



ADD UP TILES



1	7	9	2	6	8
4	6	5	4	3	1
8	2	3	7	9	2
3	7	6	1	7	4
5	1	4	8	5	9
6	9	3	6	2	8

ADD UP TILES

A game for 2 players

All tiles are placed face down beside the board.

Players take turns to choose a tile and cover two spaces on the board that add to the total on the tile. The tile can be laid vertically or horizontally.

A tile card cannot be placed on top of another tile.

When a player picks up a tile and can't find a place to lay the tile, the other player is the winner.



Add Up Tiles – Cut along the dotted lines.

8	4	10
11	14	5
10	6	14
17	11	9
7	12	9
3	10	10
10	15	6
16	11	7

SUBTRACTION TILES



13	6	9	12	7	9
9	15	8	7	5	13
12	7	9	17	8	6
14	8	11	8	15	4
7	16	9	12	6	11
16	6	13	5	14	7

SUBTRACTION TILES

A game for 2 players

All tiles are placed face down beside the board.

Players take turns to choose a tile and cover two spaces on the board that have a difference of the total on the tile. For example, cover 8 and 6 with a 2 tile. The tile can be laid vertically or horizontally. A tile card cannot be placed on top of another tile. When a player picks up a tile and can't find a place to lay the tile, the other player is the winner.



Subtraction Tiles – Cut along the dotted lines.

6	2	9
4	8	3
1	9	7
7	5	10
5	3	6
9	8	1
2	7	6
8	4	10

TIMES TILES



7	3	8	6	3	8
4	9	2	3	6	2
4	5	4	7	2	9
7	2	9	5	4	6
3	9	4	5	8	3
6	5	4	7	2	8



TIMES TILES

A game for 2 players

tiles are placed face down beside the board.

Players take turns to choose a tile and cover two spaces on the board that multiply together to make the total on the tile. For example, cover 6 and 5 with a 30 tile. The tile can be laid vertically or horizontally. A tile card cannot be placed on top of another tile. When a player picks up a tile and can't find a place to lay the tile, the other player is the winner.



Times Tiles – Cut along the dotted lines.

15	16	20
18	8	35
14	27	12
28	21	30
24	40	45
6	32	42
36	48	10
14	54	25

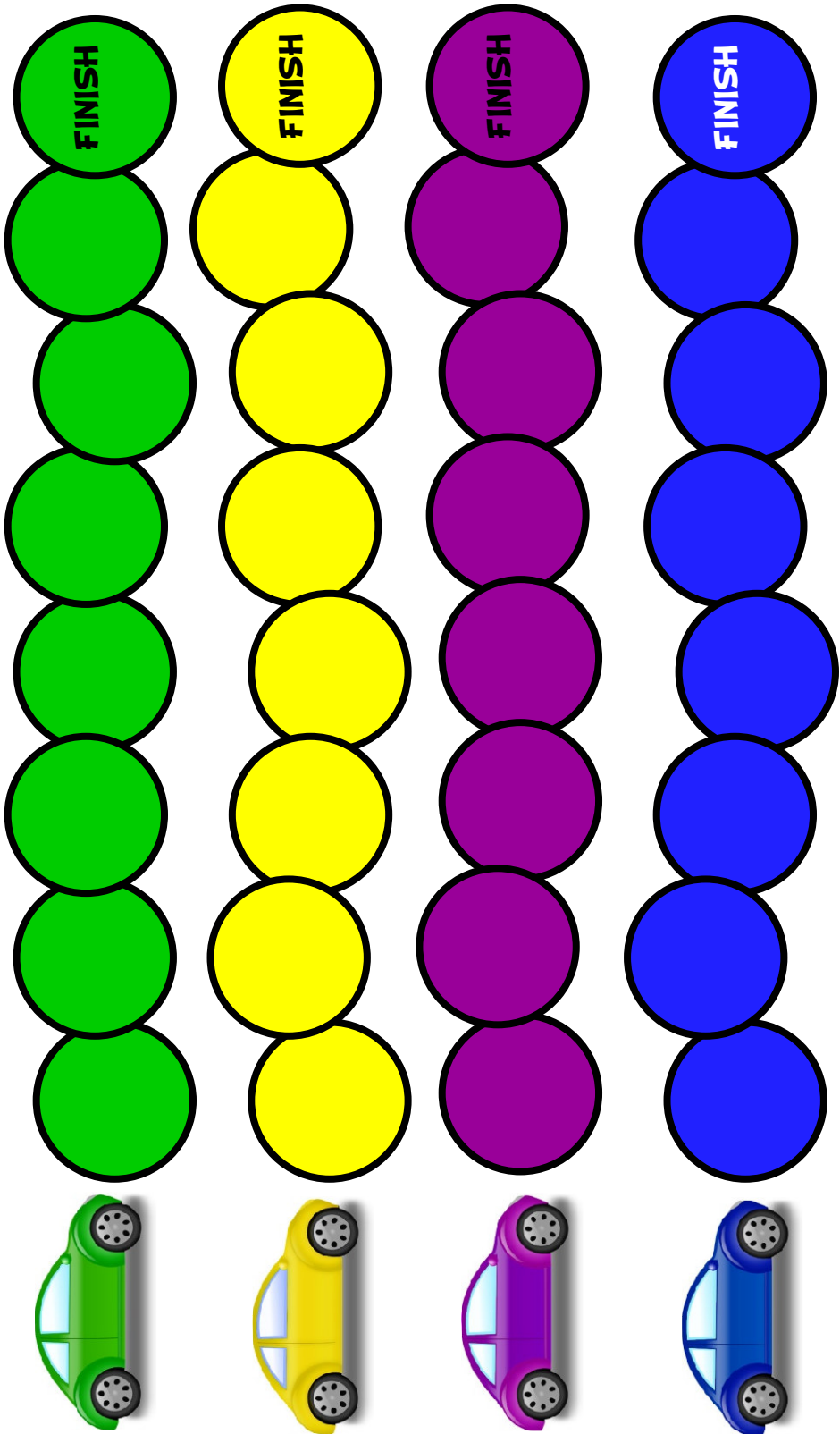
RACING CARS

a game for 2-4 players

Spread out the chosen cards face down beside the Game Board.

Each player chooses a car and puts a marker on it.

Each player turns over a card and says the number. Decide who has the largest number. The player with the largest number moves their counter to the next space. Return the cards and mix them up. Repeat until one player reaches the FINISH.



Choose the set of cards for the skill that you want the children to practice.

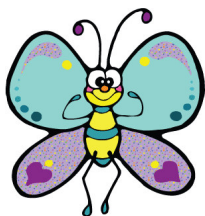
26	81	30	64
56	47	72	17
33	91	27	55
63	71	97	38
84	49	13	77
21	68	41	52

951	461	124	579
604	259	673	371
395	535	970	267
290	840	134	482
840	907	457	831
127	513	882	306

1,265	8,036	3,289	2,305
7,409	6,170	1,067	5,138
3,005	2,217	7,193	4,067
8,690	6,450	5,606	2,391
4,313	1,672	4,279	6,801
9,026	5,627	3,240	7,500

Choose the cards with numbers that the children are familiar with and able to compare.

0.3	0.6	0.4	0.9
0.5	0.2	0.7	0.8
0.13	0.04	0.24	0.19
0.91	0.05	0.07	0.46
0.247	0.009	0.909	0.602
0.306	0.107	0.348	0.561



TAKE FOUR AND ADD

**a game for 2
players**

Place the number cards face down on the table. Each player chooses four number cards and then arranges them in their four boxes to make an addition with the highest possible total.

The player who creates the largest total is the winner of the round and scores one point.

For example - if a player chooses 2, 8, 4 and 3, they could make $82 + 43$.

Play several rounds. The winner will be the person who collects the most points.



Player 1

+

Player 2

+

FOUR IN A ROW Add

FOUR IN A ROW Add

2 - 4 players

(Three simple steps and you're ready to play!)

1. Print the Four In A Row Add Game Board.
2. Print the markers and cut out. (You need a different color for each player.)
3. Get some dice and give the game to the kids to play.

Play **Four In A Row Add** to practice addition to 12.

FOUR IN A ROW Add

A game for 2 – 4 players

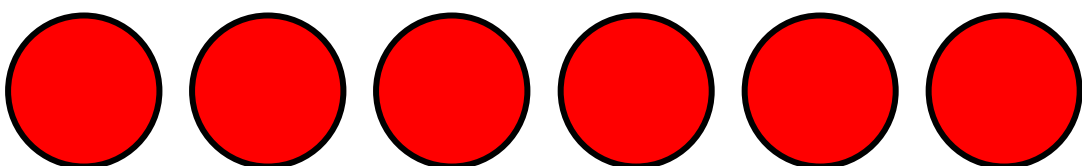
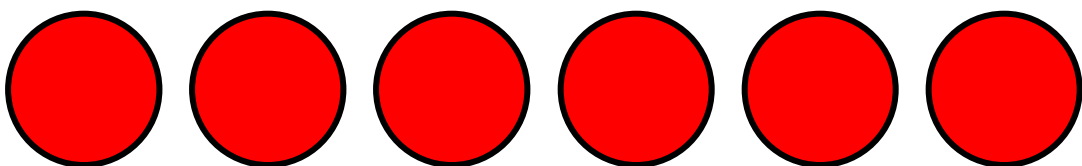
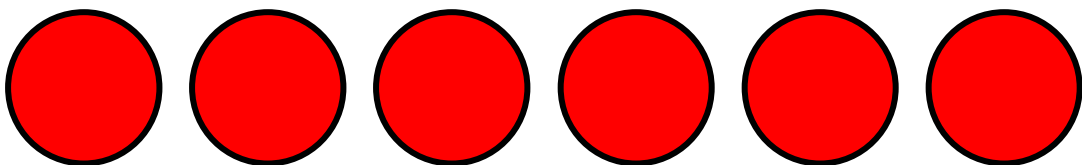
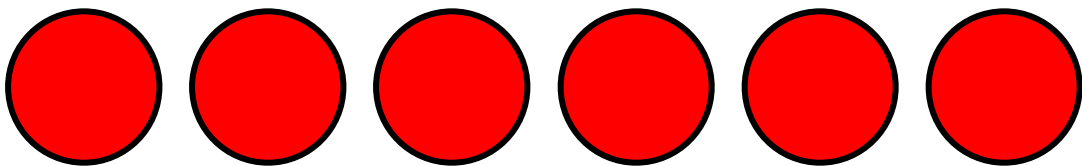
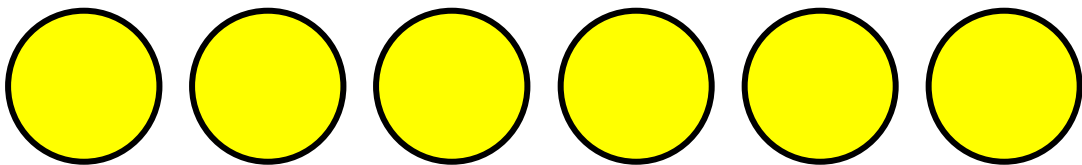
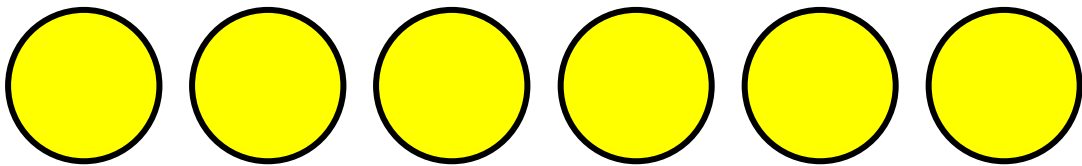
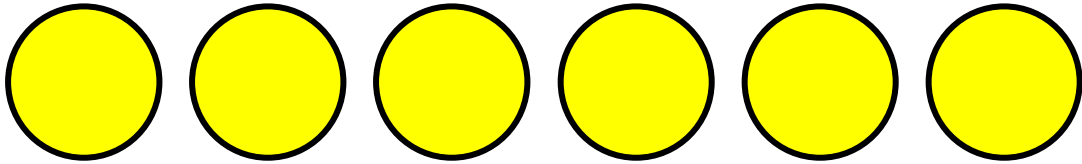
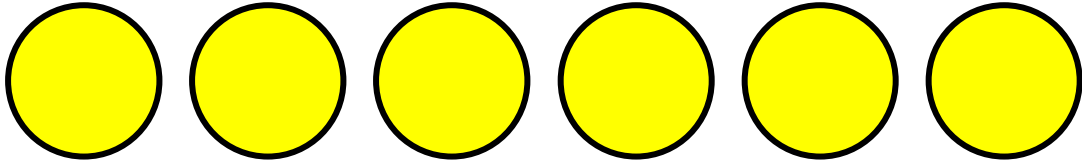
Players take turns to throw 2 dice. The numbers on the dice are added together. The player then finds this number on the board and covers it with one of the markers of their color.

If none of these numbers are uncovered, the player doesn't cover a number on this turn.

The first player to cover a row of four – vertically, horizontally or diagonally - is the winner.

7	9	3	8	2	11	10
4	2	9	5	12	5	12
10	6	4	7	4	7	9
3	10	6	2	8	12	3
8	5	9	11	3	6	11
11	7	8	3	5	8	4
10	2	6	7	10	2	6
5	12	11	4	7	9	12

Markers For Use With Four In A Row Add and Four In A Row Multiply



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