

Games List for *We Discover Math*



Games are a vital component of any mathematics' program, engaging students while providing practice and application of concepts and skills. The games in *We Discover Math* are introduced through the activities and first played as a class. Most often the games can then form the basis for centers and provide suggestions for at-home activities via the student *Memory Book*. It is important to consider the value of the game within the context of the activities.

Leap Frog (Unit 3 Activity 8)

This straightforward board game asks students to roll a die and move their game token that number of spaces along a path. In addition to the application of counting skills and number recognition, students explore positional words.

Match! (Unit 4 Activity 8)

In this concentration game, students match two cards that show the same quantity. Two sets of 0–6 dice dot cards are used. This game promotes the ability to quickly identify dice dot quantities (subitizing).

Match It 0–5 (Unit 5 Activity 3)

In this card game, pairs of students match two different representations of numbers 0–5. The numbers are shown as numerals and on Five Frames. The object is to make as many pairs as possible. An additional game of “concentration” can be played by one or more students. Other important mathematics in the game involves the recognition of quantities without counting (subitizing) and developing meaning for quantities 0–5.

Match It 0–10 (Unit 5 Activity 4)

In this card game, students match two different representations of numbers 0–10. The numbers are shown as numerals and on Ten Frames. The object is to make as many pairs as possible. Additionally, the game “concentration” can be played by one or more students. Other important mathematics in the game involves the recognition of quantities without counting and developing meaning for quantities 0–10. Both this game and the version in the previous activity offer opportunities for differentiation within the class.

Leap Frog and One More (Unit 6 Activity 8)

The board game “Leap Frog” is revisited by having students add one to their dice roll. In addition to the mathematics in the original version, i.e., the application of counting skills and number recognition and exploration of positional words, this game provides practice with the concept of “one more.”

Geometric Turtles *(Unit 7 Activity 2)*

Each student rolls a 1–6 die to determine which pattern block piece can be added to his/her game board to complete a turtle shape. In this game, students identify geometric shapes and use dice dot configurations and positional terms.

Zero! *(Unit 7 Activity 6)*

In this game, each student sets up his/her game board by placing one cube in each of five spaces. Then students roll a 0,1 die to determine if one or zero cubes are removed from their Zero! game board. This game provides an opportunity to develop the meaning of zero, as well as practice counting back from five to zero.

Dice and Number Concentration *(Unit 8 Activity 8)*

This concentration game uses 0–6 dice dot cards and 0–6 number cards. This game provides practice for quick recognition of dice dot quantities, along with matching each quantity to a number.

Feeding Little Brother: A Counting Game *(Unit 9 Activity 5)*

In this game, students make puppets from paper lunch bags and then “feed” the puppet different quantities of cubes, based on the roll of dice. The game allows for continuing the application of important number sense skills as well as the recognition of quantities without counting (subitizing).

Zero Wins! *(Unit 10 Activity 8)*

Students place their game marker on space 10, then roll a 0, 1 die to determine the number of spaces to move the game marker back from ten. This board game provides practice in counting back from ten to zero.