Box Cars and One-Eyed Jacks

K-2 TRAY GAMES

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PALLISER TEACHERS CONVENTION

Calgary, AB

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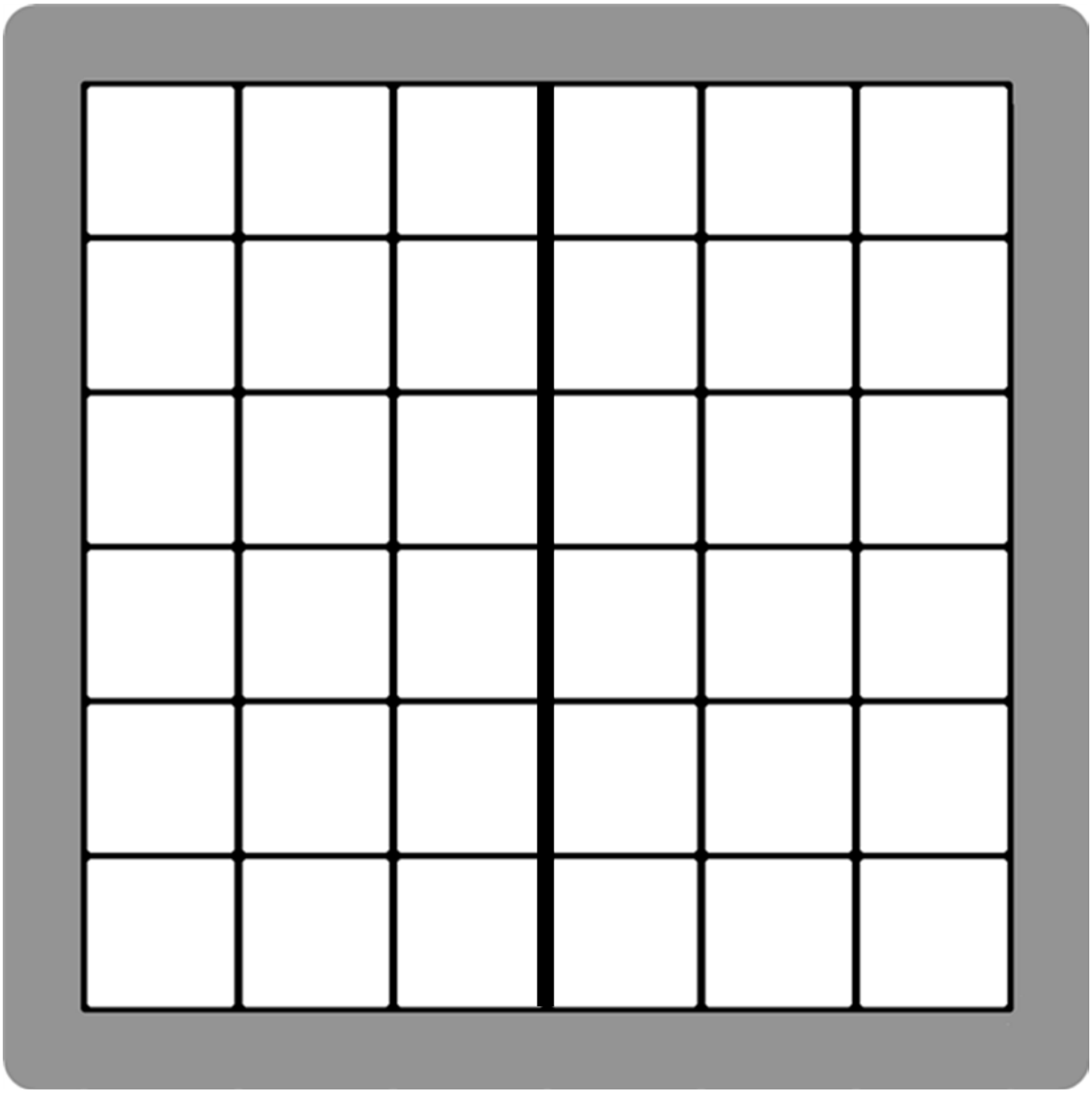
KINDERGARTEN HORSE RACE RECORDING SHEET

MY NUMBER	> = <	MY FRIEND'S NUMBER	MY NUMBER	> = <	MY FRIEND'S NUMBER	MY NUMBER	> = <	MY FRIEND'S NUMBER
	○			○			○	
	○			○			○	
	○			○			○	
	○			○			○	
	○			○			○	
	○			○			○	

HORSE RACE

PLAYER ONE

PLAYER TWO



START

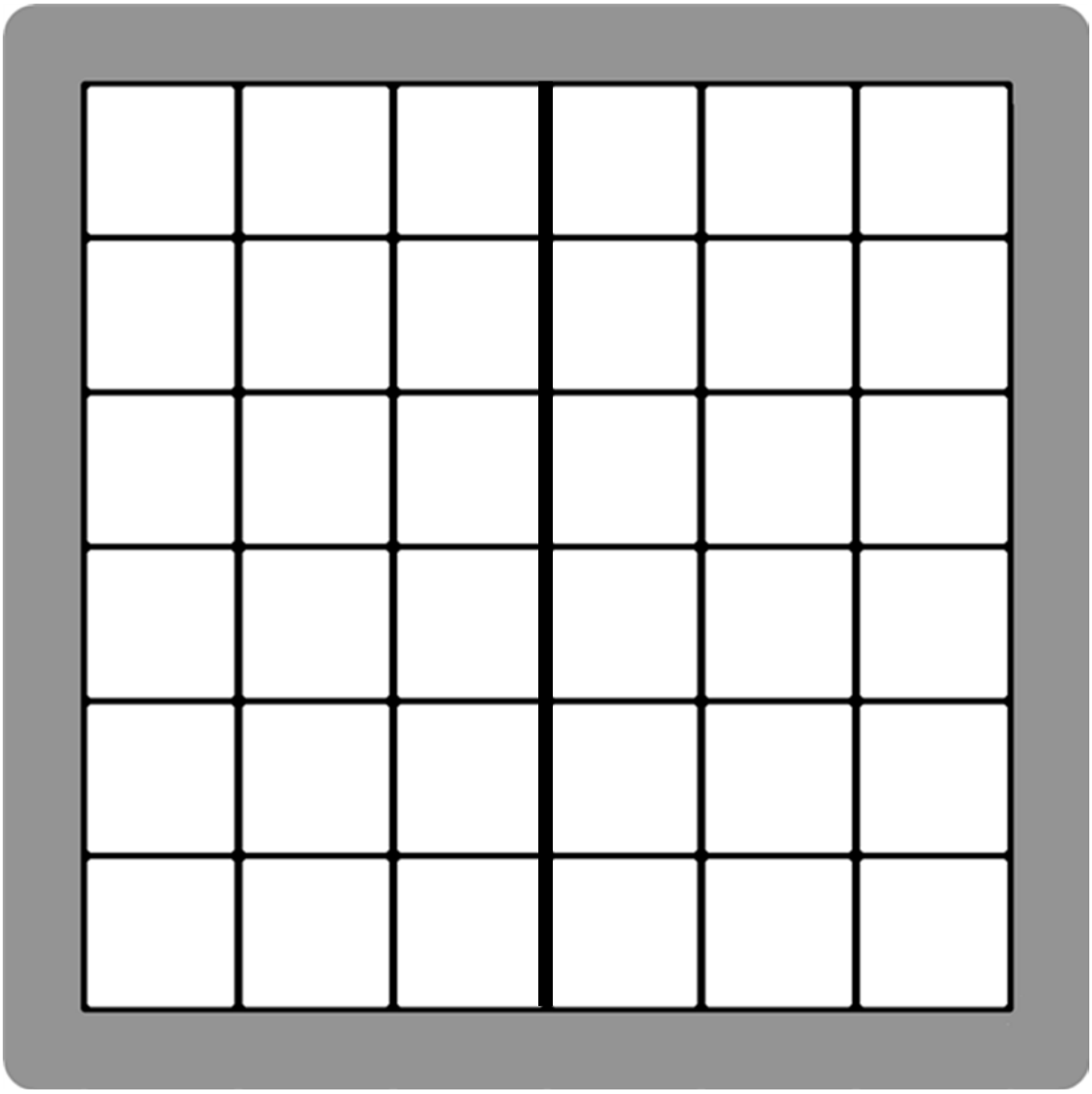
START

- Each player takes 18 dice of own color.
- Each player rolls two dice and adds.
- Player with the greatest sum places them into their side of the tray, least sum places in lid.
- Player with the most dice on their side of the tray at the end of the game wins.

WARP 18

PLAYER ONE

PLAYER TWO



- Explore Associative Property of Addition.
- Each player takes 18 dice of their own color.
- Each player rolls 3 dice and adds.
- Player with the greatest sum places them into their side of the tray, least sum places in lid.
- Players need to verbalize how they calculated sums.
- Player with the most dice in their side of the tray at the end of the game wins.

What's Under My Thumb?

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Level: Grades K-3

Concepts: Missing Addend, Subtraction, Counting On or Back

Players: 1 vs 1

Equipment: Stratedice Tray, One Game board, pencil

Goal: To figure out the number under the other player's finger.

Setting Up: Each player has their own color dice. Player One turns their back to Player Two and secretly rolls two of Player Two's dice (rolled 5 and 1, covered the 1 with a finger), adds the two dice together to get the sum of 6. Player One then turns back around so Player Two can see the 5 and the other covered die (1). Player One then says "Six is my sum! What's under my thumb?" Player Two figures out that 1 added to 5 equals 6 and says "ONE".
Player Two records the 5 on the line for one addend, records the 1 in the box for the missing addend and records the sum (6) into the sum location. Since player Two was correct, Player Two places both dice into their side of the Black Tray. Players continue to alternate turns secretly rolling two of the other player's dice, adding them and saying the rhyme. If players say the correct missing addend, they get to put their dice into the Black Tray. If they are incorrect, they place their dice into the clear lid. The player with the most dice in the Black Tray at the end of 9 rounds wins the game.

Example:
Player One rolled 1 and 5 and covered the 1 and said **"Six is my sum! What's under my thumb?"**

Player Two filled in the 5 + 1 = 6 on the paper and said **"ONE".**

Since Player Two was correct, they placed their dice into the Black Tray. (incorrect answers go in lid)

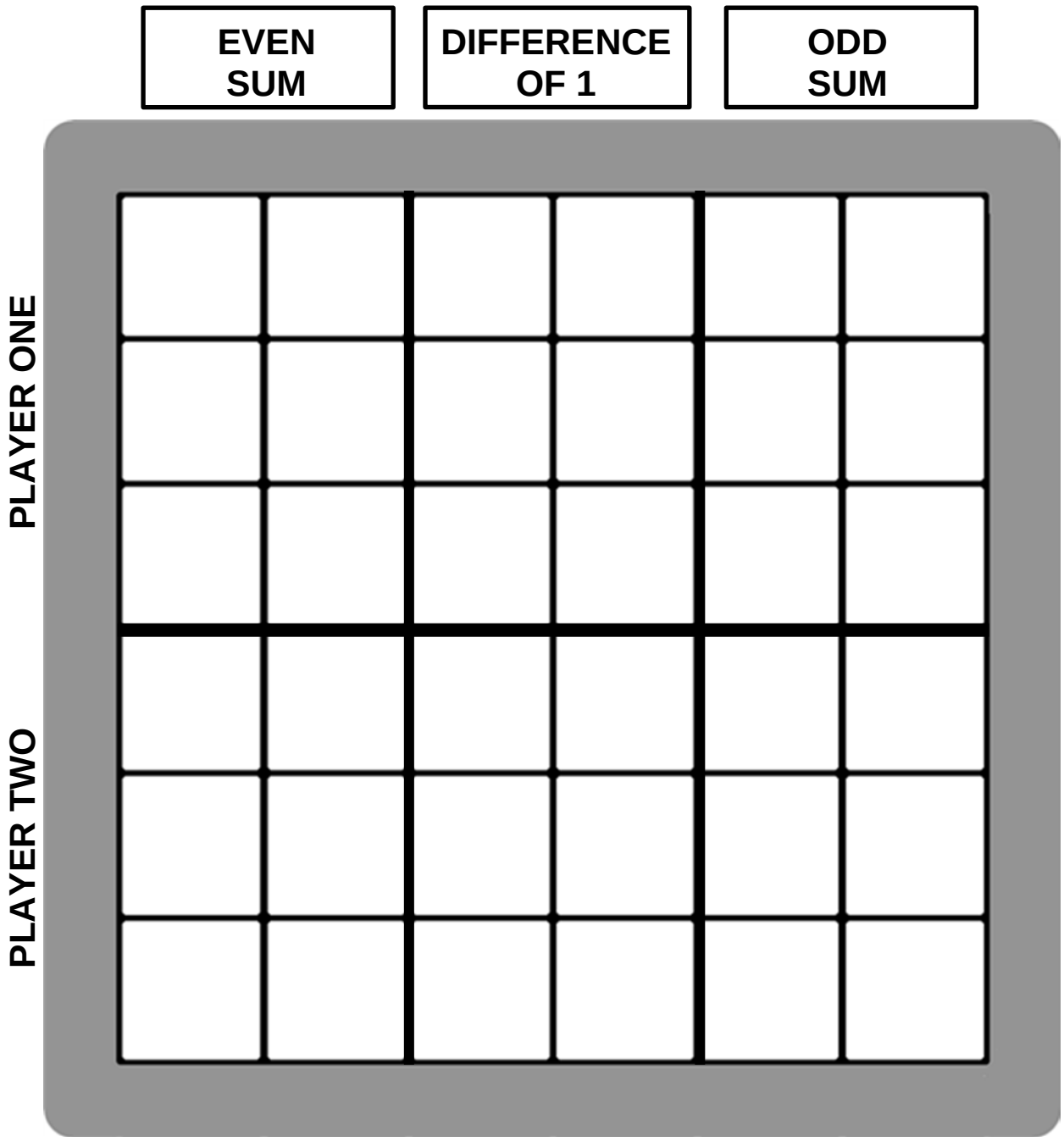
Player One

____ + ____ =	____ + ____ =
____ + ____ =	____ + ____ =
____ + ____ =	____ + ____ =
____ + ____ =	____ + ____ =
____ + ____ =	**Total Dice in Black Tray =**

Player Two

____ + ____ =	____ + ____ =
____ + ____ =	____ + ____ =
____ + ____ =	____ + ____ =
____ + ____ =	____ + ____ =
____ + ____ =	**Total Dice in Black Tray =**

PRIMARY RACE WITH RULES



- Each player takes 18 dice of own color.
- Players will be cycling through the following: EVEN SUM, DIFFERENCE OF 1, ODD SUM
- Each player rolls 2 dice each turn, first looks for EVEN SUM. If EVEN, they can place into their side.
- Next roll they need a DIFFERENCE OF 1 answer and so on.
- First player to fill in entire side is the winner.

SUPER SIX SHOWDOWN

LEVEL: 2 up

SKILLS: identifying 100's and 10's and 1's, greatest/least, probability

PLAYERS: 2 (1 vs 1)

EQUIPMENT: tray of dice (each player needs 18 of their own color), gameboard

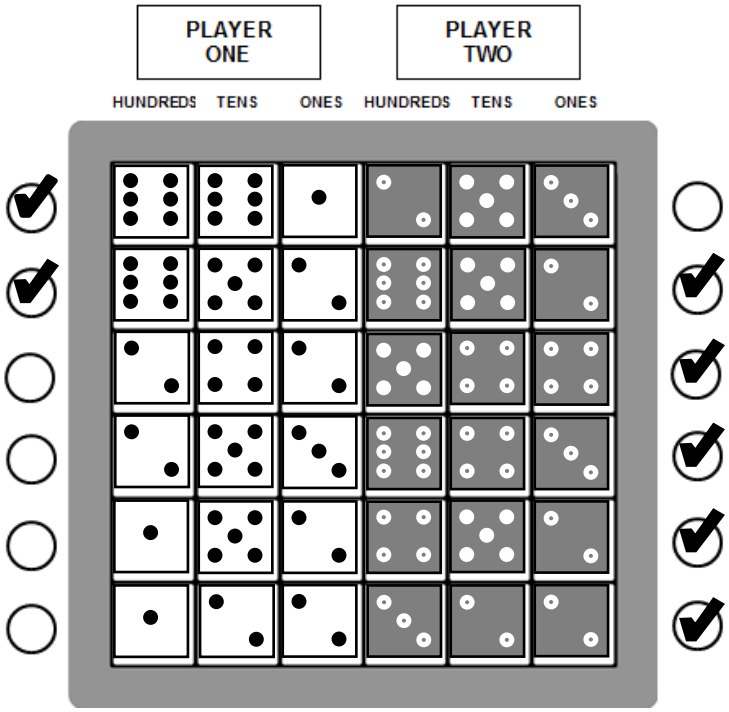
GOAL: to build greater numbers than your opponent in each of your six rows/rounds

GETTING STARTED:

Each player selects their own color of dice and removes all 18 from the tray. Player One begins by rolling a die and placing it into any row on their side of the tray. Player Two then rolls a die, and places it into any place on their side of a tray. *Players can place any roll into any space on their side of the tray throughout the game, it does not have to be played out one row at a time.

Players continue to alternate turns, building hundreds-place numbers in all six rows on their side of the tray. When all 36 dice have been rolled out, players compare the numbers they have built. The player with the largest number in each row scores a point for that row. Players may wish to place markers on their side beside winning rows to keep track of points. In the event that the numbers are equal, both players score a point. The player with the most points at the end of the game wins! If players are tied for points, the player who builds the biggest number wins.

EXAMPLE:



Students can record these math sentences in their journals

661 > 253, Player One scores Row 1

652 = 652, Both players score Row 2

242 < 544, Player Two scores Row 3

253 < 643, Player Two scores Row 4

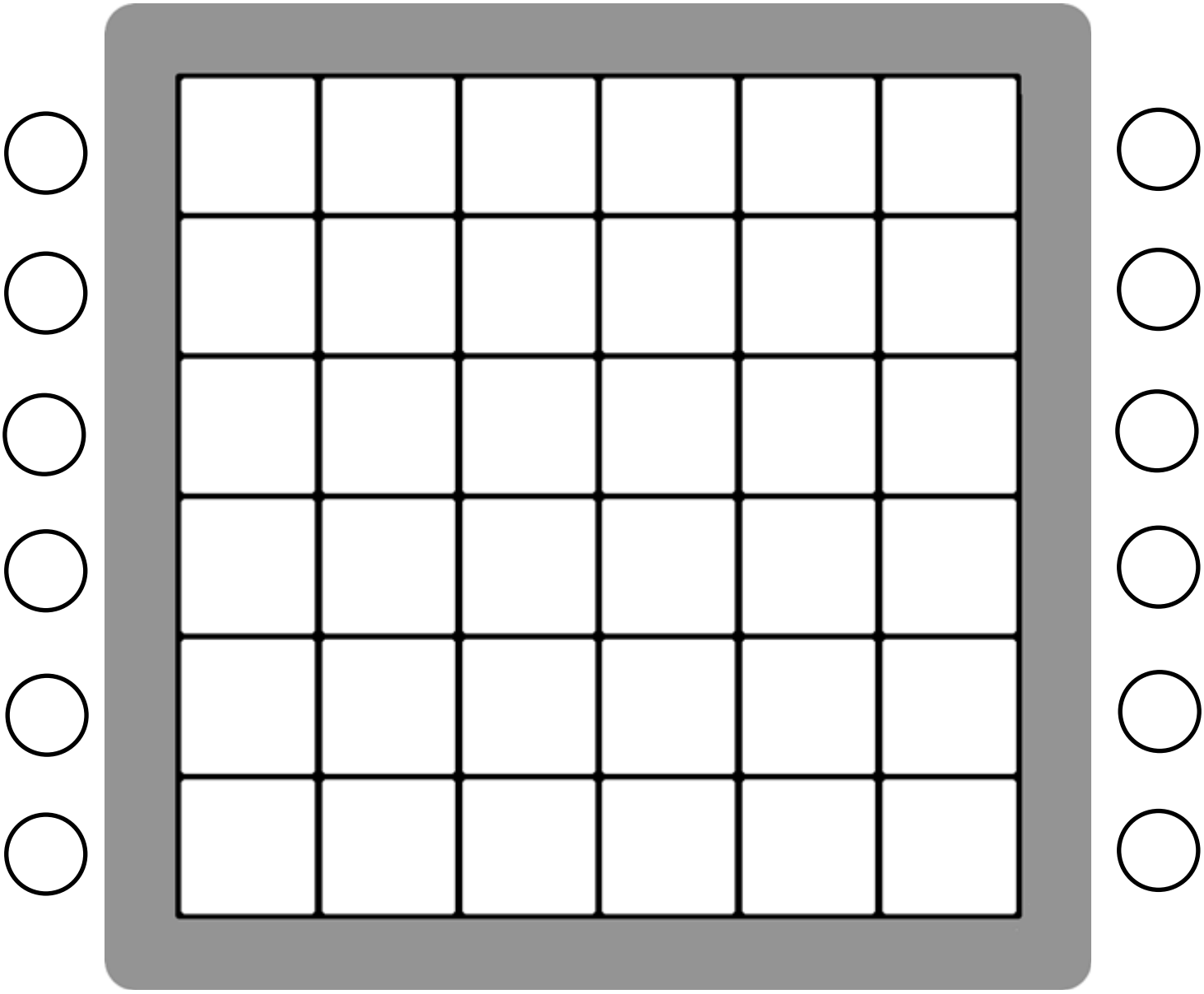
152 < 452, Player Two scores Row 5

122 < 322, Player Two scores Row 6

Player Two wins, 5 points to 2.

SUPER SIX SHOWDOWN

PLAYER ONE			PLAYER TWO		
HUNDREDS	TENS	ONES	HUNDREDS	TENS	ONES



SUPER MUSH HORSE RACE

RECORDING SHEET

TARGET ☐

1. ________________ = ____
2. ________________ = ____
3. ________________ = ____
4. ________________ = ____
5. ________________ = ____
6. ________________ = ____

TOTAL POINTS ☐

TARGET ☐

1. ________________ = ____
2. ________________ = ____
3. ________________ = ____
4. ________________ = ____
5. ________________ = ____
6. ________________ = ____

TOTAL POINTS ☐

TARGET ☐

1. ________________ = ____
2. ________________ = ____
3. ________________ = ____
4. ________________ = ____
5. ________________ = ____
6. ________________ = ____

TOTAL POINTS ☐

TARGET ☐

1. ________________ = ____
2. ________________ = ____
3. ________________ = ____
4. ________________ = ____
5. ________________ = ____
6. ________________ = ____

TOTAL POINTS ☐

SLAM DUNK DIFFERENCES

MY ROLLS

STEP 1

__ + __ = □

__ + __ = □

STEP 2

__ − __ = □

MY ROLLS

STEP 1

__ + __ = □

__ + __ = □

STEP 2

__ − __ = □

MY ROLLS

STEP 1

__ + __ = □

__ + __ = □

STEP 2

__ − __ = □

This is a great 2 -step problem solving game.

To start, the player rolls 4 dice.
Example: Roll 6, 4, 5, 2

STEP 1
Players can arrange dice in any order to make two addition sentences.
Example:
4 + 5 = 9
6 + 2 = 8

STEP 2
Players then subtract their two sums to create the least difference.
Example:
9 - 8 = 1

The player with the least difference wins and puts their dice in the black tray. Other players' dice goes into the clear tray.

PATTERN PUT AWAY

RECORDING SHEET

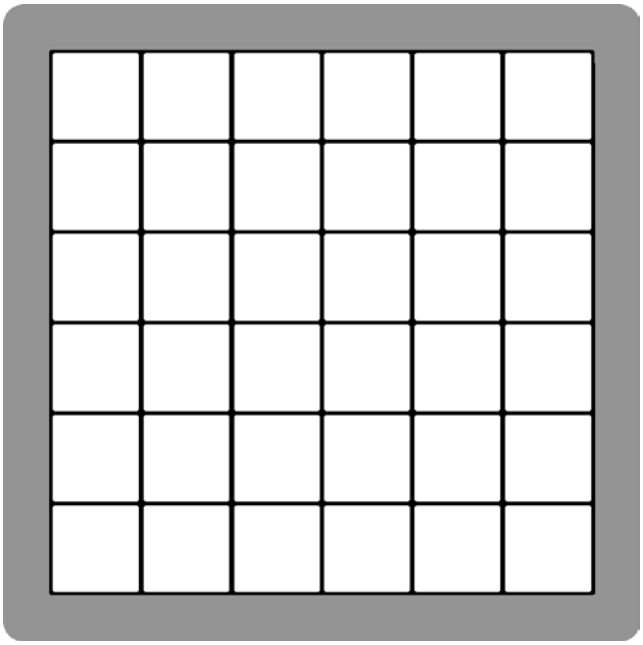
Partners Names:

_____

_____

_____

_____



The name for our pattern is:

_____

The way we would describe our pattern is:

We think our pattern is interesting because: