

# Rolling Into Math

Box Cars And One Eyed Jacks Inc.

<b>GAME</b>	<b>PAGE</b>	<b>Concepts</b>	<b>Code</b>	<b>Equipment</b>
Bell Curve Race	144	Addition, constructing a bar graph, outcomes chart	1.MD.4	Gameboard, pair of dice per player, counters
Seemingly Simple Doubles	147	Recognizing doubles, building bar graphs	1.MD.4	Tray of 36 dice, gameboard, recording sheet
10's and 1's Horse Race	23	Identifying 10's and 1's, comparing numbers, greatest/least	1.NBT.2	Tray of dice, gameboard place value mat (optional)
Betweeners Horse Race	28	Identifying 10's and 1's, comparing numbers, greatest/least, betweenness	1.NBT.3	Trays of dice, 0-100 number line (optional), gameboard, place value mat (optional)
Horse Race – Primary Addition	54	Adding to 12, commutative property of addition, fact families	1.OA.3	Tray of dice, gameboard
Warp 18	61	Adding to 18 with 3 addends, fact families, associative property of addition, working with patterns	1.OA.3	Tray of dice, gameboard
What's Under My Thumb	59	Missing addend, subtraction, counting on or back	1.OA.4	Tray of dice, gameboard
Primary Race with Rules	75	Addition to 12, subtraction from 6, patterns	1.OA.4	Tray of dice, gameboard
Slam Dunk Differences	82	Subtracting from 12, adding sums, introducing the term "difference," 2-step problems	1.OA.4	Tray of dice, gameboard, recording sheet
What's Under My Thumb	59	Missing addend, subtraction, counting on or back	1.OA.5	Tray of dice, gameboard
Horse Race – Primary Addition	54	Adding to 12, commutative property of addition, fact families	1.OA.6	Tray of dice, gameboard
What's Under My Thumb	59	Missing addend, subtraction, counting on or back	1.OA.6	Tray of dice, gameboard
Warp 18	61	Adding to 18 with 3 addends, fact families, associative property of addition, working with patterns	1.OA.6	Tray of dice, gameboard
Primary Super Mush	64	Fact fluency, addition facts to 12, number patterns	1.OA.6	Tray of dice, recording sheet
Even the Score - Addition	70	Adding to 12, odd/even sums, patterns	1.OA.6	Tray of dice, gameboard
Primary Race with Rules	75	Addition to 12, subtraction from 6, patterns	1.OA.6	Tray of dice, gameboard
Slam Dunk Differences	82	Subtracting from 12, adding sums, introducing the term "difference," 2-step problems	1.OA.6	Tray of dice, gameboard, recording sheet
Square Doubling - Addition	111	Patterning, doubles, addition with multiple addends	1.OA.6	Tray of dice
Bell Curve Race	144	Addition, constructing a bar graph, outcomes chart	1.OA.6	Gameboard, pair of dice per player, counters
Seemingly Simple Doubles	147	Recognizing doubles, building bar graphs	1.OA.6	Tray of 36 dice, gameboard, recording sheet
Knock Yourself Out	131	Adding, subtracting	1.OA.7	Tray of dice, gameboard
Primary Race with Rules	75	Addition to 12, subtraction from 6, patterns	1.OA.8	Tray of dice, gameboard

# Rolling Into Math

Box Cars And One Eyed Jacks Inc.

Roll On Place Value - Primary	33	Comparing place value to 10's, to 100's, identifying hundreds, tens, ones and verbalizing numbers correctly	2.NBT.1	Tray of dice, gameboard, recording sheet
Super Six Showdown	38	Identifying 100's and 10's and 1's, greatest/least	2.NBT.1	Tray of dice, gameboard
Roll On Place Value - Primary	33	Comparing place value to 10's, to 100's, identifying hundreds, tens, ones and verbalizing numbers correctly	2.NBT.3	Tray of dice, gameboard, recording sheet
Super Six Showdown	38	Identifying 100's and 10's and 1's, greatest/least	2.NBT.3	Tray of dice, gameboard
Rock and Roll	41	Comparing place value, expanding numbers	2.NBT.3	2-6 dice per player, recording sheet
Super Six Showdown	38	Identifying 100's and 10's and 1's, greatest/least	2.NBT.4	Tray of dice, gameboard
Slam Dunk with Regrouping	85	2-digit addition with regrouping, 3-digit addition with regrouping	2.NBT.5	Tray of dice, recording sheet
Big Sums	120	Adding with patterns, recording and interpreting data	2.NBT.5	Tray of dice, recording sheet, pattern counting sheet
Triple Tray	79	Multiple addend addition with regrouping, counting multiples	2.NBT.6	Tray of dice, recording sheet
Square Doubling - Addition	111	Patterning, doubles, addition with multiple addends	2.NBT.6	Tray of dice
Big Sums	120	Adding with patterns, recording and interpreting data	2.NBT.6	Tray of dice, recording sheet, pattern counting sheet
Don't Hang Loose	136	Multiple addend addition, sequencing, patterns	2.NBT.6	Tray of dice, pattern chart, scoring sheet
High Rollers	141	Adding multiple addends	2.NBT.6	Tray of dice, gameboard, recording sheet
Slam Dunk Differences	82	Subtracting from 12, adding sums, introducing the term "difference," 2-step problems	Leads to 2.OA.1	Tray of dice, gameboard, recording sheet
Triple Tray	79	Multiple addend addition with regrouping, counting multiples	2.OA.2	Tray of dice, recording sheet
Bell Curve Race	144	Addition, constructing a bar graph, outcomes chart	2.OA.2	Gameboard, pair of dice per player, counters
Even the Score - Addition	70	Adding to 12, odd/even sums, patterns	2.OA.3	Tray of dice, gameboard
Slam Dunk with Regrouping	85	2-digit addition with regrouping, 3-digit addition with regrouping	3.NBT.2	Tray of dice, recording sheet
What's Under My Thumb Multiplication	97	Missing factor, division	3.OA.4	Tray of dice, gameboard
36 Slam Dunk	92	Multiplication, products to 36, "factor," "product," commutative property of multiplication	3.OA.5	Tray of dice, recording sheet
Even the Score - Multiplication	99	Multiplying to 36, even/odd products, patterns, commutative and associative properties of multiplication	3.OA.5	Tray of dice, gameboard

# Rolling Into Math

Box Cars And One Eyed Jacks Inc.

72 Slam Dunk	107	Multiplication, products to 72, 144, associative property of multiplication, factors	3.OA.5	Tray of dice, gameboard
36 Slam Dunk	92	Multiplication, products to 36, "factor," "product," commutative property of multiplication	3.OA.7	Tray of dice, recording sheet
Even the Score - Multiplication	99	Multiplying to 36, even/odd products, patterns, commutative and associative properties of multiplication	3.OA.7	Tray of dice, gameboard
Race With Rules - Multiplication	104	Multiplying to 36	3.OA.7	Tray of dice, gameboard
72 Slam Dunk	107	Multiplication, products to 72, 144, associative property of multiplication, factors	3.OA.7	Tray of dice, gameboard
Leap Frog from Twelve	116	Mixed Operations	3.OA.8	Tray of dice
Rock and Roll	41	Comparing place value, expanding numbers	4.NBT.2	2-6 dice per player, recording sheet
Last Man Standing	45	Ordering and comparing place value to 100,000's, estimation	4.NBT.2	2-6 dice per player, recording sheet
Basic Fraction Horse Race	48	Comparing simple fractions, "proper fraction," "unit fraction", "regular fraction"	4.NF.2	Tray of dice, gameboard, fraction manipulatives
Pattern Put Away	128	Developing and describing patterns, operations	4.OA.5	Tray of dice, recording sheet
How Perfect Are You?	125	Probability, frequency and distribution, tallying, analyzing and interpreting data	6.SP.2	Tray of dice, recording sheet
How Perfect Are You?	125	Probability, frequency and distribution, tallying, analyzing and interpreting data	6.SP.4	Tray of dice, recording sheet
1-6 Square Off	17	Identifying numbers 1-6, counting, 1-1 correspondence to 6, graphing	K.CC.3	Tray of dice, gameboard, recording sheet
Kindergarten Horse Race	20	Identifying numbers 1-6, counting, comparing numbers $<$ $>$ , 1-1 correspondence	K.CC.3	Tray of dice, recording sheet
Kindergarten Horse Race	20	Identifying numbers 1-6, counting, comparing numbers $<$ $>$ , 1-1 correspondence	K.CC.6	Tray of dice, recording sheet