

Kakooma Instructions

Object:

Be the player with the most cards at the end of the game.

Goal:

To find the number that is the sum (Kakooma Addition) or product (Kakooma Times) of two other numbers on the card.

Examples:

Each card has *one* answer and *only one* answer.

Kakooma Addition (5-number cards)


The answer is the number on the card that is the **sum** of two other numbers on the card.

Kakooma Multiplication (9-number cards)

The answer is the number on the card that is the **product** of two other numbers on the card.

Addition:


5		20
	15	
18		16



$$5 + 15 = 20$$

Multiplication::

6	8	24
10	9	84
75	26	90



$$10 \times 9 = 90$$

What You'll Need:

- 2 -4 players (or teams)
- 1 Deck of Kakooma cards

Game Play:

The dealer places one card face up on the table. When a player sees the answer, he/she calls out "Kakooma" and says the answer. If the other players agree that the answer is correct, he/she takes the card and keeps it.

The dealer places another card on the table and the procedure is repeated. There are no turns; the first player to call "Kakooma" gets to identify the answer.

If a player calls "Kakooma" and does *not* find the answer, he/she must give back one of his/her cards to the dealer.

Play is repeated until the dealer runs out of cards.

Winning:

The players count the cards they've collected. The player with the most cards wins.

Web Bonds Instructions

Object:

Be the player with the most “fact triangles” at the end of the game.

Goal:

To place 3 numbers in a position to make a fact triangle or number bond. (In a fact triangle, the three numbers “go together.” The numbers 4, 5, and 1 make up a fact triangle because $4 + 1 = 5$, $5 - 1 = 4$, and $5 - 4 = 1$.)

Fact triangle examples:

$$\begin{array}{ccc} \begin{array}{c} 2 \\ / \quad \backslash \\ 3 \quad 5 \end{array} & \begin{array}{c} 6 \\ / \quad \backslash \\ 2 \quad 4 \end{array} & \begin{array}{c} 3 \\ / \quad \backslash \\ 6 \quad 3 \end{array} \end{array}$$

What You’ll Need:

- 2 Players
- 1 Web Bonds game board
- 2 Dry erase markers
- 1 Dice

Game Play:

Player 1 rolls a dice and writes the number in the center circle on the game board. Player 2 rolls a dice and writes the number in any circle on the board. The players take turns rolling the dice and writing numbers in the open circles.

When a player writes a number that completes a fact triangle, he/she traces the outline of the triangle and writes

his/her initial in the center of that triangle.

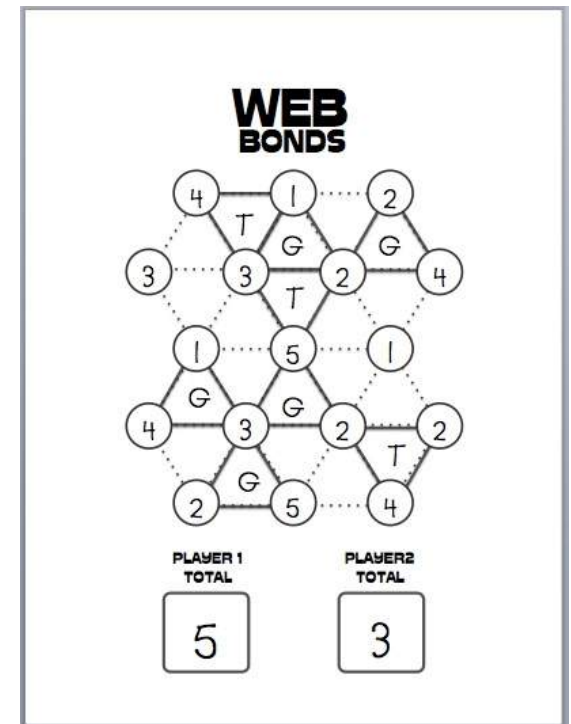
It is possible to complete more than one fact triangle at a time. If that happens, the player in control gets to trace and initial all of the fact triangles he/she created in that turn.

If three numbers do not make a number bond, the triangle is left blank.

Play continues until all circles on the board are full.

Winning:

Each player counts his/her initials on the board. The player with the highest number wins.



Tic-Tac-Tang Game B Instructions

Object:

Be the first player to complete a number bond with three numbers in a row.

Goal:

To make a number bond. (A number bond is made up of 3 related numbers. For example, 3, 4, and 7 form a number bond because $3 + 4 = 7$, $7 - 4 = 3$, and $7 - 3 = 4$.)

Examples:

4		5
7	2	1
6		

In the example above, if the player rolls a 2, 4 or 6, he/she can write it in the bottom right corner to complete a number bond (4, 2, 2 or 4, 2, 6, 5, 1, 6, or 5, 1, 4). If he/she rolls a 1, 3, 5, 7, 8, 9, or 10, he/she writes it in any blank space.

What You'll Need:

- 2 Players
- 1 Tic-Tac-Tang Game Board
- 2 Markers
- 1 Ten-Sided Dice

Game Play:

Player 1 rolls a dice and writes the number in any space on the 3 x 3 grid. Player 2 rolls a dice and writes the number in a blank space on the grid. The players take turns rolling the dice and writing numbers in the empty spaces.

When a player writes a number that completes a number bond with three numbers in a row, he/she draws a line through the three numbers and calls out "Tic-Tac-Tang!"

The completed number bond can include three numbers in a horizontal, vertical, or diagonal row.

Winning:

The first player to complete a number bond with three numbers in a row is the winner.

		5
7	2	1
6		4

Tic-Tac-Tang Game A Instructions

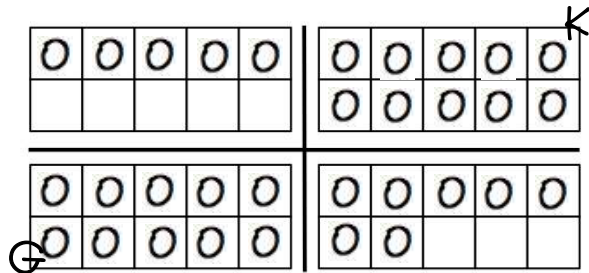
Object:

Be the first player who fills two ten-frames in a row.

Goal:

To completely fill a ten-frame without going over.

Example:



On the example game board above, if Katie rolls a 5, she can fill the top ten-frame (by drawing 5 circles) and win the game. If she rolls a 3, she can fill the bottom ten-frame and win the game. If she rolls a 1 or 2, she can put them in the top frame or the bottom frame. If she rolls a 6, she does nothing and waits for her next turn.

What You'll Need:

- 2 Players
- 1 Tic-Tac-Tang game board
- 2 Markers
- 1 Dice

Game Play

Player one rolls the dice to get a target number, and then draws that number of circles in any ten-frame. Player two then rolls the dice and draws that number of circles in a ten-frame. The players take turns rolling the dice and drawing circles in the open spaces of the ten-frames.

Players can draw circles in the open spaces of any ten-frame as long as the total doesn't exceed 10.

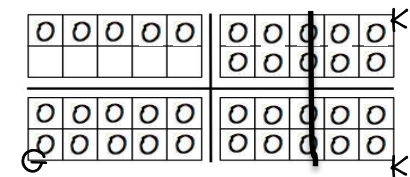
The target number cannot be split. In each turn, the circles *must* be drawn in a single ten-frame.

If the target number is too large for any open ten-frame, the player does nothing and waits for his/her next turn.

When a player **fills** a ten-frame, he/she puts his/her initial on the corner of the frame and calls out "Tic-Tac-Tang."

Winning:

The first player to fill two ten-frames in a row wins the game.



Math Limbo Instructions

Object:

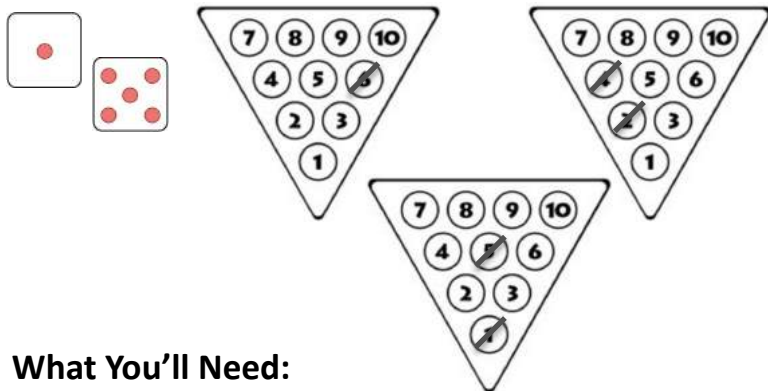
Be the first player to win three games.

Goal:

Find the total number showing on two dice; then make that number by crossing off one or two numbers on the game board.

Example:

A roll of 6 can be made by crossing off the number 6, the numbers 5 and 1, or the numbers 4 and 2.



What You'll Need:

- 2 Players
- 1 Math Limbo game board
- 2 Dry erase markers
- 2 Dice

Game Play

Player 1 rolls two dice to determine the target number. He/she makes the target number by crossing off one or two numbers on the game board. (No more than 2 numbers can be crossed off at once.)

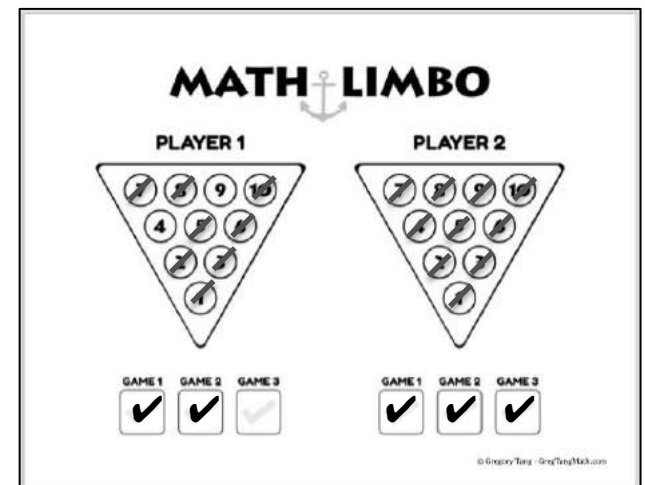
Player 2 repeats the procedure. The players take turns rolling the dice and crossing off their remaining numbers.

If a player cannot make the target number, he/she does nothing and waits to try again on his/her next turn.

When a player has marked off all of the numbers on the board, he/she puts a check mark in the "scorekeeping" area at the bottom. The players erase their marks and start over again.

Winning:

The first player to earn three check marks is the winner.



Numskill Instructions

Object:

Be the player with the most cards at the end of the game.

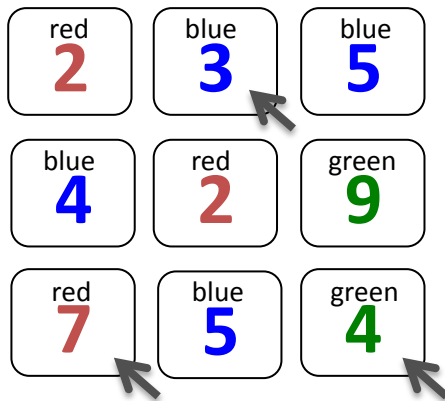
Goal:

To find a Numskill “set” of 3 cards.

A Numskill set is made up of three cards that contain a number bond *and* 3 different colors. In a number bond the three numbers “go together”. The numbers 4, 5, and 1 make up a number bond because $4 + 1 = 5$, $5 - 1 = 4$, and $5 - 4 = 1$.

Example:

For example, a blue 3, a red 7, and a green 4 would be a Numskill set. The example set contains a number bond (3, 4, 7) *and* the cards are three different colors.



What You'll Need:

- 2 Players or teams
- 1 Deck of Numskill cards

Game Play:

The dealer shuffles the cards and then lays out 9 cards, face up, in a 3 x 3 grid.

When a player sees a set, he/she calls out “Numskill”. He/she then points to the cards that make up the set. If everyone agrees that it *is* a set, the player picks up the three cards and keeps them.

The dealer replaces the three missing cards and the procedure is repeated. There are no turns; the first player to call “Numskill” gets to identify the set.

If a player calls “Numskill” and does *not* find a set the other player (or players) gets a chance to find one.

Play is repeated until the dealer runs out of cards.

Winning:

The players count the cards they've collected. The player with the most cards wins.

Numtanga Instructions

Object:

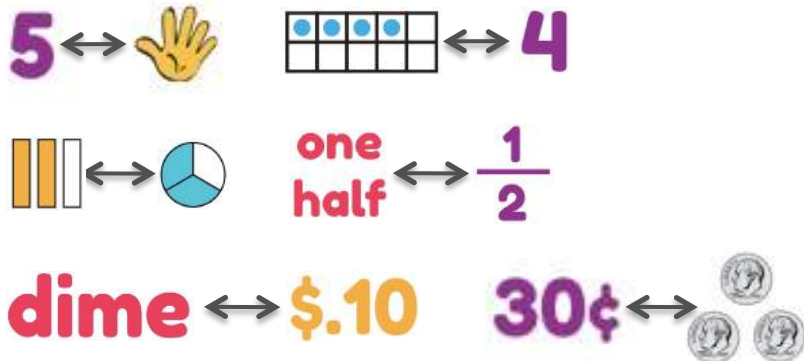
Be the first player to reach the finish line on the game board.

Goal:

Find the matching object on two cards for a chance to roll a dice and move on the game board.

Match Examples:

Any two cards in the deck will always have *one* match and *only* one match. Example matches:



What You'll Need:

- 2-4 Players
- 1 Numtanga game board
- 1 Game piece for each player
- 1 Deck of Numtanga cards (Numbers, Money, or Fractions)
- 1 Dice

Game Play

The dealer turns over two cards from the deck. Player 1 looks for the matching symbol. (If Player 1 cannot find the match, the other players may help him/her.) When a match is found, Player 1 rolls the dice, moves his/her game piece the number of spaces shown on the dice, and then follows the prompts on the game board.

The procedure is repeated. The dealer turns over two more cards (and places them on top of the original two cards) and the players take turns finding the match, rolling the dice, and moving their game pieces.

When all of the cards have been turned over, the dealer shuffles them and starts through the deck again.

If a game piece lands on a spot with the “Race” prompt, the dealer turns over two more cards. The first player to find the match, gets an extra chance to roll the dice and to move his/her game piece. Play then returns to the original order so that no one loses a turn.

Winning:

The first player to reach the finish line on the game board is the winner.