player has a blank grid (see reproducibles). The goal is to either fill in all numbers across or fill in a column (10 up) before the other player. Player number one turns over two cards. This player decides whether to add or subtract the numbers. Player records this combination in the appropriate space. Player number two does the same on their grid. Players continue to alternate turns until one player either fills in all the numbers (0 - 18) or fills in a column (10 combinations of one number).

Make your own

EXAMPLE:

	5-4																		
	2-1																		
	7-6																		
	3-2																		
	6-5																		
	8-7				3+1														
	7-6				10-6	8-3													
	2-1				9-5	4+1	8-2												
7-7	5-4				6-2	9-4	8-2												
8-8	4-3	7-5	8-5		6-2	6-1	9-3	9-2	7+1		8+2	9+2	9+3	10+3		9+6	9+7		
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	

Player wins because the ones column is filled.

Fishing For Division Facts

- LEVEL:** Grade 2 - 3
- SKILLS:** beginning division facts
- PLAYERS:** 2 - 4
- EQUIPMENT:** cards (Ace = 1) - K, Jokers removed
Jack = 12. Queen = 14. King = 16.
- GETTING STARTED:** Each player is dealt five cards.. The remainder of the deck is placed face down. Players take turns asking other players if they have certain cards. Players are searching for numbers that will match numbers in their own hands. Players ask by giving a division question, (ie: "Do you have 12 divided by 3?"). If the player they ask has that card, they must turn it over to the player asking. That player then has a pair, and places it face down in front of themselves. Players may continue asking until they are unsuccessful in finding a match. If a player does not have the number asked for, they say, "Fish", and the player asking takes a card from the top of the deck. If they still do not find a match, they keep the card in their hand and the next player takes their turn. Play continues until one player has no more cards in their hand. Players count up their pairs. The player with the most pairs is the winner.

Player Two chooses Set 2 and flips over the hidden card which is a 4. Player Two multiplies $7 \times 4 = 28$. Twenty eight is 42 away from the target of 70.

Player One earns 1 point for being closest to the target. A new target is rolled and play continues with the remaining two sets of cards. When all three sets have been used, six new cards are dealt and play continues.

Dice Games

Dice Speed:

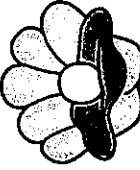
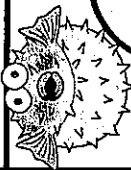
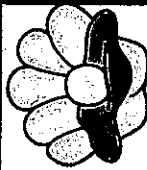
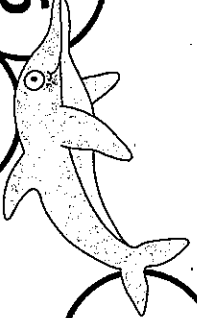

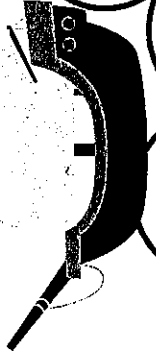
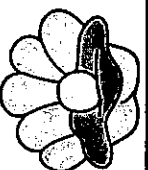

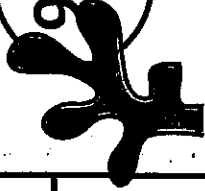
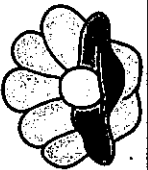
Each student has a partner and two dice. Students each roll a dice and the person says the answer first gets a point. The first person to ten points wins. You can play this with addition, subtraction and multiplication.

Dice War:

Each student has a partner. Every student has two dice. Each student rolls the dice and records the answer on their sheet. The person with the highest (lowest for subtraction) wins a point. The first person to 10 points wins.

OR.. use cards. 😊

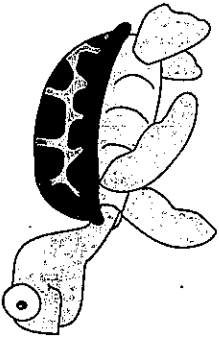


Start	23 +27	29 +60	54 +45	32 +19		49 +48	12 +16	64 +28
22 +60		<h1>Race Around the Sea</h1> <p>Addition Practice (with and without regrouping)</p>					35 +35	35 +35
	70	45	28	97	61	33	24	24 +17
13 +48	81	50		99	71	51	20 +51	
18 +15		75		96	41	51	19 +14	
88 +11	64	89	82	41	71		21 +61	
18 +23	92	89	82	41	71		29 +35	
79 +13		19	58	21	22	29	13 +38	
67 +22	46 +35		19 + 5	21 + 54	22 +11	29 +16		

Directions: Each player uses a different color of counters (or maker). Take turns to roll the dice and move. When you land on a space answer the equation and find the answer on a circle in the center of the board. Cover the circle with a counter (or color it in with a marker). If you land on a lucky clam, cover a circle of your choice. The first player to make a line of four of their counters is the winner.

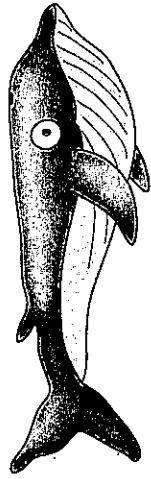


Name: _____



Race Around the Sea

Addition Recording Sheet



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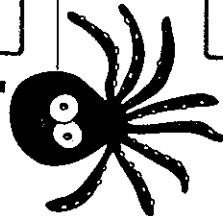
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