

1

DIVISION DRAG RACING

Numbers and Operations

Purpose: To reach the finish line first

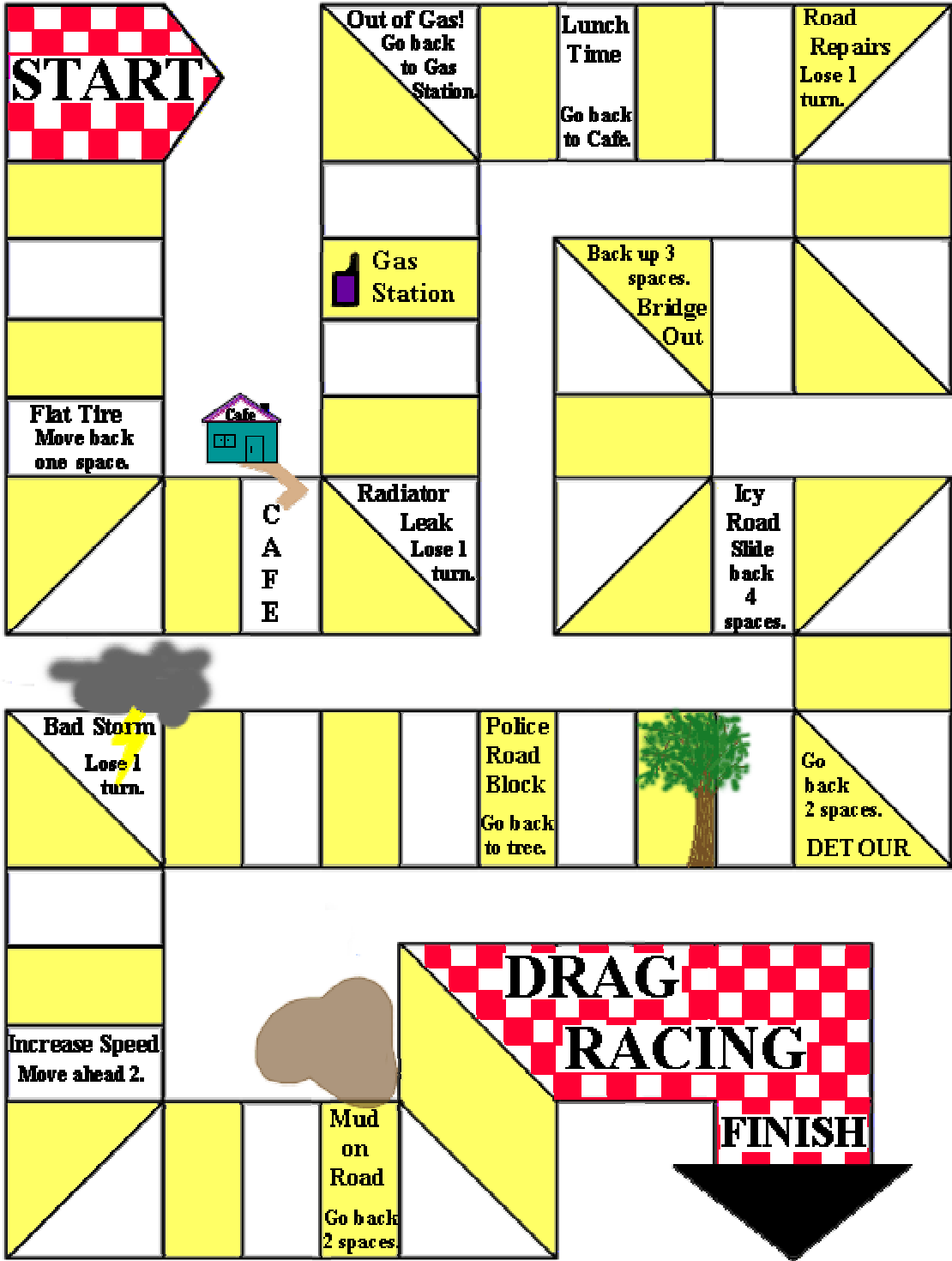
Skill: Practice in division with remainders

Players: 2-4

Directions:

1. Each player draws a card and works the problem. (Get scrap paper for work).
2. Move the number of spaces equal to the REMAINDER in the answer. (NOT THE QUOTIENT!)
3. Other players check to make sure the right number of spaces is moved. If he (she) can show it is incorrect, the player in the wrong loses a turn.
4. Play continues until one player reaches the finish line.

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ONE HUNDRED HUNGRY ANTS

Numbers and Operations

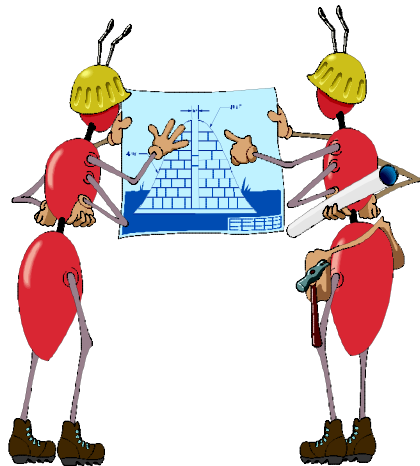
Purpose: To find how many "100 equations" are represented in the book.

Skill: Writing equations.

Number of people: One or more

Directions:

1. Read the book
2. Write down, in the form of an equation, the different ways the ants made 100
(For example, $1 \times 100 = 100$)
3. Have a friend do the same and compare your answers.



NUMBER GAMES WITH CARDS

Numbers and Operations

Purpose: Addition: To get three cards which add up to exactly 16.

Multiplication: To get three cards that have a product of exactly 72.

Skill: Addition or Multiplication

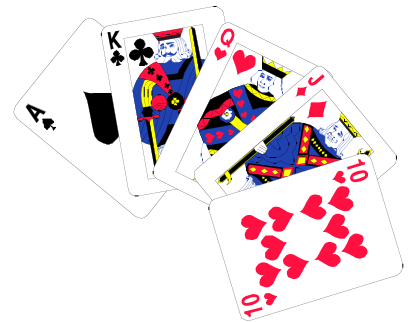
Players: 2

Direction:

1. Mix the cards and place in front of the players
2. Players take turns drawing cards.

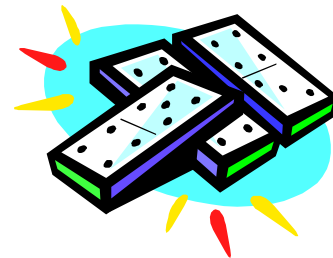
Addition: The first player to have exactly 3 cards that total 16 is the winner. If the first three cards chosen do not add up to 16, the players continue to choose cards until one person gets it.

Multiplication: The first player to have 3 cards with a product of 72 wins.



5

FRACTION-OMINOS Numbers and Operations



Purpose: To have the fewest fraction-ominos at the end of the game.

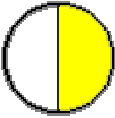
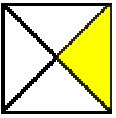
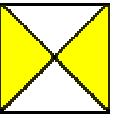
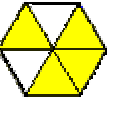
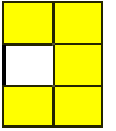
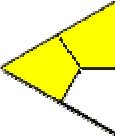
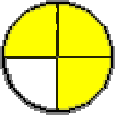
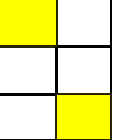
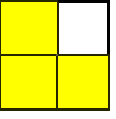
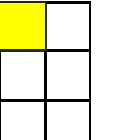
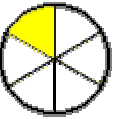
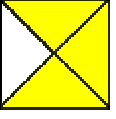
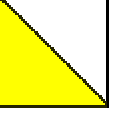
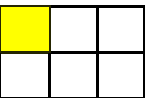
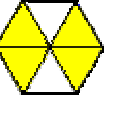
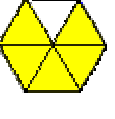
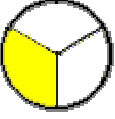
Skill: Recognizing and matching fractions visually, numerically, and in written form

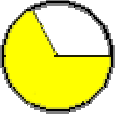
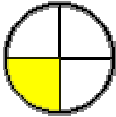
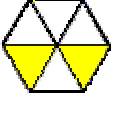
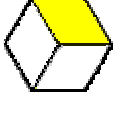
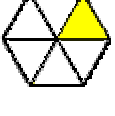
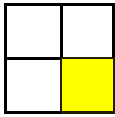
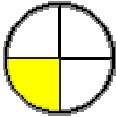
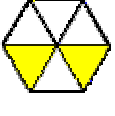
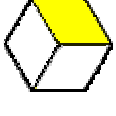
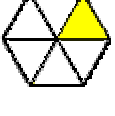
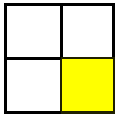
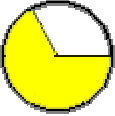
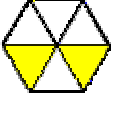
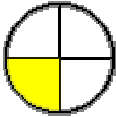
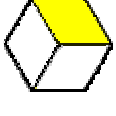
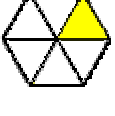
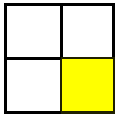
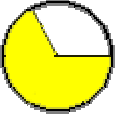
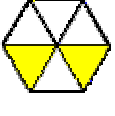
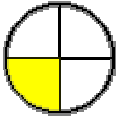
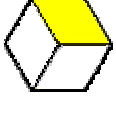
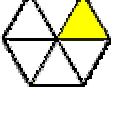
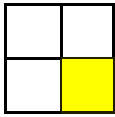
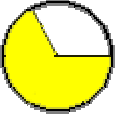
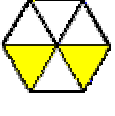
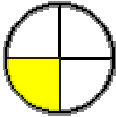
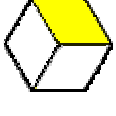
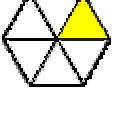
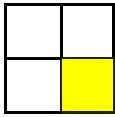
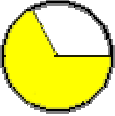
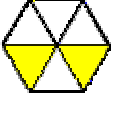
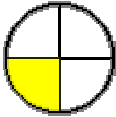
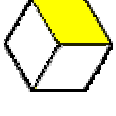
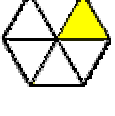
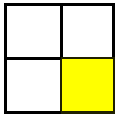
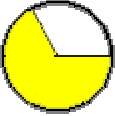
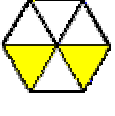
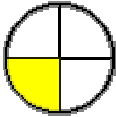
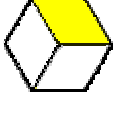
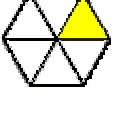
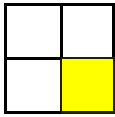
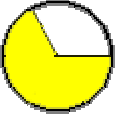
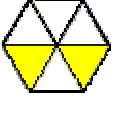
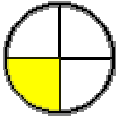
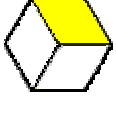
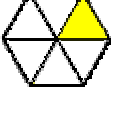
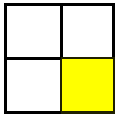
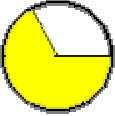
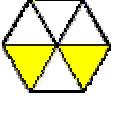
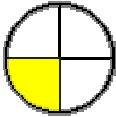
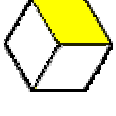
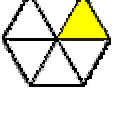
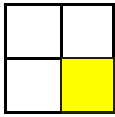
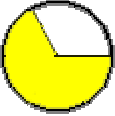
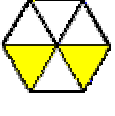
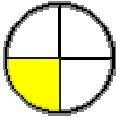
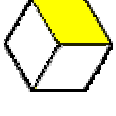
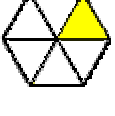
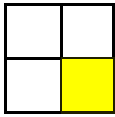
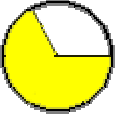
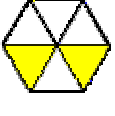
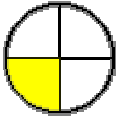
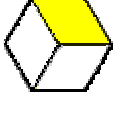
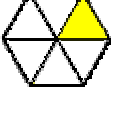
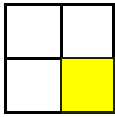
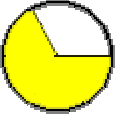
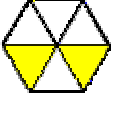
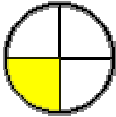
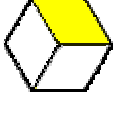
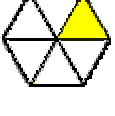
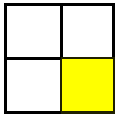
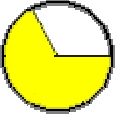
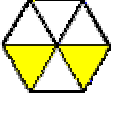
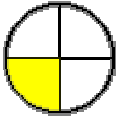
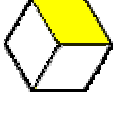
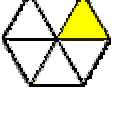
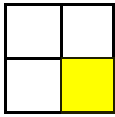
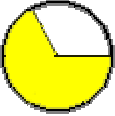
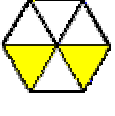
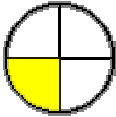
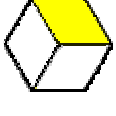
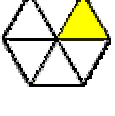
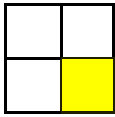
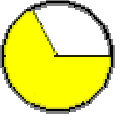
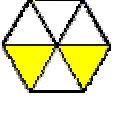
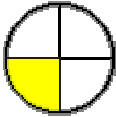
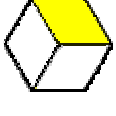
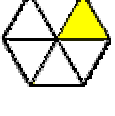
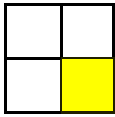
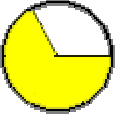
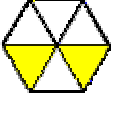
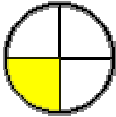
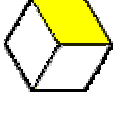
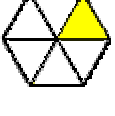
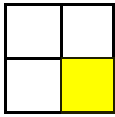
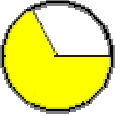
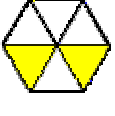
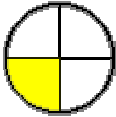
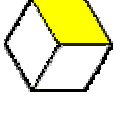
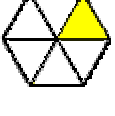
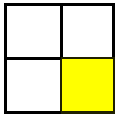
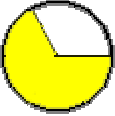
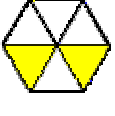
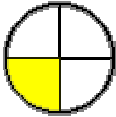
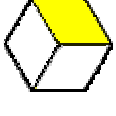
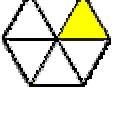
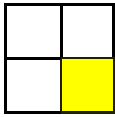
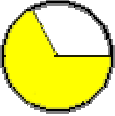
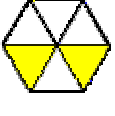
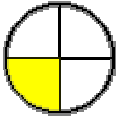
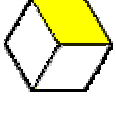
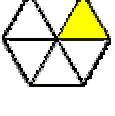
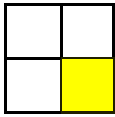
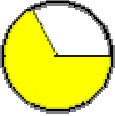
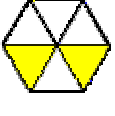
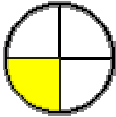
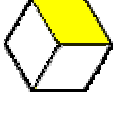
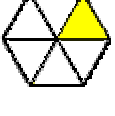
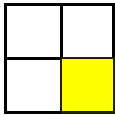
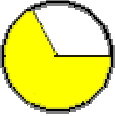
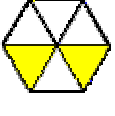
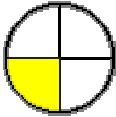
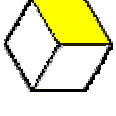
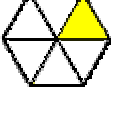
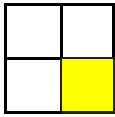
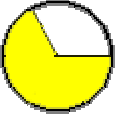
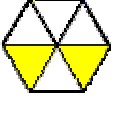
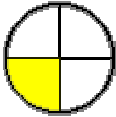
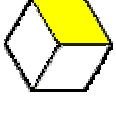
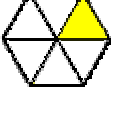
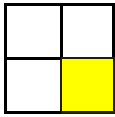
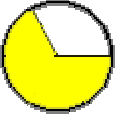
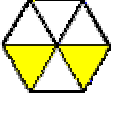
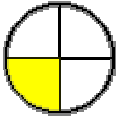
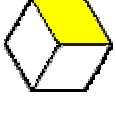
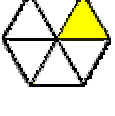
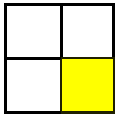
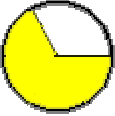
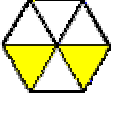
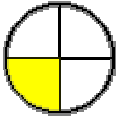
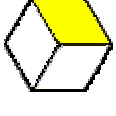
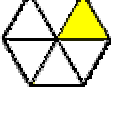
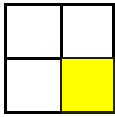
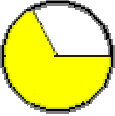
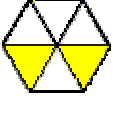
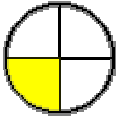
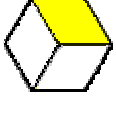
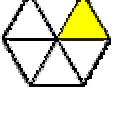
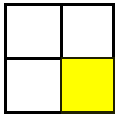
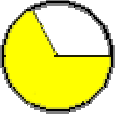
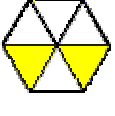
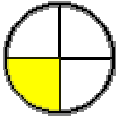
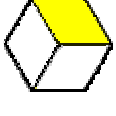
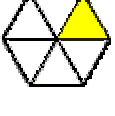
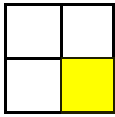
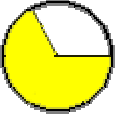
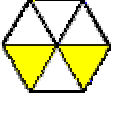
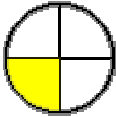
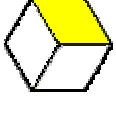
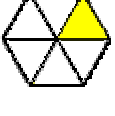
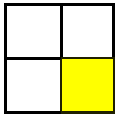
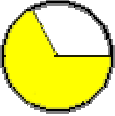
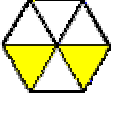
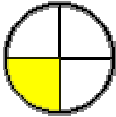
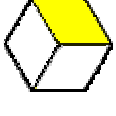
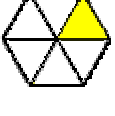
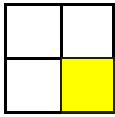
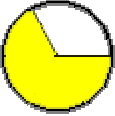
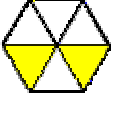
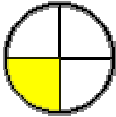
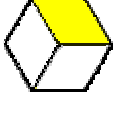
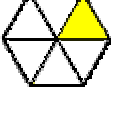
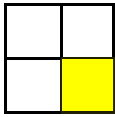
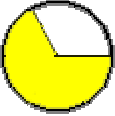
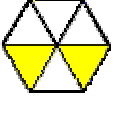
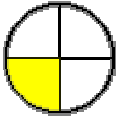
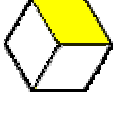
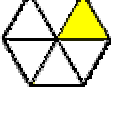
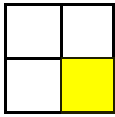
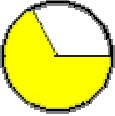
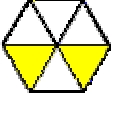
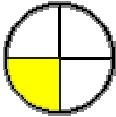
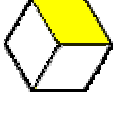
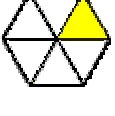
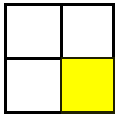
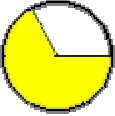
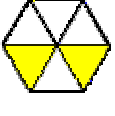
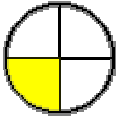
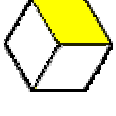
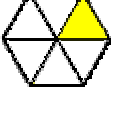
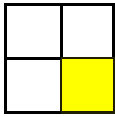
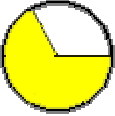
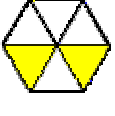
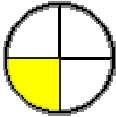
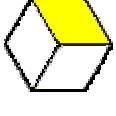
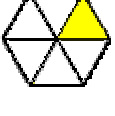
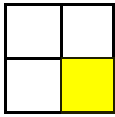
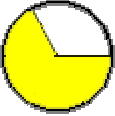
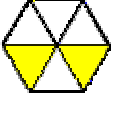
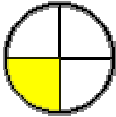
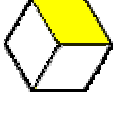
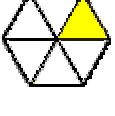
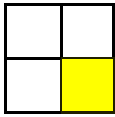
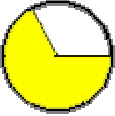
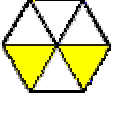
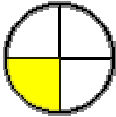
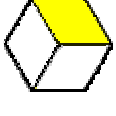
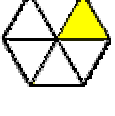
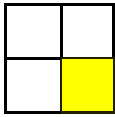
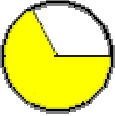
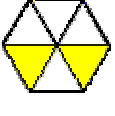
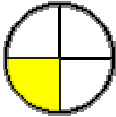
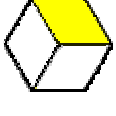
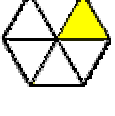
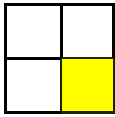
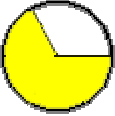
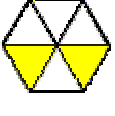
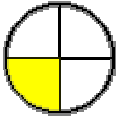
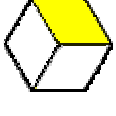
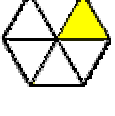
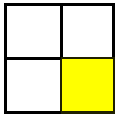
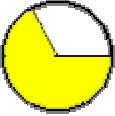
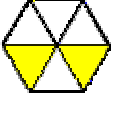
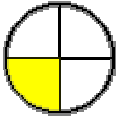
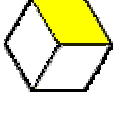
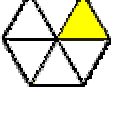
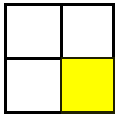
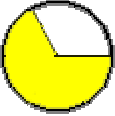
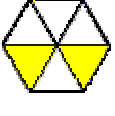
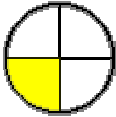
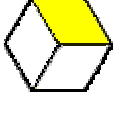
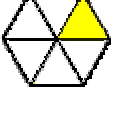
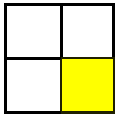
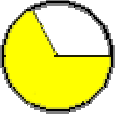
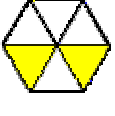
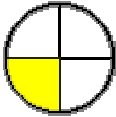
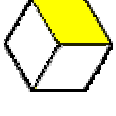
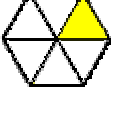
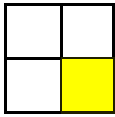
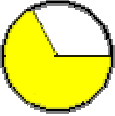
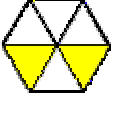
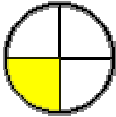
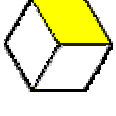
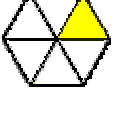
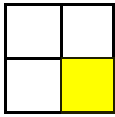
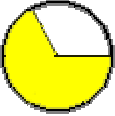
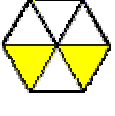
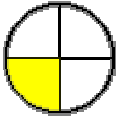
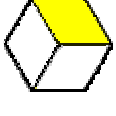
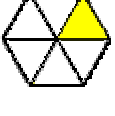
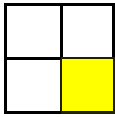
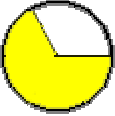
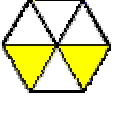
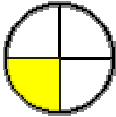
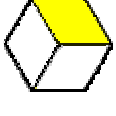
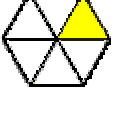
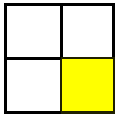
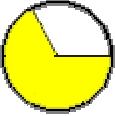
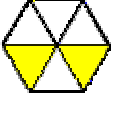
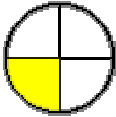
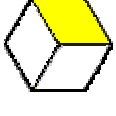
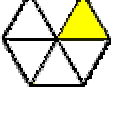
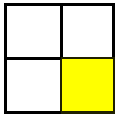
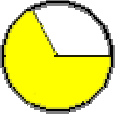
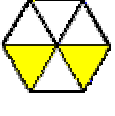
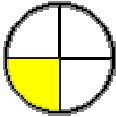
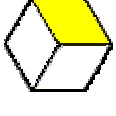
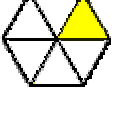
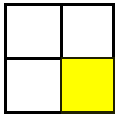
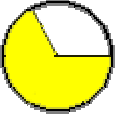
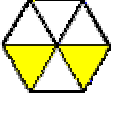
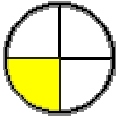
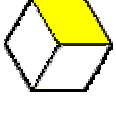
Players: 2 - 4

Directions:

1. Mix up fraction-ominos face down, have each player pick seven.
2. The object of the game is to match fraction-ominos end to end so that their equivalent ends are adjacent to each other.
3. Fraction-ominos can be played at either end, right side up or upside down.
4. Play rotates clockwise.
5. If there are extra fraction-ominos (2 or 3 players), players may pick up one fraction-omino if they cannot play on their turn.
6. The game ends when all of one player's fraction-ominos have been played or when no one can place a match.

VARIATION: Similar format except the match must be the "completion" of the fraction - for example, $1/4$ must be matched to $3/4$.

			$\frac{2}{8}$			<p>one sixth</p>
$\frac{1}{4}$	$\frac{6}{8}$	$\frac{2}{3}$			<p>three fourths</p>	
<p>one sixth</p>			$\frac{4}{6}$		<p>five sixths</p>	
	<p>two thirds</p>		<p>five sixths</p>		$\frac{1}{6}$	
		$\frac{1}{6}$				

					
one fourth					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					

6

97 PRIME

Numbers and Operations



Purpose: To be the first to reach 97

Skill: Knowing prime numbers!

Number of People: 2-4

Directions:

1. Start on zero. Take turns rolling the dice and using any single number rolled or any combination of numbers on the dice (addition or subtraction) to try to reach another prime number.

Example: Marker is on 5, Player rolls a 6 and a 2

Best choice: Move $(6+2=8)$ to 13

Could also: Move 6 to 11, Move 2 to 7

Not possible $(6-2=4)$ to 9

2. If no move can be made to a prime number, player stays on the original spot.
3. First player to reach 97 wins

***** Moves must be made only to PRIMES. If incorrect move is spotted, player making the move must go back "one prime".

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	0	1	2	3	4	5	6	7	8	9	10
49	50	51	52	53	54	55	56	57	58		11
48											12
47	85	86	87	88	89	90		59			13
46	84						91	60			14
45	83						92	61			15
44	82						93	62			16
43	81						94	63			17
42	80						95	64			18
41	79						96	65			19
40	78							66			20
39	77							67			21
38	76	75	74	73	72	71	70	68			22
37								69			23
36	35	34	33	32	31	30	29	28	27	26	24
											25

97
PRIME

