

box cars and one-eyed jacks®

Deca Dice
Alignment Document©

Common Core State Standards

The correlation of the specific Common Core State Standards for Math with the games in Deca Dice, 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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Deca Dice Game	Page	Concept	CCSS	Equipment
Deca Train	34	Building 10's, number recognition, probability	1.NBT.1	1 decadie per player, gameboard, pencil
Deca Train Challenger	37	Building 10's and 1's (adding), rounding, probability	1.NBT.2 3.NBT.1	1 decadie, 1 0-9 die per player, gameboard, pencil
Decadice Line Up	39	Ordering Tens (10's)	1.NBT.1	4 decadice, paper, pencil, one decade number line per player
Decagraphic	41	Recognizing and naming decades, graphing, interpreting a bar graph	1.NBT.1	1 decadie, gameboard, pencil
Decagraphic II	43	Adding 10's and 1's, rounding to the nearest 10, interpreting bar graphs	1.NBT.2 3.NBT.1	1 decadie, cards King-0 (King=0, Ace=1), gameboard, pencil
Rolling a "Round"	44	Adding 10's and 1's, rounding to the nearest 10, data analysis, probability	1.NBT.2 3.NBT.1	1 decadie, 1 ten-sided (0-9) die, 1 gameboard, pencil, highlighter
Detective Line Up	47	Ordering numbers, identifying and analyzing patterns	1.NBT.1	4 decadice, gameboard, pencil
Tweenies	50	Comparing numbers 0 – 9,090	1.NBT.3	1 decadie per player, bingo chips or other counters, decade number line
Chip Tac Toe	57	Learning numbers on the hundred board	1.NBT.3	2 decadice, bingo chips, hundred board
Ten for Me	58	Adding, patterning, place value, learning numbers on a hundred board	1.NBT.1 1.NBT.2	1 decadie, one ten-sided (0-9) die per player, blank hundred board, pencil
Treasure Hunt	61	Logical reasoning, odd/even, less than/greater than. Variation: factors, multiples	1.NBT.2 1.NBT.3	1 decadie, one ten-sided (0-9) die, hundred board, bingo chips
In the Zone	63	Comparing numbers 0-90, reading numbers	1.NBT.3	2 decadice, cards King – 9 (King=0, Ace=1)
Deck Ya	66	Comparing numbers 0-90	1.NBT.3	2 decadice, cards King – 9 (King=0, Ace=1)
Pondering Predictions	69	Comparing numbers 0-90, greater than/less than, odd/even	1.NBT.3 2.OA.3	1 decadie per player, one regular die, paper, pencil
Range Game	70	Grade 2-3: comparing numbers 0-90, "betweenness", probability	1.NBT.3 2.NBT.5	2 decadice, paper, pencil, gameboard, highlighters
		Grade 4-7: Recording/analyzing data, graphing, percent probability	6.SP.2 6.SP.4	
Keep the Range Open	75	Probability, place value, "betweenness"	1.NBT.3	2 decadice, cards King – 9 (King=0, Ace=1)
Decade Duel	78	Place value, comparing numbers 0-90, probability	1.NBT.3 2.NBT.5	Two 10-sided (0-9) dice and 2 decadice per group, pencil, paper
Eight's Enough	81	Building numbers to 99, comparing numbers, predicting, probability	1.NBT.3 2.NBT.5	2 decadice, cards King – 9 (King=0, Ace=1)

Deca Dice Game	Page	Concept	CCSS	Equipment
Figure eight	83	Building and comparing numbers 0-88, rounding	3.NBT.1	Cards King – 8 (King=0, Ace=1); 1 decadie
Flippin' Out	86	Building and comparing numbers to 99, rounding, probability	3.NBT.1	1 decadie, cards King-0 (King=0, Ace=1), gameboard
It's a Toss Up	88	Place value 9,090, reading numbers	4.NBT.2	2 decadice per player
Double Round Up Snap	90	Rounding to the nearest 10, 100 or 1,000	3.NBT.1 4.NBT.3	Cards King-9 (King=0, Ace=1), paper, pencil
Place Value Showdown	94	Comparing numbers 0 -9,090	4.NBT.2	Cards King-9 (King=0, Ace=1)
A Target Round	96	Comparing and building numbers to 9,090, rounding to the nearest thousands.	4.NBT.3	Cards King-9 (King=0, Ace=1), 2 or 3 decadice, gameboard, paper, pencil
Rock N' Rollers	99	Creating 6-digit or 8-digit numbers, reading large numbers, comparing numbers	4.NBT.2	2 decadice per player and two 10-sided (0-9) dice per player
Driving Range	101	Logical reasoning, problem solving, place value, probability	1.NBT.3	2 decadice, paper, pencil, gameboard
Roll a 100	105	Adding 10's to 100, probability	2.NBT.5	4 Decadice, gameboard
Pick a Fact...Any Fact	108	Adding 10's and 1's without regrouping, comparing sums	1.NBT.2	1 decadie per player, Cards A-9, 1 regular die
Striking Dice	110	Adding 10's and 1's to 100, probability	2.NBT.5	2 decadice, two 10-sided (0-9) dice, paper, pencil
Two Hundred	113	Probability, adding 10's to 200, mental math	3.NBT.2	1 decadie, gameboard, pencil
Hunting Benchmarks	117	Adding 10's to 1,000, probability, predicting	3.NBT.2	2 decadice, paper, pencil, calculators (optional)
Decidedly Different	119	Subtracting 10's, probability, adding 10's, developing an outcome chart	3.NBT.2	2 decadice, paper, pencil, outcome chart for post play
Target With Four	123	Adding 2-digit numbers with regrouping	2.NBT.5 3.NBT.2	Cards King-9 (King=0, Ace=1), paper, pencil
Nasty Nineties	126	Adding multiples of 10 to 1,000, subtracting 90, probability	3.NBT.2	2 decadice, paper, pencil
One Hundred Eighty	130	Adding and subtracting multiples of 10, doubling and tripling numbers, probability	3.NBT.2 3.NBT.3	1 regular die, one decadie, paper, pencil
Going for 500	135	Adding with regrouping, decision making, using logical reasoning, probability	3.NBT.2	1 decadie per player, paper, pencil
A-Ten-Snap	138	Subtracting a 1-digit number from a 2-digit number using a pattern	1.OA.6 2.NBT.5	Cards King-9 (King=0, Ace=1), 1 decadie
The Missing Deca	140	Adding 2-digit numbers, missing addend	4.NBT.4	Cards Ace-9 (Ace=1), two decadice, paper pencil

Deca Dice Game	Page	Concept	CCSS	Equipment
Who Wants to be A 100,000 Aire?	142	Adding with regrouping to 100,000, probability	4.NBT.4	1 decadie per player, 2 ten-sided (0-9) dice, paper, pencil
Deca Golf	147	Subtraction with regrouping	2.NBT.5	Cards King-9 (King=0, Ace=1) 1 decadie per player, gameboard
Hide And Seek	150	Basic multiplication facts, missing factors, predicting	3.OA.7	Cards King-9 (King=0, Ace=1), 1 decadie
Millennium Dice	152	Subtracting large numbers, calendar skills, number bonds to 100	4.NBT.4	2 ten-sided (0-9) dice, 1 decadie, bingo chips
Roll Of The Century	152	Multiplying by tens, rounding, comparing to the closest hundred, multiple addend addition	3.NBT.2 3.NBT.3	1 ten-sided (0-9) die, 1 decadie
Red Racers	155	Multiplying by multiples of 10, probability	3.NBT.3	1 ten-sided (0-9) die, 1 decadie, one gameboard per player, pencil
Football Factor	161	Multiplying 10's and 1's, multiple addend addition, probability	3.NBT.3 4.NBT.4	1 decadie, gameboard, pencil
The Great Divide	166	Dividing and adding accumulative sums	3.OA.7 4.NBT.6	1 decadie, 1 regular die, gameboard, paper, pencil
Quotient War	168	Division with remainders	4.NBT.6	1 decadie and 1 regular die per player, calculator
Division Decision	169	Division with remainders	4.NBT.6	Hundred board, bingo chips or other markers, 1 decadie, 1 ten-sided (0-9) die or regular die, calculator
Factor Buzz	170	Finding factors, mental math, adding 4 addends, multiplication and division	4.NBT.4	4 decadice, paper, pencil, calculator
Got It / Closest to!	173	Mixed operations (+, -, x, ÷)	6.EE.1	1 decadie, 2 ten-sided (0-9) dice, 2 regular dice, gameboard, pencil
Combo Decade Duel	176	Mixed operations with 10's (+, -, x, ÷), problem solving, order of operations	5.OA.2 6.EE.1	4 decadice, paper, pencil
Combo Snap	178	Mixed operations (+, -, x, ÷), problem solving	5.OA.1 6.EE.1	1 decadie, cards Ace – King (Ace=1, Jack=11, Queen=12, King=0)
Target Zero	179	Adding and subtracting 10's, working with negative numbers	6.NS.5 6.NS.6	1 decadie, 1 number line per player, pencil
Deci-Deca	181	Mental math, multiplying decimals and whole numbers	5.NBT.7	Cards King-9 (King=0, Ace=1), calculators, gameboards: A, B, or C

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Dieing For Fractions	185	Building and comparing proper fractions, reducing to simplest form and comparing	4.NF.2	2 decadice per player, pencil, paper
Dieing for Fractions Challenger	186	Adding proper fractions, finding common denominators, comparing fractions	5.NF.1 4.NF.2	4 decadice, paper, pencil, fractions pieces
Get In Line	187	Comparing proper fractions	4.NF.2	Decadice, paper, pencil
Counting In Circles	188	Counting dines	K.CC.1	1 decadie, play money, ten dimes per player
Capture The Center	189	Counting mixed change	2.MD.8	Mixed coins (pennies, nickels, dimes, quarters) 1 decadie
Pocket Savings	193	Calculating percent (%) discount, counting mixed change	7.RP.3	Cards King-9 (King=0, Ace=1) mixed coins, paper, pencil, 1 decadie per player, calculator
Millimetre Maze	195	Using a metric ruler, understanding millimeters, concept of horizontal and vertical, right angles, logical reasoning		100 mm x 100 mm grid for each player, 1 decadie, pencil, ruler