

# box cars and one-eyed jacks<sup>®</sup>

## Power Play Alignment Document<sup>©</sup>

# Common Core State Standards

The correlation of the specific Common Core State Standards for Math with the games in Power Play, 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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<b>Power Play Game</b>	<b>Page</b>	<b>Concept</b>	<b>CCSS</b>	<b>Equipment</b>
Wholey Number Oley	1	Multi-digit place value, comparing whole numbers	4.NBT.2	Thousands, hundreds, tens, ones die for each player
Dacey Decimal Duets	1	Decimal place value, comparing decimals	5.NBT.3	Tenths, hundredths, thousandths die for each player
Read Em and Weep	2	Decimal place value, comparing decimals	4.NBT.7 5.NBT.3	Tenths, hundredths, Tens, ones, hundreds die, bingo chip for each player
Stuck Between	2	Multi-digit whole number Place value, comparing numbers	4.NBT.2	Thousands, tens, hundred, ones die for each player
Addition Face Off	3	Multi-digit addition, comparing numbers	4.NBT.2 4.NBT.4	2 Thousands, hundreds, tens, ones dice per player
Adding Decimal Duets	3	Decimal addition, comparing decimals	5.NBT.3 4.NBT.7	2 Hundreds, Tens, Ones, tenths dice per player
Subtracting Decimal Duets	3	Decimal subtraction, comparing decimals	5.NBT.3 4.NBT.7	2 Hundreds, Tens, Ones, tenths dice per player
Multi-Decimal Duets	3	Multiplying decimals	5.NBT.7	Ones die and tens die per player
Place Value Patterns	4	Count on from a number	K.CC.2	Decade die and 0-9 die.
Match Makers	5	Place value, comparing and subtracting 4-digit numbers	4.NBT.4 4.NBT.2	Cards (Ace=1) – 9 , thousands, hundreds, tens, ones die/per player
Mac’s Midway Challenge	6	Place value, subtracting 4-digit numbers, estimating	4.NBT.4	Two thousands dice, cards (Ace=1) – 9.
Subtraction Shuffle	7	Subtracting 3-4 digit-numbers, estimating, problem solving	3.NBT.2 4.NBT.4	One hundreds die, (Ace=1) – 9, paper, pencil
Hide & Seek	8	Identifying place value, addition of whole and decimal numbers, probability	5.NBT.3	One of each type of place value dice thousands to thousandths, gameboard, pencil
The Risk Takers	9	Adding decimals, probability, place value	5.NBT.7	Decade (tens) to hundredths dice/per player, paper, pencil
You’re Number One!	10	Decimal place value, adding and subtracting decimals, probability	5.NBT.7	1 each of tenths, hundredths, thousandths dice, gameboard, pencil
100,000 Toss Up	11	Mental addition with 1000’s, adding with regrouping to 100,000, mental math subtraction	4.NBT.4	1 thousands die per player, paper, pencil
Connect Three	12	Multiplying decimals, mental math, identifying and comparing decimals	5.NBT.7	1 hundredths die, one tens (decade) die per player, gameboard, paper, pencil, bingo chips