

box cars and one-eyed jacks®

Math Attack Alignment Document©

Common Core State Standards

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

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Math Attack Game	Page	Concept	CCSS	Equipment
Junior Reach for the Top	15	Number recognition, collecting and organizing data in a bar graph, probability	1.NBT.1 1.MD.4	1 thirty-sided die, gameboard, pencil
Roll I and Graph It	16	Number recognition, odd/even, probability	1.NBT.1	1 thirty-sided die, gameboard, paper/pencil
Number Recognition Bingo	17	Number recognition	1.NBT.1	1 thirty-sided die, 1 thirty-squared bingo gameboard per player, 20 markers per player
Bingo Bump	18	Number recognition	1.NBT.1	1 thirty-squared bingo gameboard, , 20 markers per player, each w/own color
Next In Line	19	Sequencing numbers 1-30	1.NBT.1 K.CC.2	1 thirty-sided die per player, paper/pencil
Back Of The Bus	20	Sequencing numbers 1-30		1 thirty-sided die per player, paper/pencil
Give Me Five	21	Number recognition	1.NBT.1	1 thirty-sided die, 1 blank thirty-squared gameboard, colored markers, paper, pencil
Number War	22	Comparing numbers, greater than/less than	1.NBT.3	1 thirty-sided die per player, markers
Hi Lo Freeze	23	Comparing numbers, greater than/less than, odd/even	1.NBT.3	1 thirty-sided die per player, cards (ace=1) -9, paper/pencil
Betweeners	24	Sequencing numbers 1-30	1.NBT.3	1 thirty-sided die per player, markers
Home, Home on the Range	25	Identifying range of 2 numbers, betweeness	1.NBT.3	1 thirty-sided die per player, paper/pencil
Just Between Us	27	Greater than/less than, between, number recognition, probability	1.NBT.3	2 thirty-sided dice, paper/pencil
If The Number Fits	28	Place value, greater/less than	1.NBT.3	2 thirty-sided die, cards (ace=1) -9 and king-0
Place Value War	29	Comparing numbers to thousands, place value	4.NBT.2	2 thirty-sided dice per player, counters
Place Value Match	30	Place value, number recognition	4.NBT.2	2 thirty-sided dice, cards (ace=1) -9 and king-0
Mystery Roll	31	Sequencing numbers, probability, problem solving – using logical reasoning, making predictions	1.NBT.3	1 thirty-sided die per player, paper/pencil
Mystery Roll Challengers	34	Addition of 2-digit numbers with regrouping	2.NBT.5	2 thirty-sided dice per player
Place Value Predictions	37	Addition of several addends with regrouping, estimations	4.NBT.2	3 thirty-sided dice, paper/pencil, calculator

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The 30's War	41	Adding 2-digit numbers with regrouping	2.NBT.5	1 thirty-sided die, cards (ace=1) -9, king=0, paper/pencil
Add Up	42	3 addend addition	2.NBT.5	1 thirty-sided die per player, cards (ace=1) -6 (gr 2-3); (ace=1) -10 (gr 4 and up)
Addstravaganza (Adding War)	43	Adding 2-digit numbers with regrouping	2.NBT.5	2 thirty-sided dice per player, counters, paper/pencil
Fair 30's	44	Adding 2-digit numbers with regrouping, odd/even	2.NBT.5 2.OA.3	2 thirty-sided dice per player, 1 regular die, bingo chips
Addition Bingo	45	Adding 2-digit numbers with regrouping, sums to 60	2.NBT.5	2 thirty-sided dice, 1 thirty-squared bingo gameboard per player, up to 60 bingo chips per player, paper/pencil
Freeze For Thirty	46	Number recognition, adding with regrouping, estimating, subtracting from 30, probability	2.NBT.5	1 thirty-sided die, paper/pencil
Sub-War	47	Subtraction, facts from 30	2.NBT.5	1 thirty-sided die per player, cards (ace=1) -9, king=0, paper/pencil
Reaching For the Top (Adding/Subtracting)	48	Addition/subtraction of 2-digit numbers with regrouping, collecting and organizing data on a bar graph, probability	2.NBT.5 2.MD.10	2 thirty-sided dice, gameboard, pencil
Subtraction Action (Subtraction War)	49	Subtracting 2-digit numbers with regrouping	2.NBT.5	2 thirty-sided dice per player, counters
Subtraction Bingo	50	Subtracting 2-digit numbers with regrouping	2.NBT.5	2 thirty-sided dice per player, 1 thirty-squared bingo gameboard per player, 20 markers per player
Addin' Snappin'	51	Addition of 2 addends with regrouping	2.NBT.5	1 thirty-sided die per player, counters
Subtractin' Snappin'	52	Subtraction facts with regrouping	2.NBT.5	1 thirty-sided die per player, counters
Even/Odd Snappers	53	Addition of 2 addends with regrouping, odd/even	2.NBT.5 2.OA.3	1 thirty-sided die per player, counters
Double Or Nothing	54	Adding doubles	2.NBT.5	1 thirty-sided die, counters
In Trouble Doubles	55	Adding doubles, subtraction with regrouping	2.NBT.5	2 thirty-sided dice, counters
Pushing A 100	56	Addition of 3 addends, sums with regrouping	2.NBT.5	1 thirty-sided die per player, counters

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Secretive Addends	57	Adding/subtracting, missing addends	2.NBT.5	2 thirty-sided dice, cards (ace=1) -9, king=0, paper/pencil
Roll To 100	58	Probability, adding 2-digit numbers with regrouping, sums to 100, mental estimation	2.NBT.5	1 thirty-sided die, 1 gameboard per player, pencil
100 Wipe Out	60	Probability, subtracting 2-digit numbers with regrouping, mental estimation	2.NBT.5	1 thirty-sided die, 1 gameboard per player, pencil
Hi Lo Challenger	61	Adding 2-digit numbers with regrouping, sums to 150	2.NBT.5 3.NBT.2	1 thirty-sided die per player, cards (ace=1) -9, calculator, paper/pencil
Block Out	62	Number recognition, adding 2-digit numbers with regrouping, problem solving	2.NBT.5	1 thirty-sided die, 1 thirty-sided gameboard with numbers 1-30, markers
Sums By Five	63	Addition of several addends with regrouping, predicting, estimation	3.NBT.2	3 thirty-sided dice, calculator, paper/pencil
One Thousand and Holding	64	Adding/subtracting 2-digit numbers with regrouping, odd/even	2.NBT.5	1 thirty-sided die per player, paper/pencil
30 Sum Thing	65	Adding with regrouping to 1000's	3.NBT.2	1 thirty-sided die, gameboard, paper/pencil
Snappy Integers	67	Adding integers	7.NS.1	1 different colored thirty-sided die per player, counters, paper/pencil
Factor find	71	Factoring, multiplying	3.OA.7 4.OA.4	1 thirty-sided die, 1 deck of cards: half the deck for each player (i.e., 2 suits each (ace=1) -9, jack=11, queen=12, king=wild)
Multiple Madness	72	Multiplying/dividing/factoring	3.OA.7 4.OA.4	2 thirty-sided dice per player, 5 regular dice
Multiples To The End	73	Factoring/multiplying/dividing, adding 2-digit numbers with regrouping	3.OA.7 4.OA.4	1 thirty-sided die, paper/pencil
Multiplication Match Up (Multiplication War)	74	Multiplication of 2-digit numbers	4.NBT.5	2 thirty-sided dice per player, counters, calculators, paper/pencil
Multiplication Estimation	75	Multiplication of 2-digit numbers	4.NBT.5	2 thirty-sided dice, calculator, paper/pencil
The Thirties Groupies	76	Grouping for division	3.OA.6 3.OA.7	2 thirty-sided dice, counters, cards (ace=1) -9, paper/pencil
Rolling Remainders	77	Division	4.NBT.6	2 thirty-sided dice, 1 hundred board per player, markers

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Factor Fun	78	Multiplying/dividing/factoring	4.NBT.6	1 thirty-sided die per player, cards (ace=1) -9, counters, paper/pencil
Productive Pondering	79	Multiplication of 2-digit numbers, estimation	4.NBT.5	2 thirty-sided dice, paper/pencil
Dicey Division	80	Dividing/multiplying/estimating, mental math	4.NBT.6	2 thirty-sided dice, cards (ace=1) -9, king=0, calculator, paper/pencil
All That Remains	81	Dividing	5.NBT.6	3 thirty-sided dice, calculator, paper/pencil
Sixty Something	85	Mixed operations	2.NBT.5 3.OA.7 3.OA.8	2 thirty-sided dice, paper/pencil
Criss Cross	86	Mixed operations	2.OA.2 3.OA.7 5.OA.2 3.OA.8	1 thirty-sided die, 1 gameboard per player, pencil
Rock Around The Clock	88	Mixed operations	2.OA.2 3.OA.7 5.OA.2 3.OA.8	1 thirty-sided die per player, cards (ace=1) -12, jack=11, queen=12
The Cutting Edge	90	Mixed operations	2.OA.2 3.OA.7 5.OA.2 3.OA.8	1 thirty-sided die, deck of cards (ace=1) -10, jack=11, queen=12, king=0, paper/pencil
Secret Cheat	91	Adding, subtracting, multiplying, dividing, exponents	2.OA.2 3.OA.7 5.OA.2 3.OA.8 6.EE.1	1 thirty-sided die per player, 1 or 2 decks of cards mixed (ace=1) -10, jack=11, queen=12, king=0
Reach For The Top Challenger	93	Mixed operations	2.OA.2 3.OA.7 3.OA.8 5.OA.2	2 thirty-sided dice, gameboard, pencil
Team Total	94	Mixed operations, exponents	2.OA.2 3.OA.7 3.OA.8 5.OA.2 6.EE.1	1 thirty-sided die, 1 deck of cards (ace=1) -10, jack=11, queen=12, king=0
Calendar Sums	96	Mixed operations, mental math	2.OA.2 3.OA.7 3.OA.8 5.OA.2 6.EE.1	3 thirty-sided dice, gameboard, bingo chips

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Sweet 16	98	Mixed operations, problem solving	2.OA.2 3.OA.7 3.OA.8 5.OA.2 6.EE.1	1 thirty-sided , cards (ace=1) -k, jack=11, queen=12, king=0
Right On Target	100	Mixed operations	2.OA.2 3.OA.7 3.OA.8 5.OA.2 6.EE.1	2 thirty-sided dice, gameboard, bingo chips
Bullseye	102	Mixed operations	2.OA.2 3.OA.7 3.OA.8 5.OA.2 6.EE.1	1 thirty-sided die, 5 regular dice, gameboard, paper/pencil
Target 100	104	Problem solving, mixed operations	2.OA.2 3.OA.7 3.OA.8 5.OA.2 6.EE.1	4 thirty-side dice, paper/pencil, egg timer
Mixed Up Tic Tac Toe	105	Problem solving, mixed operations	2.OA.2 3.OA.7 3.OA.8 5.OA.2 6.EE.1	3 thirty-sided dice, 30 bingo chips per player-own colour, gameboard
Pass It On	106	Mixed operations, problem solving, missing addends, minuends, factors, divisors	2.OA.2 3.OA.7 3.OA.8 5.OA.2 6.EE.1	1 thirty-sided , cards (ace=1) -10, jack=11, queen=12, king=0
Clear The Deck	108	Mixed operations	2.OA.2 3.OA.7 3.OA.8 5.OA.2 6.EE.1	1 thirty-sided, full deck of cards ace=1, jack=11, queen=12, king=0
The Birthday Game	113	Sequencing the months, identifying numbers	2.MD.10 1.NBT.1	1 thirty-sided die, 1 twelve-sided die (or 2 regular die not using number 1). When rolling 2 dice the least sum will always be 2. If they choose, players can subtract their dice to get a difference of 1
Calendar Tic Tac Toe	114	Locating dates on a calendar, verbalizing day, month, date in proper sequence	1.NBT.1	1 thirty-sided die, calendar page, bingo chips-1 colour per player

Math Attack Game	Page	Concept	CCSS	Equipment
Pattern Builders	116	Observing and creating number patterns, adding, subtracting, multiplying, dividing		1 thirty-sided , cards (ace=1) -9, king=0
Reduced Fraction War	118	Reducing fractions to their simplest form, dividing		2 thirty-sided dice, bingo chips or other counters, calculators, paper/pencil
Reduced Fraction Snap	119	Reducing fractions to their simplest form, dividing		1 thirty-sided die per player, bingo chips or other counters,
Prime or Composite?	120	Prime numbers	4.OA.4	1 thirty-sided die, gameboard, pencil