

box cars and one-eyed jacks®

Shuffling Into Math

Alignment Document©

Common Core State Standards

The correlation of the specific Common Core State Standards for Math with the games in Shuffling Into Math, published by Box Cars And One-Eyed Jacks Inc., was compiled by Jennie Winters, Math Science Coordinator, Lake County Regional Office of Education (IL).

Shuffling Into Math Game	Page	Concept	CCSS	Equipment
Counting Crunchies	1-1	Counting	K.CC.4	String, cheerios, dice
Take Away	1-1	1 to 1 correspondence, counting	K.CC.4	Dice, 50 counters per player
Pair Hunt	1-2	Recognizing same/different numbers	K.CC.6	Deck of cards, jokers removed
Pair Them Up	1-2	Number recognition, matching	K.CC.6	Deck of cards, jokers removed
Snappy Colour	1-3	Recognition of same/different colours	PK	Deck of cards, jokers removed
Snappy Suits	1-3	Recognition of same/different suits	PK	Deck of cards, jokers removed
Classical Snap	1-4	Number recognition, same/different	PK K.CC.3	Deck of cards, jokers removed
Ace Wins	1-4	Number recognition, matching	PK K.CC.3	2 dice, deck of cards, jokers and kings removed
Roll It	1-5	Number recognition, 1-6 greater than $>$, less than $<$, equal to $=$, 1-6	PK K.CC.6 K.CC.7	2 dice, counters
Roll Them Out	1-5	Number matching, 2-12	K.CC.4	2 dice, deck of cards, kings and aces removed. Jack = 11, queen = 12
Calling All Cards!	1-6	Number recognition, 2-10	PK K.CC.3	2 dice, cards 2-10 for each player
Hot Cards	1-6	Number recognition, matching	PK K.CC.3	2 dice, cards 2-10 for each player
Equal Up	1-7	Number recognition 1-6 greater than $>$	PK K.CC.3 K.CC.7	Die, cards (Ace=1) – 6 in all suits
Suit Up	1-7	Matching, greater than $>$, less than $<$	K.CC.6 K.CC.7	Deck of cards, jokers removed
Turn Overs	1-8	Number recognition, matching	PK K.CC.3	2 dice, cards: aces, kings and jokers removed. Jack=11, queen=12
Classic Concentration	1-8	Number recognition, memory skills	PK K.CC.3	Cards (ace=1) -10, 2 of each
Number Mania	1-9	Sorting cards into numbers, number recognition	PK K.CC.3	Full deck of cards for each, jokers removed
Beat The Clock Speedy Suits	1-9	Sorting cards into suits	PK	Full deck of cards for each, jokers removed
Order Up	1-10	Sorting and sequencing	PK	Full deck of cards for each, jokers removed
Blast Off	1-10	Sequencing numbers, number recognition	PK	2 dice, cards (Ace=1) – 10 per player
Better By The Dozen	1-11	Sequencing numbers 1-12, number recognition	PK K.CC.2	2 dice, cards, jokers and kings removed. Ace=1, jack=11, queen = 12

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Five to Win	1-11	Number sequencing 1-5	K.CC.2	Deck of cards, picture cards and jokers removed
Run Of The Same	1-12	Number sequencing (1-5 for K) (1-10- for Gr 1)	K.CC.2	Cards (Ace=1) – 5: K, 1-10: Gr 1
Take a Chance	1-12	Odd/even numbers	2.OA.3	Die and 10 counters per player
Roll And Write	1-13	Number recognition, writing numerals	PK K.CC.3	Die, paper, pencil
Colour Patterning	2-1	Making/identifying patterns		Deck of cards
Can You figure It?	2-1	Making/identifying numerical patterns		Deck of cards
Clapping Colour Patterns	2-2	Making/identifying patterns, memory		Cards, jokers removed, paper, pencil
Hide And Seek	2-2	Making / identifying number patterns, problem solving		Cards, jokers removed, paper, pencil
What's The Rule	2-3	Making/identifying number patterns		Cards (Ace=1) – 10, picture cards and jokers removed
Find The Pattern	2-3	Identifying/making number patterns		5 dice
Concentration	3-1	Recognizing odd/even numbers, memory	2.OA.3	Cards (Ace=1) – 10, 2 of each
Hi Lo Concentration	3-1	Recognizing greater than (>), less than (<) memory	K.CC.7	Cards (Ace=1) – 10, 4 of each
Royal Concentration	3-2	Number recognition, memory	PK	Cards (Ace=1) – jack, 4 of each
Ordinal Snap	3-2	Naming/writing ordinals		Cards (Ace=1) – 10
Guesstimate	3-3	Number recognition, less than (<), greater than (>), equal to (=)	PK K.CC.6 K.CC.7	Cards (Ace=1) – 10
Sign Time	3-4	Recognizing greater than (>), less than (<) and equal to (=), and writing the proper symbol for each	1.NBT.3	2 dice, paper, pencil
A-Ten-Tion	3-5	Place value – numbers to 100, odd/even	1.NBT.1	Cards (Ace=1) – 9, die, paper, pencil
Race To 100	3-5	Place value to 100, adding to 100	1.NBT.1	Die, paper, pencil, 1-100 chart
Climb The Ladder To 100	3-6	Place value & adding numbers to 100, vertical addition	1.NBT.1	Cards (Ace=1) – 9, paper, pencil, 100's board
0 And Your Out	3-6	Place value to 100, subtracting numbers from 100	2.NBT.5	Die, paper, pencil
Race To 1000	3-7	Place value to 1000, odd/even	2.NBT.3 2.NBT.4	Cards (Ace=1) – 9, die, paper, pencil
Two-Digit Scramble	3-8	Place value to 100, betweeness	1.NBT.1 1.NBT.3	Cards (Ace=1) – 9, paper, pencil
Star 99	3-9	Place value to 100. Betweeness, odd/even	1.NBT.1 1.NBT.3	Cards (Ace=1) – 9, die, paper, pencil

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Three-Digit Scramble	3-10	Place value to 1000, betweeness	2.NBT.3 2.NBT.4	Cards (Ace=1) – 9, paper, pencil
Fill In Frenzy	3-11	Place value to 1000, betweeness, odd/even	2.NBT.3 3.NBT.4	Cards (Ace=1) – 9, die, paper, pencil
Who’s In The Middle	3-12	Place value to 100, betweeness	1.NBT.3	Cards (Ace=1) – 9, paper, pencil
Squeeze Play	3-13	Place value to 1000, betweeness	2.NBT.4	Cards (Ace=1) – 9, paper, pencil
Expand It	3-14	Expanding numbers up to and including three-digit numbers	2.NBT.3	Cards (Ace=1) – 9, paper, pencil
Getting It Together	3-14	Recognizing/writing numbers in standard form	2.NBT.3	Cards (Ace=1) – 9, paper, pencil
Round And Round	4-1	Rounding numbers to the nearest 10 and 100	3.NBT.1	Cards (Ace=1) – 9, paper, pencil
Winning Track	4-2	Addition, number combinations to 12	2.OA.2	2 dice, paper, pencil
Subtraction Track	4-3	Subtraction facts to 6	1.OA.6	2 dice, paper, pencil
Adding War	4-4	Addition facts 1-10, 1-18 combinations	1.OA.6	Cards (Ace=1) -5, or (Ace=1) - 9
Subtraction War	4-5	Subtraction from 10	1.OA.6	Cards (Ace=1) – 10
Addition Snap	4-5	Addition, immediate recall of basic facts	2.OA.2	Cards (Ace=1) – 9
Zap	4-6	Addition to 12, counting on from larger numbers, immediate recall	2.OA.2	2 dice, cards, king, ace and jokers removed; jack = 11, queen = 12
Subtraction Snap	4-7	Subtraction, immediate recall of subtraction facts	1.OA.6 2.OA.2	Cards (Ace=1) – 9
You’re A 10-Addition	4-8	Addition combinations with 10, or any number family	1.OA.6	Cards (Ace=1) – 10
You’re a 10-Subtraction	4-8	Subtracting from 10, immediate recall	1.OA.6	Cards (Ace=1) – 10
Cut The Deck	4-9	Addition facts to 12	1.OA.6 2.OA.2	2 dice, cards 2 – queen, jack=11, queen=12, paper, pencil
Fair Game-Addition	4-9	Addition, odd/even	2.OA.2	Cards (ace=1) – 5, or (Ace=1) -9, die
Fair Game-Subtraction	4-10	Subtraction, odd/even	1.OA.6	Cards A-5 or A-9
Bank It	4-10	Odd/even numbers, addition to 12	1.OA.6 2.OA.2	2 dice, 10 counters per player
Make 20	4-11	Numbers to 20, addition and subtraction to 20, odd/even	2.OA.2	Cards (ace=1) – 5, or (Ace=1) -9, paper, pencil
Warp – 3	4-12	Addition with 3 addends	1.OA.6 2.OA.2	Cards (ace=1) – 6
Action 18	4-13	Addition facts to 18, immediate recall	1.OA.6 2.OA.2	3 dice, paper, pencil
3 Addend Snap	4-13	Addition – e addends	1.OA.6 2.OA.2	Cards (ace=1) – 6

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18 Blast Off	4-14	Subtraction facts – 18, immediate recall, 3 addend addition	2.OA.2	3 dice of one colour, 1 of another, paper, pencil
Write On	4-15	Writing addition and subtraction sentences, addition, subtraction immediate recall	2.OA.2	Cards (ace=1) – 10, paper, pencil
Dice Deluxe	4-16	3 addend addition, subtraction from 12, immediate recall, odd/even	2.OA.2	Cards (ace=1) – 9, 2 dice of one colour, 1 of another, paper, pencil
Three Card Mixer	4-16	Addition/subtraction to 18, mixed problem solving, immediate recall	2.OA.2	Cards (ace=1) – 9
“Add On” Addends	4-17	Missing addends, addition facts to 12, writing math sentences	1.OA.4 2.OA.2	Paper, pencil, dice
What’s Hidden?	4-18	Missing addends	1.OA.4 1.OA.6	Cards (ace=1) – 10, dice, margarine tub
What’s Hidden? II	4-19	Subtraction, 2-step problem solving	1.OA.6	3 dice, Cards (ace=1) – 10, margarine tub
What’s Hidden? Speed Play	4-20	Missing addends and minuends	1.OA.6	3 dice, cards A-10, margarine tub
Snap Two It – Addition	4-21	Place value – two digit numbers, adding one digit to a two digit number	2.NBT.5	Cards A-9
Two-Digit Snappers	4-22	Place value – 2-digit numbers, adding 1-digit to a 2-digit number for speed	2.NBT.5	Cards A-9
Snap To It – Subtraction	4-23	Place value – 2-digit numbers, subtracting 1-digit numbers from 2-digit numbers	2.NBT.5	Cards A-9
2-Digit Snappers – Subtraction	4-24	Place value – 1-digit numbers, subtracting 1-digit numbers from 2-digit numbers for speed	2.NBT.5	Cards A-9
Snap Two It - Snap	4-25	Place value = 2-digit numbers, adding 1-digit to 2-digit numbers, subtracting 1-digit from 2-digit numbers for speed	2.NBT.5	Cards A-0, die
Baseball Subtraction	4-26	Subtracting 2-digit numbers without regrouping	2.NBT.5	Cards A-9
Baseball Addition	4-27	Adding 2-digit numbers	2.NBT.5	Cards A-4
Baseball Two – Subtraction	4-28	Subtraction – 2-digit numbers with regrouping	2.NBT.5	Cards A-9
Baseball Two – Addition	4-29	Adding 2-digit numbers with regrouping	2.NBT.5	Cards A-5 or A-9
T-Ball Addition	4-30	Adding 3-digit numbers, no regrouping	3.NBT.2	Cards A-4
T-Ball Subtraction	4-31	Subtracting 3-digit numbers, no regrouping	3.NBT.2	Cards A-9
T-Ball Two – Addition	4-32	Adding 3-digit numbers with regrouping	3.NBT.2	Cards A-5 or A-9

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T-Ball Two – Subtraction	4-33	Subtracting 3-digit numbers with regrouping	3.NBT.2	Cards A-9
Regrouping Scramble	4-34	Addition/subtraction with 2-digit numbers, regrouping, odd/even	2.NBT.5	Cards A-9, die
Fraction Show Off	5-1	Identifying fraction names, demonstrating a knowledge of fractions	3.NF.1	Cards 2-10
Fraction Flip	5-1	Identifying fraction names, demonstrating a knowledge of fractions	3.NF.1	Cards A-10
Fraction Snap	5-2	Identifying fraction names	3.NF.1	Cards 2-10
Fraction Action	5-2	Identifying fraction names	3.NF.1	Cards A-10
What Time Is It Mr. Wolf?	5-3	Telling time to the hour, addition	1.OA.6 2.OA.2 1.MD.3	2 Dice