

Summary All Books

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CONCEPT	GAME	BOOK	PAGE	EQUIPMENT	Code	Gr	
Number recognition, number matching	Rolling Along	Dice Works	17	One 12-sided die, paper/pencil	BK03		
Number recognition to 20	Numbo	Dice Works	18	One 20-sided die, one 20-squared bingo gameboard per play, bingo chips	BK03		
1 to 1 correspondence of numbers to 12, counting to 100	Count 'EM and Eat 'EM	Dice Works	19	One 12-sided die, bowl of cereal, "cube-a-links"	BK03		
Number recognition, writing numerals, graphing	Roll It And Mark It	Dice Works	20	One 12-sided die, gameboard	BK03		
Number recognition, odd/even	Odd And Even	Dice Works	21	One 12-sided die, 100 "cube-a-links" (minimum); two colours – 50 of each – one for odd, one for even	BK03		
Number recognition, odd/even, probability	Race To The Top	Dice Works	22	Five 20-sided dice, gameboard, paper/pencil	BK03		
Number recognition, number sequencing 1-12	Mr. Wolf is Upside Down!	Dice Works	23	One 12-sided die, cards ace-queen (a=1, jack=11, queen=12)	BK03		
Number recognition, number sequencing 1-12	Mr. Wolf is Upside Down!	Dice Works	23	One 12-sided die, cards ace-queen (a=1, jack=11, queen=12)	BK03		
Telling time to the hour	Time Out	Dice Works	24	One 12-sided die, gameboard	BK03		
Comparing numbers, greater than/less than, odd/even	Pick And Freeze	Dice Works	25	One 20-sided die per player, cards ace-9 (a=1), (a 10 or 12-sided dice may be substituted)	BK03		
Comparing numbers, greater than/less than, odd/even	Pick And Freeze	Dice Works	25	One 20-sided die per player, cards ace-9 (a=1), (a 10 or 12-sided dice may be substituted)	BK03		
Sequencing numbers 1-20	Between Friends	Dice Works	26	One 20-sided die per player, counters	BK03	3	2D
Place value, odd/even numbers, betweenness	A Detective's Roll	Dice Works	27	One 10-sided die per player	BK03		
Probability, using logical reasoning, making predictions	Secret Roll	Dice Works	28	Two 20-sided dice	BK03	3	2D
1 to 1 correspondence of numbers, counting to 20, patterned counting for beginning multiplication	Skip Away	Dice Works	29	One 20-sided die, "cube-a-links", paper/pencil	BK03		
Place value, number recognition	Match Makers	Dice Works	30	Two 10-sided dice, cards ace-9, (ace=1, k=0)	BK03		
Identification of place value 1-100	Hundred Board Tic Tac Toe	Dice Works	31	Hundred board, two 10-sided dice, bingo chips – one colour per player	BK03	3	2C 2D 4D
Identification of place value 1-100	Hundred Board Tic Tac Toe	Dice Works	31	Hundred board, two 10-sided dice, bingo chips – one colour per player	BK03	4	2A 2B 2C 4B

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Place value to 100	Place Value Toss Up	Dice Works	32	Two 10-sided dice per player	BK03	3	2C 2D 4D
Place value to 100	Place Value Toss Up	Dice Works	32	Two 10-sided dice per player	BK03	4	2A 2B 2C 4B
Expanding numbers, adding to 10,000	Expander	Dice Works	33	One 20-sided die, pencil/paper	BK03	3	2A 2B 2C 2D 4D 5A
Expanding numbers, adding to 10,000	Expander	Dice Works	33	One 20-sided die, pencil/paper	BK03	4	2A 2B 2C 4B
Creating a five-digit number	Rock N' Roll	Dice Works	35	Five 10-sided dice per player	BK03	3	2A 2B 2C 2D 4D
Creating a five-digit number	Rock N' Roll	Dice Works	35	Five 10-sided dice per player	BK03	4	2A 2B 2C 4B
Creating a five-digit number	Rock N' Roll	Dice Works	35	Five 10-sided dice per player	BK03	5	2A 2B
Adding sums to 40	Puzzling Pluses	Dice Works	39	Two 20-sided dice per player, paper/pencil	BK03		
Immediate recall of doubles facts, addition to 18	We Love Doubles Snap	Dice Works	40	One 10-sided die, bingo chips	BK03		
Immediate recall of doubles facts, addition to 18	We Love Doubles Snap	Dice Works	40	One 10-sided die, bingo chips	BK03		
Adding doubles	Double Trouble	Dice Works	41	Two 10-sided dice per player, paper/pencil	BK03	3	4A,
Adding to 40	Fair Game Addition	Dice Works	41	Four 20-sided dice, 1 regular dice	BK03	3	4A,
Adding, subtracting, multiplying, and dividing number combinations to 10	Winning Track Challenger	Dice Works	42	One 12-sided die, one 10-sided die, gameboard, pencil/paper	BK03	2	4A, 4A, 4F
Adding, subtracting, multiplying, and dividing number combinations to 10	Winning Track Challenger	Dice Works	42	One 12-sided die, one 10-sided die, gameboard, pencil/paper	BK03	3	4A, 4F, 4G, 4K
3 addend addition	Roll And Flip	Dice Works	43	Two 10-sided dice per player, cards ace-6 (ace=1) Gr 2-3 ace-10 (ace=1) gr 4 and up	BK03	3	4A
Addition facts to 18	Addition Tic Tac Toe	Dice Works	44	Two 10-sided dice, bingo chips (1 colour per player), addition table to 18`	BK03		
Immediate recall of addition facts to 24	Addition Snap	Dice Works	45	Two 12-sided dice	BK03		
Immediate recall of three addends, adding to 30	Triple Snap	Dice Works	45	Three 10-sided dice	BK03	3	4A
Immediate recall of addition facts to 40	Snap To 40	Dice Works	46	Two 20-sided dice	BK03	3	4A
Adding, subtracting, collecting and organizing data in a bar graph, writing number sentences	Fill 'Er Up	Dice Works	47	One 12-sided die, one 20-sided die, 1 gameboard per player	BK03		
Addition, sums to 60	Puzzling challenges	Dice Works	48	Three 20-sided dice per player	BK03		

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Addition of several addends with regrouping	Square doubling	Dice Works	49	One 10-sided die per player, 1 gameboard per player	BK03	3	4A
Number recognition, adding 2-digit numbers with regrouping, problem solving	Your Board Or Mine?	Dice Works	50	One 20-sided die, one 20-square gameboard with numbers 1-20, coloured bingo chips	BK03		
1 to 1 correspondence of numbers, counting, subtracting	Take It Away	Dice Works	51	K-1; one 12-sided die and 50 "cube-a-links" per player, container	BK03		
1 to 1 correspondence of numbers, counting, subtracting	Take It Away	Dice Works	51	1-2; one 20-sided die and 100 "cube-a-links" per player, container	BK03		
1 to 1 correspondence of numbers, counting, subtracting	Take It Away	Dice Works	51	K-1; one 12-sided die and 50 "cube-a-links" per player, container	BK03		
1 to 1 correspondence of numbers, counting, subtracting	Take It Away	Dice Works	51	1-2; one 20-sided die and 100 "cube-a-links" per player, container	BK03		
Subtraction facts to 12, writing numerals, beginning graphing	Subtract-A-Graph	Dice Works	52	Two 12-sided dice, gameboard, pencil	BK03		
Subtraction facts to 12, writing numerals, beginning graphing	Subtract-A-Graph	Dice Works	52	Two 12-sided dice, gameboard, pencil	BK03		
Subtracting from 12	Sub Track	Dice Works	53	Two 12-sided dice, gameboard, pencil	BK03		
Subtracting from 12	Sub Track	Dice Works	53	Two 12-sided dice, gameboard, pencil	BK03		
Subtracting from 12	Fill The Carton	Dice Works	54	Four 12-sided dice, counters, one numbered egg carton per player	BK03		
Subtracting from 12	Fill The Carton	Dice Works	54	Four 12-sided dice, counters, one numbered egg carton per player	BK03		
Subtracting from 20	Subtraction Shakedown	Dice Works	55	One 20-sided die per player, one 12-sided die per player	BK03		
Adding to 18, subtracting from 9, graphing	Reach For The Top	Dice Works	56	Two 10-sided dice, gameboard	BK03		
Decompose numbers less than or equal to 10 into pairs in more than one way. Eg 5=2+3 5=4+1 5=6-1 etc	Reach For The Top	Dice Works	56	Two 1-6 dice or 0-5 dice, gameboard	BK03		
Immediate recall, subtracting from 20	Subtraction Snap	Dice Works	56	One 20-sided die, one 12-sided die	BK03		
Identifying the missing addend	What's Missing?	Dice Works	57	One 20-sided die, one 10-sided die, paper/pencil	BK03	3	4A
Identifying the missing addend	Peek A Boo	Dice Works	58	Three 12-sided dice, margarine tub	BK03	3	4A
Addition, subtraction, odd/even	Sounds dicey	Dice Works	59	One 20-sided die, paper/pencil	BK03		
Identifying the missing addend, immediate recall	Peek A Boo Race	Dice Works	59	Six 12-sided dice, margarine tub	BK03	3	4A

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Adding, subtracting, missing addends	Cross Overs	Dice Works	60	One 10-sided die, 1 gameboard per player, pencil	BK03	3	4A
Adding and subtracting to 100, odd and even numbers	Metre Madness	Dice Works	61	One 10-sided die, metre stick, coloured marker for each player	BK03		
Identifying odd/even numbers, adding and regrouping	Even or Odds?	Dice Works	62	Two 10, 12, and 20-sided dice, paper/pencil	BK03		
Adding of three digit numbers	Sum It Up	Dice Works	63	One 10-sided die, paper/pencil	BK03	3	4A, 5A
Addition with regrouping, estimating	Guess Your Place	Dice Works	64	Two 20-sided dice, paper/pencil	BK03	3	4A, 4B
Multiplying to 144	Multi Breaker	Dice Works	67	Two 12-sided dice per player	BK03	3	4E, 4F, 4H
Multiplying to 100, odd/even numbers	Fair Game Multiplication	Dice Works	68	Two 10-sided dice per player, one regular die	BK03	3	4F, 4I, 4D
Recall of multiplication facts to 144	Multiplication Scramble	Dice Works	69	Two 10-sided dice per player, gameboard, pencil	BK03	3	4E, 4F, 4H
Immediate recall, multiplying to 100/144	Multiplication Snap	Dice Works	70	Two 10-sided dice or two 12-sided dice	BK03	3	4E, 4F, 4D, 4H
Multiplying three factors	Figure It Out	Dice Works	71	Two 20-sided dice, one 10-sided die, paper/pencil	BK03	3	4E, 4F, 4H
Multiplying to 144, rounding off to the nearest 10	The Big Round Up	Dice Works	72	Two 12-sided dice, paper/pencil, gameboard	BK03	3	4B, 4E, 4F
Multiplying four factors, rounding off to nearest 100	A Round Of dice	Dice Works	73	Four 10-sided dice, paper/pencil, gameboard	BK03	3	4D
Multiplying facts to 100	On Target	Dice Works	74	Two 10-sided dice, gameboard, pencil	BK03	3	4E, 4F, 4D
Multiplying to 144	Three For Me	Dice Works	75	Two 12-sided dice, multiplication table, bingo chips, 2 colours	BK03	3	4E, 4F, 4H
Multiplication of 3 one-digit numbers	Guesstimate Those Products	Dice Works	77	Three 10-sided dice, calculator, paper/pencil	BK03	3	4E 5D
Multiplying to 60	Go Forth And Multiply	Dice Works	78	One 10-sided die and one regular die per player	BK03	3	4F
Dividing, multiplying, estimating, mental math	Daring Division	Dice Works	79	Two 20-sided dice, cards ace-9 (ace=1), king=0, calculator, paper/pencil	BK03	3	4E 4G 5A, 5B, 5C, 5D
Mixed operations (+, -, x, ÷)	Combo Mr. Wolf	Dice Works	83	One 12-sided die, cards ace-queen (ace=1, jack=11, queen=12)	BK03	3	4E 4G 4K
Multi operations (+, -, x, ÷), graphing	Speedy Graphing	Dice Works	84	Two 10-sided dice, gameboard, pencil	BK03	3	8A
Multi operations (+, -, x, ÷)	Tangle With Twenty	Dice Works	85	Two 10-sided dice per player, gameboard, pencil	BK03	3	4K
Adding to 20, multiplying to 100	1000 Bullseye	Dice Works	86	Two 10-sided dice, paper/pencil	BK03	2	4A
Adding to 20, multiplying to 100	1000 Bullseye	Dice Works	86	Two 10-sided dice, paper/pencil	BK03	3	4A, 4E, 4F

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Multi operations (+, -, x, ÷)	Multi Operation Blackout	Dice Works	87	Three 10-sided dice, two hundred boards, bingo chips	BK03	3	4G, 4K
Mixed operations (+, -, x, ÷)	Target Sum	Dice Works	88	Five 12-sided dice per player, paper/pencil	BK03	3	4G, 4K
Mixed operations (+, -, x, ÷)	Cut It Out!	Dice Works	89	One 20-sided die, cards ace-queen (ace=1, jack=11, queen=12), paper/pencil	BK03	3	4G, 4K
Mixed operations (+, -, x, ÷)	Freezing Forty-Five	Dice Works	90	Two 12-sided dice, paper, pencil	BK03	3	4G, 4K
Mixed operations (+, -, x, ÷), problem solving, missing addends, minuends, factors, divisors	Card Target	Dice Works	91	One 12-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03	4	4D 4E 4H
Mixed operations (+, -, x, ÷), problem solving, missing addends, minuends, factors, divisors	Card Target	Dice Works	91	One 12-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03	3	4A, 4F, 4G, 4K
Mixed operations (+, -, x, ÷), exponents	Team Work	Dice Works	93	One 12-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03	3	4G, 4K
Mixed operations (+, -, x, ÷), exponents	Team Work	Dice Works	93	One 12-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03	4	4H
Mixed operations (+, -, x, ÷), exponents	Team Work	Dice Works	93	One 12-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03	5	3B, 3C,
Mixed operations (+, -, x, ÷), problem solving	Combo Five	Dice Works	95	One 20-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03	3	4G, 4K
Mixed operations (+, -, x, ÷), problem solving	Combo Five	Dice Works	95	One 20-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03	4	4H
Mixed operations (+, -, x, ÷)	10 Card Pile Up	Dice Works	97	One 20-sided die	BK03	4	4H
Mixed operations (+, -, x, ÷)	10 Card Pile Up	Dice Works	97	One 20-sided die	BK03	5	3B, 3C,
Identifying fractions, illustrating fractions	Name It	Dice Works	101	One 12-sided die, pencil/paper	BK03	3	3A, 3B, 3C, 3D, 3F, 3G, 3H
Recognizing, naming and comparing fractions	Fraction Frazzle	Dice Works	103	Two 12-sided dice, pencil/paper	BK03	3	3A, 3B, 3C, 3D, 3F, 3G, 3H
Recognizing, naming and comparing fractions	Fraction Frazzle	Dice Works	103	Two 12-sided dice, pencil/paper	BK03	4	3A, 3B, 3C, 3D
Identifying and naming fractions	Frace	Dice Works	104	Two 12-sided dice, one per player	BK03	3	3A, 3C, 3D
Comparing fractions	Friendly Fractions	Dice Works	105	Two 12-side3d dice, pencil/paper	BK03	3	3A, 3B, 3C, 3D, 3F, 3G, 3H
Comparing fractions	Friendly Fractions	Dice Works	105	Two 12-side3d dice, pencil/paper	BK03	4	3A, 3B, 3C, 3D
Doubles, comparing fractions, simplifying fractions, finding common denominators	Fraction Doubles	Dice Works	106	Two 12-side3d dice, pencil/paper	BK03	3	3A, 3B, 3C, 3D, 3F, 3G

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Doubles, comparing fractions, simplifying fractions, finding common denominators	Fraction Doubles	Dice Works	106	Two 12-side3d dice, pencil/paper	BK03	4	3A, 3B, 3C, 3D
Adding fractions	Fraction Freeze	Dice Works	107	Two 12-side3d dice, pencil/paper	BK03	4	3E, 3F
Adding fractions	Fraction Freeze	Dice Works	107	Two 12-side3d dice, pencil/paper	BK03	5	3H
Graphing, identifying coordinates	Hide And Seek	Dice Works	109	Two 12-sided dice, one grid per player, pencil	BK03	3	8A
Graphing	Target Three	Dice Works	110	Two 10-sided dice per player, gameboard, pencil	BK03	3	8A