

BK26 ShakeShuffle&Roll

CCSS	CONCEPT	GAME	BOOK	PAGE	EQUIPMENT	Code
K	1 to 1 correspondence of numbers	Snappy Color	Shake Shuffle & Roll	24	Deck of cards, jokers removed	BK26
PK	Recognition of same/different colors	Snappy Color	Shake Shuffle & Roll	24	Deck of cards, jokers removed	BK26
K	1 to 1 correspondence of numbers	Snappy Suits	Shake Shuffle & Roll	26	Deck of cards, jokers removed	BK26
K.CC.6	Matching, greater than >, less than <	Snappy Suits	Shake Shuffle & Roll	26	Cards (Ace=1) – 10, 4 of each	BK26
K.CC.7	Matching, greater than >, less than <	Snappy Suits	Shake Shuffle & Roll	26	Deck of cards, jokers removed	BK26
PK	Recognition of same/different suits	Snappy Suits	Shake Shuffle & Roll	26	Deck of cards, jokers removed	BK26
PK	Sorting cards into suits	Beat The Clock Speedy Suits	Shake Shuffle & Roll	28	Full deck of cards for each, jokers removed	BK26
K-3	Making/identifying number patterns	What's The Rule	Shake Shuffle & Roll	31	Cards (Ace=1) – 10, picture cards and jokers removed	BK26
K.CC.3	Number recognition, same/different	Classical Snap	Shake Shuffle & Roll	33	Deck of cards, jokers removed	BK26
PK	Number recognition, same/different	Classical Snap	Shake Shuffle & Roll	33	Deck of cards, jokers removed	BK26
K.CC.3	Sorting cards into numbers, number recognition	Number Mania	Shake Shuffle & Roll	34	Full deck of cards for each, jokers removed	BK26
PK	Sorting cards into numbers, number recognition	Number Mania	Shake Shuffle & Roll	34	Full deck of cards for each, jokers removed	BK26
K.CC.6	Recognizing same/different numbers	Pair Hunt	Shake Shuffle & Roll	35	Deck of cards, jokers removed	BK26
K.CC.6	Number recognition, matching	Pair Them Up	Shake Shuffle & Roll	36	Deck of cards, jokers removed	BK26
K.CC.3	Number recognition, memory skills	Classic Concentration	Shake Shuffle & Roll	38	Cards (ace=1) -10, 2 of each	BK26
PK	Number recognition, memory skills	Classic Concentration	Shake Shuffle & Roll	38	Cards (ace=1) -10, 2 of each	BK26
K.CC.6	Number recognition, 1-5, 1-10	Five or Ten To Win	Shake Shuffle & Roll	39	2 dice, counters	BK26
K.CC.6	Identifying numbers 1-10, counting, comparing numbers < >, 1-1 correspondence	Number Face Off	Shake Shuffle & Roll	42	Cards (Ace=1) – 10	BK26
K.CC.7	Place value 1-10, betweenness	Sandwiches	Shake Shuffle & Roll	43	Cards 1-10	BK26
2.OA.3	Recognizing odd/even numbers, memory	Odd Even Concentration	Shake Shuffle & Roll	46	Cards (Ace=1) – 10, 2 of each	BK26
K.CC.6	Recognizing same/different numbers	Odd Even Concentration	Shake Shuffle & Roll	46	Cards (Ace=1) – 10, 2 of each	BK26
K.CC.7	1 to 1 correspondence of numbers, counting to 20, graphing	20 Up	Shake Shuffle & Roll	50	Deck of cards	BK26
K.CC.6	Number recognition, less than (<), greater than (>), equal to (=)	Guesstimate	Shake Shuffle & Roll	54	Cards (Ace=1) – 10	BK26
PK	Number recognition, less than (<), greater than (>), equal to (=)	Guesstimate	Shake Shuffle & Roll	54	Cards (Ace=1) – 10	BK26
K.CC.3	Number recognition, matching	Hot Cards	Shake Shuffle & Roll	55	1 die, cards (Ace=1) - 6	BK26
PK	Number recognition, matching	Hot Cards	Shake Shuffle & Roll	55	1 die, cards (Ace=1) - 6	BK26

BK26 ShakeShuffle&Roll

K.CC.4	Counting	Counting Crunchies	Shake Shuffle & Roll	58	2 dice, bowl of cereal, (cards may be substituted for dice)	BK26
K.CC.3	Identifying numbers 1-6, counting, 1-1 correspondence to 6, graphing	1-6 Square Off	Shake Shuffle & Roll	60	20 to 30 regular spotted dice	BK26
K.CC.6	Number recognition, 1-6 greater than >, less than ,equal to =, 1-6	Roll It	Shake Shuffle & Roll	63	2 dice, counters, number line or ruler 1-6	BK26
K.CC.7	Number recognition, 1-6 greater than >, less than ,equal to =, 1-6	Roll It	Shake Shuffle & Roll	63	2 dice, counters, number line or ruler 1-6	BK26
PK	Number recognition, 1-6 greater than >, less than ,equal to =, 1-6	Roll It	Shake Shuffle & Roll	63	2 dice, counters, number line or ruler 1-6	BK26
K.CC.3	Identifying numbers 1-6, counting, comparing numbers < >, 1-1 correspondence	Kindergarten Horse Race	Shake Shuffle & Roll	65	2 colors of dice (20 total), recording sheet, gameboard	BK26
K.CC.6	Identifying numbers 1-6, counting, comparing numbers < >, 1-1 correspondence	Kindergarten Horse Race	Shake Shuffle & Roll	65	2 colors of dice (20 total), recording sheet, gameboard	BK26
K.CC.3	Number recognition, writing numerals	Roll And Write	Shake Shuffle & Roll	69	Die, paper, pencil	BK26
PK	Number recognition, writing numerals	Roll And Write	Shake Shuffle & Roll	69	Die, paper, pencil	BK26
K.CC.4	Counting	Making Necklaces	Shake Shuffle & Roll	73	String, cheerios, dice	BK26
K.CC.4	1 to 1 correspondence, counting	Take Away	Shake Shuffle & Roll	74	2 Dice, 50 counters per player	BK26
PK	1 to 1 correspondence, counting	Take Away	Shake Shuffle & Roll	74	1 Die, 30 counters per player	BK26
K.CC.2	Sequencing numbers 1-12, number recognition	Better By The Dozen	Shake Shuffle & Roll	78	2 dice, cards, (Ace=1, jack=11, queen = 12), jokers and kings removed.	BK26
PK	Sequencing numbers 1-12, number recognition	Better By The Dozen	Shake Shuffle & Roll	78	2 dice, cards, (Ace=1, jack=11, queen = 12), jokers and kings removed.	BK26
PK	Number recognition, number matching	Rolling Along	Shake Shuffle & Roll	79	One 12-sided die, (one 1-20 die for advanced) paper/pencil	BK26
2.OA.3	Number recognition, odd/even	Odd And Even	Shake Shuffle & Roll	81	One 12-sided die, 100 "cube-a-links" (minimum); two colors – 50 of each – one for odd, one for even	BK26
K.CC.3	Number recognition, writing numerals, graphing	Roll It And Mark It	Shake Shuffle & Roll	83	One 12-sided die, gameboard, (spotted 1-12 die for variation)	BK26
PK	Number recognition to 20	Numbo	Shake Shuffle & Roll	86	One 20-sided die, one 20-squared bingo gameboard per play, bingo chips	BK26
1.NBT.3	Sequencing numbers 1-20	Between Friends	Shake Shuffle & Roll	88	One 20-sided die per player, counters	BK26
K.CC.7	Sequencing numbers 1-20	Between Friends	Shake Shuffle & Roll	88	One 20-sided die per player, counters	BK26
2.OA.3	Number recognition, odd/even, graphing	Race To The Top	Shake Shuffle & Roll	91	Two 20-sided dice, gameboard, paper/pencil	BK26

BK26 ShakeShuffle&Roll

1.NBT.1	Number recognition	Number Recognition Bingo	Shake Shuffle & Roll	94	1 thirty-sided die, 1 thirty-squared bingo gameboard per player, 20 markers per player	BK26
1.NBT.1	Number recognition	Bingo Bump	Shake Shuffle & Roll	95	1 thirty-squared bingo gameboard, , 20 markers per player, each w/own color	BK26
1.MD.4	Number recognition, collecting and organizing data in a bar graph, probability	Junior Reach for the Top	Shake Shuffle & Roll	98	1 thirty-sided die, gameboard, pencil	BK26
1.NBT.1	Number recognition, collecting and organizing data in a bar graph, probability	Junior Reach for the Top	Shake Shuffle & Roll	98	1 thirty-sided die, gameboard, pencil	BK26
1.NBT.1	Sequencing numbers 1-30	Next In Line	Shake Shuffle & Roll	101	1 thirty-sided die per player, paper/pencil, gameboard	BK26
K.CC.2	Sequencing numbers 1-30	Next In Line	Shake Shuffle & Roll	101	1 thirty-sided die per player, paper/pencil, gameboard	BK26
K-1	Sequencing numbers 1-30	Back Of The Bus	Shake Shuffle & Roll	106	1 thirty-sided die per player, paper/pencil, gameboard	BK26
1.NBT.1	Number recognition	Give Me Five	Shake Shuffle & Roll	108	1 thirty-sided die, 1 blank thirty-squared gameboard, colored markers, paper, pencil	BK26
K.CC.6	comparing numbers < >, or =	Number Face Off	Shake Shuffle & Roll	110	one 30-sided die, counters, gameboard, numberlines	BK26
1.NBT.3	Comparing 2-digit numbers	Place Value War	Place Value Face Off	113	Cards 1-9, (0-9 and 00-90 dice for variation)	BK26
1.NBT.1	Building 10's, number recognition, probability	Deca Train	Shake Shuffle & Roll	118	1 decadie per player, gameboard, pencil	BK26
1.NBT.1	Ordering Tens (10's)	Deca Dice Line Up	Shake Shuffle & Roll	120	4 decadice, paper, pencil, one decade number line per player	BK26
1.NBT.1	Recognizing and naming decades, graphing, interpreting a bar graph	Deca Graphic	Shake Shuffle & Roll	124	1 decadie (00-90), gameboard, pencil	BK26
1.OA.3	Adding to 12, commutative property of addition, fact families	Addition Horse Race	Shake Shuffle & Roll	130	2 colors of dice (20 total), recording sheet, gameboard	BK26
1.OA.6	Adding to 12, commutative property of addition, fact families	Addition Horse Race	Shake Shuffle & Roll	130	2 colors of dice (20 total), recording sheet, gameboard	BK26
1.OA.6	Subtraction facts to 6	Subtraction Horse Race	Shake Shuffle & Roll	136	2 colors of dice (20 total), recording sheet, snap cubes, gameboard	BK26
1.OA.6	Subtraction from 10	Subtraction Face Off	Shake Shuffle & Roll	141	Cards (Ace=1) – 10, recording sheet	BK26
1.MD.4	Addition, collecting & organizing data on a bar graph	Addition Graphing	Shake Shuffle & Roll	143	2 regular dice, gameboard	BK26
1.OA.6	Addition, collecting & organizing data on a bar graph	Addition Graphing	Shake Shuffle & Roll	143	2 regular dice, gameboard	BK26
1.MD.4	addition to 12, recognizing doubles, building bar graphs	Seemingly Simple Doubles	Shake Shuffle & Roll	147	20 to 30 regular dice, recording sheet, gameboard	BK26

BK26 ShakeShuffle&Roll

1.OA.6	addition to 12, recognizing doubles, building bar graphs	Seemingly Simple Doubles	Shake Shuffle & Roll	147	20 to 30 regular dice, recording sheet, gameboard	BK26
1.OA.6	Addition facts 1-10, graphing	10 Up	Shake Shuffle & Roll	151	two 0-5 dice, gameboard	BK26
1.OA.4	Missing addend, subtraction, counting on or back, decompose numbers $\leq 12$	What's Under My Thumb	Shake Shuffle & Roll	153	2 regular dice, recording sheet	BK26
1.OA.5	Missing addend, subtraction, counting on or back, decompose numbers $\leq 12$	What's Under My Thumb	Shake Shuffle & Roll	153	2 regular dice, recording sheet	BK26
1.OA.6	Missing addend, subtraction, counting on or back, decompose numbers $\leq 12$	What's Under My Thumb	Shake Shuffle & Roll	153	2 regular dice, recording sheet	BK26
1.OA.6	Addition/Subtraction to 12	Junior Star Traveller	Shake Shuffle & Roll	156	Cards 1-6, 2 regular dice (cards 1-9 or 12-sided die for variation) pencil	BK26
K.CC.3	addition to 12, identify $> < =$ , Number recognition,	Turn Overs	Shake Shuffle & Roll	158	2 dice, cards (Jack=11, queen=12): remove aces, kings and jokers	BK26
PK	addition to 12, identify $> < =$ , Number recognition,	Turn Overs	Shake Shuffle & Roll	158	2 dice, cards (Jack=11, queen=12): remove aces, kings and jokers	BK26
K.CC.3	Number recognition, matching	Ace Wins	Shake Shuffle & Roll	159	2 dice, deck of cards, jokers and kings removed	BK26
PK	Number recognition, matching	Ace Wins	Shake Shuffle & Roll	159	2 dice, deck of cards, jokers and kings removed	BK26
1.MD.3	Telling time to the hour	Time Out	Shake Shuffle & Roll	162	One 12-sided die, gameboard	BK26
1.MD.3	Number recognition, number sequencing 1-12, counting 1 to 1	Mr. Wolf is Upside Down!	Shake Shuffle & Roll	164	One 12-sided die, cards ace-queen (a-=1, jack=11, queen=12)	BK26
1.NBT.1	Number recognition, number sequencing 1-12, counting 1 to 1	Mr. Wolf is Upside Down!	Shake Shuffle & Roll	164	One 12-sided die, cards ace-queen (a-=1, jack=11, queen=12)	BK26
1.MD.3	Telling time to the hour, addition	What Time is it Mr. Wolf?	Shake Shuffle & Roll	166	2 Dice, gameboard, paper and pencil	BK26
1.OA.6	Telling time to the hour, addition	What Time is it Mr. Wolf?	Shake Shuffle & Roll	166	2 Dice, gameboard, paper and pencil	BK26
2.OA.2	Telling time to the hour, addition	What Time is it Mr. Wolf?	Shake Shuffle & Roll	166	2 Dice, gameboard, paper and pencil	BK26
K.CC.1	Learning the sequence of months, ordinals	Month by Month	Shake Shuffle & Roll	168	1-12 dice, gameboard	BK26
1.NBT.1	Sequencing the months, identifying numbers	The Birthday Game	Shake Shuffle & Roll	170	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	BK26

BK26 ShakeShuffle&Roll

2.MD.10	Sequencing the months, identifying numbers	The Birthday Game	Shake Shuffle & Roll	170	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	BK26
1.NBT.1	Locating dates on a calendar, verbalizing day, month, date in proper sequence	Calendar Tic Tac Toe	Shake Shuffle & Roll	172	1 thirty-sided die, calendar page, bingo chips-1 color per player	BK26
K.CC.3	Identifying numbers 1-12, counting, 1-1 correspondence to 12, doubles	Number Pairs	Shake Shuffle & Roll	174	sets of numeral and spotted cards up to 12	BK26
K.CC.3	Identifying numbers 1-12, counting, 1-1 correspondence to 12	Running Sequence Relay	Shake Shuffle & Roll	176	sets of numeral and spotted cards up to 12	BK26
1.NBT.1	Building 10's	Target 10 Relay	Shake Shuffle & Roll	177	1-9 spotted cards, 2 sets per group or; 1-9 numeral cards 2 sets per group or; 1-9 number cards 2 sets per group	BK26