

# Everyday Math Games List

Individual Grade Levels List with Correlation to Online Games  
and Complete Online Games List



# Kindergarten - Everyday Math Games & Online Games

Game	Kindergarten Lessons	MM	Skill Practiced	Online Version
Attribute Spinner Game	5♦14, 6♦7, 7♦9	118-119	Using multiple attributes to identify objects	
Clear the Board or Cover the Board	7♦12		Adding numbers and subtracting or adding items to a board	Plus and Minus Game (similar game)
Count and Sit	2♦6, 2♦10, 2♦14, 3♦12, 4♦6, 4♦15, 5♦7, 7♦7		Counting children by ones	
Cover Half	6♦11	120	Counting objects by ones, recognizing half of a region or collection	
Dice Addition Games	7♦6		Adding dice rolls and comparing sums	
Dice Race	3♦3, 4♦6, 7♦6	26; 34	Counting dots and graphing dice rolls	
Domino concentration	3♦5, 3♦9, 5♦12	105-106 121-123	Counting and matching numbers of dots to written numerals	
Find the Block	5♦3, 6♦12		Using attributes to find and describe objects	
Follow the Leader	2♦6, 2♦10, 2♦15, 4♦6		Counting movements by ones	
Give the Next Number	1♦12, 2♦1, 2♦9, 2♦10, 3♦4, 4♦2, 4♦6, 7♦7		Counting numbers in sequence	
Go Forward, Back Up	4♦1, 7♦1	124	Moving along a number line using + and - symbols	
Growing & Disappearing Train Games	3♦13, 4♦4, 4♦11, 4♦15, 5♦1, 6♦2		Counting Cubes using one to one correspondences and adding and subtracting cubes	Build a Train and Disappearing Train
Guess My Number	5♦4, 6♦8, 7♦9, 7♦11		Using addition and subtraction, place value, and other numeration clues to guess numbers	
Guess Who?	6♦12		Using the process of elimination by attributes to identify "mystery person".	
High Low	7♦14		Comparing numbers 0-30 and thinking about probability	
High Roller Games	8♦4		Comparing numbers and counting on	
I Spy	2♦1, 2♦11, 3♦13, 4♦14, 5♦3, 6♦6, 7♦3, 8♦13		Using attributes to identify shapes	
Matching Coin Game	2♦8, 5♦16	104	Recognizing and matching pictures of coins with actual coins	
Money Cube (Coin Exchange)	7♦1, 7♦5, 7♦13, 8♦8		Identifying coins and their values, and exchanging coins of equal value	Coin Exchange 1
Money Grid	7♦1, 6♦16	125	Identifying coins and their values, and exchanging coins of equal value	Coin Exchange 1
Monster Squeeze	3♦6, 5♦5, 6♦12, 7♦16	126-128	Comparing and ordering numbers	Monster Squeeze 0-10; 0-20
Nine Holes	Project 3	70-71	Strategy game - get 3 in a row on intersections on a game board	
Number Grid Game	5♦16, 8♦8	110; 129	Adding and Subtracting on a number grid	Number Grid Game
Number Grid Grab	7♦13, 8♦6		Reading and comparing 2-digit numbers	

<b>Game</b>	<b>Kindergarten Lessons</b>	<b>MM</b>	<b>Skill Practiced</b>	<b>Online Version</b>
Number Grid Search	<b>5♦16, 6♦13, 7♦8, 7♦10</b>	110	Using number patterns to locate numbers and navigating spaces on a number grid	
Number Gymnastics	<b>8♦6, 8♦14</b>		Adding, subtracting, and manipulating digits mentally	
One dollar game	<b>8♦8</b>	115-116	Making exchanges with pennies, dimes, and dollars	One Dollar Game
Ones, Tens, Hundreds Game	<b>8♦1</b>	130	Counting by ones and tens and exchanging ones for tens and tens for hundreds	Base-Ten Exchange
Owari	<b>Project 3</b>	72-73	Strategy game (similar to Mancala) - collect the most beans	
Paper Money Exchange Game	<b>8♦1</b>	113-114 131-134	Exchanging \$1, \$10, and \$100 bills	Paper Money Exchange Game
Pattern Cover Up	<b>4♦5</b>		Determining missing elements in a pattern	
Penny - Dime Exchange	<b>6♦7, 6♦8</b>		Counting coins and making coin exchanges	One-Dollar Exchange; Coin Exchange 1
Penny - Nickel Exchange	<b>5♦10, 6♦2, 6♦8</b>		Counting coins and making coin exchanges	
Plus or Minus Games	<b>7♦12</b>	135	Recognizing the + and - symbols and adding and subtracting items	Plus and Minus Game
Read my Mind	<b>6♦12</b>		Using multiple attributes to describe and select objects	
Shisima	<b>Project 3</b>	68-69	Strategy game - get 3 bugs in a row	
Simon Says	<b>1♦3, 1♦5, 4♦13</b>		Following directions with attributes	
Spin a Number	<b>2♦4, 7♦1</b>	136	Reading numbers 1-10 and counting spaces on a gameboard	Spin a Number (1-10)
Stand Up If	<b>6♦3, 7♦3</b>		Identifying 3-D shapes	
Stick Pick Up	<b>3♦11</b>		Recording and analyzing outcomes and counting and comparing results	
Teen Frame	<b>3♦16, 4♦7, 6♦11</b>	137-139	Reading, counting, and comparing teen numbers	
Teen Tangle	<b>2♦1</b>	98-102; 139	Recognizing teen numbers	
The Raft Game	<b>5♦10, 6♦4, 8♦8</b>		Making exchanges for equivalent numbers	
Time Match	<b>8♦12</b>	140-143; 112	Matching times on digital and analog clocks	
Top It Games	<b>4♦2, 5♦6, 6♦11</b>	105-107; 108	Reading and comparing numbers; adding numbers and comparing sums	Addition Top It (2 cards), (3 cards); Top It
Tricky Teens	<b>2♦1</b>	97-102	Recognizing and ordering teen numbers	
Tug of War	<b>Project 3</b>	74-75	Counting on a 'rope'	
Walk Around the Clock	<b>8♦3</b>	56	Tracking the hour hand on the clock	
What's My Rule?	<b>7♦15, 8♦10</b>	58	Applying a rule to complete a number pair	
What's My Rule? Fishing	<b>4♦14, 8♦4</b>		Figuring out sorting rules	
Who Am I Thinking Of?	<b>4♦14</b>		Using attributes to identify a "mystery person"	

# First Grade Everyday Math Games

Game	Grade introduced	First Grade Lessons	MRB, SMJ or TLG (directions)	MM	Skill Practiced	Online Version
1, 10, 100 \$ Exchange Game	1	10♦4	TLG 819	331-334	Exchanging 1, 10, and 100 \$ bills	\$1, \$10, \$100 Exchange Game
3, 2, 1 Game	1	8♦5, 8♦9	MRB 150-151		Subtraction	
Addition Spin	2	*	MRB 120-121	338 & 340	Adding multiples of 5, adding 2 digit numbers	
Addition Top It	K	6♦1, 6♦2, 6♦5, 7♦7, 8♦8	MRB 122-123 TLG 539		Finding and comparing sums	Addition Top it (2 cards), (3 cards)
Animal Weight Top It	1	5♦5	TLG 383	Activity Sheets 7 & 8	Finding and comparing sums	Animal Top It
Attribute Train Game	1	7♦2, 7♦6	TLG 629		Identifying attributes of shapes	
Base-10 Exchange	1	5♦3, 5♦9, 8♦4	TLG 371 SMJ 81	224, 318, 339	Place Value; exchanging 10 - 1s for 10s (Base-10 blocks)	Base-10 Exchange
Beat the Calculator	1	5♦11, 6♦4, 8♦3, 9♦1, 10♦2	MRB 38, 124-125 TLG 411		Addition facts	
Before and After	1	3♦1, 3♦4	MRB 126-127 TLG 185		Counting forward and backward by 1's	
Bunny Hop	1	1♦5, 1♦12, 3♦6	TLG 35	341	Counting on a number line	
Coin Dice Game	1	3♦12, 4♦3, 10♦3	TLG 244		Counting coins & making exchanges	Coin Exchange 2
Coin Exchange	1	6♦10, 7♦5, 8♦1	MRB 90, 128-129; TLG 591		Counting coins & making exchanges	Coin Exchange 2
Coin Top-It	1	2♦13, 3♦5, 3♦11, 6♦9, 8♦1	TLG 159		Calculating and comparing the value of coin combos	Coin Top It, Coin Top It Advanced
Difference Game	1	5♦7, 6♦1, 8♦5, 9♦7	MRB 130-131 TLG 390		Counting pennies, comparing differences	
Digit Game (Top It)	1	5♦1, 5♦4, 5♦3	MRB 132 TLG 361		Comparing 2-digit numbers	
Dime-Nickel-Penny Grab	1	3♦13, 4♦8, 10♦4	TLG 248	342	Calculating and comparing the value of coin combos	Dime Nickel Penny Grab
Domino Top-It	1	3♦14, 4♦1, 4♦5, 5♦10	TLG 253	86 HL (3.14)	Counting dots on dominoes and comparing sums	Domino Top It
Fact Extension Game	2	*	MRB 134-135		Finding sums of 2-digit numbers and multiples of ten	
Fact Power Game	1	6♦4, 6♦7	TLG 556	343	Math fact practice	
High Roller	1	2♦12, 3♦14, 4♦11, 5♦9	TLG 153	344	Comparing numbers, finding sums	
Hit the Target	2	*	MRB 136-137	345	Finding differences between 2 digit numbers and multiples of ten	

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Game	Grade introduced	First Grade Lessons	MRB, SMJ or TLG (directions)	MM	Skill Practiced	Online Version
Make My Design	1	7+1, 7+7, 9+3	SMJ 137		Create identical pattern block designs	
Monster Squeeze / Number Line Squeeze	K	1+2, 1+3, 1+6, 1+10	TLG 21	4, 5	Use comparison vocabulary to guess and determine mystery number	
Name that Number	2	*	MRB 138-139	346	Addition and Subtraction facts to reach a target number	Name that Number (2 cards)
Nickel- Penny Grab	1	2+11	MM 347	347	Calculating and comparing the value of coin combos	
Number Grid Difference Game	2	*	MRB 140-141	348	Subtraction of 2-digit numbers using a number grid	
Number Grid Game	K	9+2, 9+5	MRB 142-143 SMJ 178 TLG 749	249	Adding and Subtracting on a number grid	Number Grid Game
One Dollar Exchange	1	8+2, 8+7, 9+8	MRB 144-145	224	Exchanging coins and bills	One Dollar Exchange
Penny Grab	1	2+8	MM 350	350	Counting and comparing the value of penny collections	
Penny Plate	1	2+8, 4+12, 5+11, 6+5	MRB 146-147 TLG 132		Finding sums of 10	Penny Cup (20 pennies)
Penny-Dice Game	1	1+3, 1+4, 1+5, 1+6, 1+13, 2+8	TLG 27		Counting pennies, comparing quantities	
Penny-Nickel Exchange	1	2+10, 3+2, 3+7, 3+10	TLG 143		Collecting pennies to exchange for nickels	
Penny-Nickel-Dime Exchange	1	5+13, 6+9,	TLG 421		Counting pennies & nickels to exchange for dimes	Penny Nickel Dime Exchange
Quarter, Dime, Nickel, Penny Grab	1	6+9	TLG 585 & 248	351	Counting coin combinations	
Rock- Paper- Scissors	1	1+8	TLG 50	352	Recording data with tally marks	
Rolling for 50	1	2+1, 2+5, 2+7	SMJ 7 SMJ Number Grid		Navigating on a number grid or number line to 50	
Shaker Addition Top-It	1	4+12, 5+5	TLG 337	353	Addition fact practice	
Subtraction Top-It	3	*	MRB 148-149		Subtraction Facts from 0 to 10	
Time Match	K	4+4, 4+10, 6+10, 7+2, 10+5	MRB 152-153 TLG 295	354-359	Telling time on an analog clock	
Top-It	K	1+6, 1+7, 1+10, 1+11, 2+1	MRB 154-155 TLG 39		Comparing Numbers	Top It
Tric-Trac	1	6+8, 6+12, 8+3	MRB 156-158 TLG 577	360	Solving addition problems (facts)	
Two Fisted Penny Addition	1	2+3, 4+2, 4+7, 4+8, 5+2, 5+11, 8+9	TLG 105-106	25 HL	Counting pennies, facts that = 10, 6 & 7, 8 & 9, 11 & 12, 15 & 16, 17 & 18	Two Fisted Penny Addition

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# Second Grade Everyday Math Games

Game	Grade introduced	Second Grade Lessons	MRB, SMJ or TLG (directions)	MM	Skill Practiced	Online Version
3, 2, 1 Game	1	*	MRB 150-151		Mental Subtraction Skills; strategy	
Addition Card Draw	2	12♦5, 12♦7	SMJ 300	446	Adding three numbers	
Addition Spin	2	4♦2, 4♦3, 4♦6, 5♦1	MRB 120-121 see TLG 257	447-448	Adding multiples of 5, adding 2 digit numbers	
Addition Top It	K	1♦4, 1♦5, 1♦7 1♦11, 1♦12, 6♦2,	MRB 122-123 TLG 37 (see page)	449	Finding and comparing sums	Addition Top It (2 cards), (3 cards)
Array Bingo	2	6♦9, 7♦6, 11♦4	SMJ 154-155	450	Recognizing arrays	
Base-10 Exchange	1	3♦4	TLG 206	428	Place Value	Base-10 Exchange
Base-10 Trading Game	2	6♦5	TLG 406	427	Place Value exchanges	Tens and Ones Trading Game (Trade Up), (Trade Down)
Basketball Addition	2	7♦3	SMJ2 166-167	200, 418; 451	Adding three or more 1 or 2 digit numbers	Basketball Addition
Beat the Calculator	1	2♦2, 2♦4, 2♦6, 2♦8, 2♦12, 5♦7	MRB 38, 124-125; SMJ 24		Addition facts - faster than the calculator	
Beat the Calculator (multiplication)	2	11♦9	MRB 286-287		Multiplication Facts - faster than the calculator	
Before & After	1	*	MRB 126-127		Identifying numbers that are one more and one less than a number	
Coin Exchange	1	*	MRB 90; 128-129		Finding equivalencies of coin values	
Coin Top-It	1	1♦4	TLG 37	452-453	Calculating and comparing the value of coin combos	Coin Top It, Coin Top It Advanced
Difference Game	1	2♦12	MRB 130-131		Subtraction facts	
Digit Game (Top It)	1	3♦1, 3♦7	MRB 132-133		Comparing 2- and 3- digit numbers	
Dollar Rummy	2	3♦5, 5♦4	SMJ 65	454-455	Finding value of coin combinations - complements of 100	
Domino Top-It	1	2♦2, 2♦5, 2♦6	MRB 154-155 MRB 122-123		Finding and comparing sums	Domino Top It
Doubles or Nothing	2	2♦3	TLG 108	456 SMJ 29	Addition facts with emphasis on doubles	
Equivalent Fractions Game	2	8♦5, 8♦6, 9♦3, 9♦7, 10♦6	SMJ2 198-199		Identifying pairs of equivalent fractions	
Fact Extension Game	2	4♦8, 4♦9, 5♦8, 6♦8	MRB 134-135		Finding sums of 2-digit numbers and multiples of ten	
Fraction Top It	2	8♦6, 8♦7, 9♦7, 10♦6	SMJ2 203-204	SMJ2 Act. Sheets 5-8	Compare Fractions	Fraction Top It

Game	Grade introduced	Second Grade Lessons	MRB, SMJ or TLG (directions)	MM	Skill Practiced	Online Version
High Roller	1	<b>3♦7</b>	TLG 223		Counting up	
Hit the Target	2	<b>7♦2, 7♦4, 7♦5, 11♦1</b>	MRB 136-137 SMJ 163	418; 457	Finding differences between 2 digit numbers and multiples of ten	
Money Exchange Game	2	<b>1♦5, 10♦8</b>	TLG 40	458-461	Make exchanges between coins and bills	Money Exchange Game (1,10,100), (10,100,1000), 10\$ bill
Name that Number	2	<b>2♦9, 2♦10, 4♦5, 5♦5, 8♦4, 9♦2, 9♦9, 11♦6, 12♦4</b>	MRB 138-139	462	Addition and Subtraction facts to reach a target number	Name that Number (2 cards)
Number Grid Difference Game	2	<b>2♦12, 6♦5, 6♦10, 9♦4</b>	MRB 140-141	463	Subtraction of 2-digit numbers using a number grid	
Number Grid Game	K	<b>1♦8</b>	MRB 142-143	418	Counting on a number grid to 110	Number Grid Game
Number Line Squeeze / Monster Squeeze	K	<b>1♦1</b>		464	Comparing Numbers	
Number Top It (up to 5-digits)	K	<b>1♦11</b>	MRB 154-155 TLG 70	465-466	Comparing Numbers	
One-Dollar Exchange	1	*	MRB 144-145; 90	467	Exchanging pennies and dimes for dollars; place value	
Penny Plate	1	<b>1♦6</b>	MRB 146-147	468	Finding sums of 10; fact practice	Penny Cup (20 pennies)
Penny, Dime, Dollar Exchange	2	<b>3♦2</b>	MRB 144 TLG 194	428	Coin and bill exchanges	
Penny-Nickel Exchange	1	<b>1♦5, 3♦2</b>	MRB 128 TLG 41	428	Exchanging pennies for nickels	
Pick a Coin	2	<b>10♦3, 10♦4</b>	SMJ 236 TLG 739-740	469 SMJ 237	Finding money totals on a calculator	Pick a Coin
Simon Says	2	<b>6♦8</b>	TLG 423		Making arrays	
Soccer Spin	2	<b>7♦8, 10♦11, 11♦5</b>	SMJ2 179	470-471	Predicting outcomes of events	
Spinning for Money	2	<b>3♦2, 10♦1</b>	SMJ 55	472	Coin and bill exchanges	
Subtraction Top-It	3	*	MRB 148-149		Subtraction Facts from 0 to 10	
Three Addends	2	<b>6♦1, 6♦2; 6♦6</b>	SMJ 131	473	Addition with three addends	
Time Match	K	*	MRB 152-153	474-476	Practice telling time	
Top-It	K	*	MRB 154-155		Comparing numbers	
Tric-Trac	1	*	MRB 156-158	477	Addition facts to = 10	
Two Fisted Penny Addition	1	<b>1♦6, 2♦9</b>	TLG 45		Counting pennies, facts that = 10	Two Fisted Penny Addition

# Third Grade Everyday Math Games

Game	Grade introduced	Third Grade Lessons	SRB, TLG or SMJ (directions)	MM	Skill Practiced	Online Version
Addition Top It	K	1♦4, 1♦13, 3♦2	SRB 270	440	Addition Facts to 10	Addition Top It (2 cards), (3 cards), (Two digit)
Angle Race	3	6♦9, 6♦10, 9♦11	SRB 271-272	430; 441	Recognizing angle measures	Angle Race
Array Bingo	2	9♦6	SRB 273	442	Multiplication for arrays and equal groups	
Base 10 Decimal Exchange	3	5♦8	TLG 362	146	Place Value exchanges	Exchange Games: Base 10 Decimal
Base 10 Trading Game	2	2♦8	TLG 145-146	411	Place Value exchanges	Tens and Ones Trading Game (Trade Up), (Trade Down)
Baseball Multiplication	3	4♦7, 5♦1, 5♦11, 7♦8	SRB 274-277	443-445	Multiplication facts (1-6), (to 12)	Baseball Multiplication (2 dice)
Beat the Calculator	1	1♦9, 2♦3, 4♦5, 4♦6, 5♦8, 6♦7, 7♦6	SRB 278-279	446	Mental: Addition facts, Multiplication facts	Beat the Computer (1-5 facts), (5-9 facts)
Block Drawing Game, The	3	8♦2, 8♦5, 11♦4	SRB 280-281		Using chance data to estimate	
Coin Top-It		1♦1	270	403	Using coin cards to compare totals of coin combinations	
Decimal Solitaire	3	5♦1	TLG 447		Compare decimals	
Division Arrays	3	4♦3, 4♦4, 4♦9	SRB 282	418	Division with remainder for equal grouping	
Equivalent Fractions Game	2	8♦5, 8♦6, 8♦7, 10♦6	SRB 283-284	SMJ2 Activity Sheets 5-8	Identify pairs of equivalent fractions	
Factor Bingo	3	9♦6, 9♦7, 9♦9, 10♦3	SRB 285-286	SMJ2 219; MM 448	Identify the factors of whole numbers	Factor Bingo
Finding Factors	3	9♦6	MM 287	287	Identify factors	
Fraction Top It	2	8♦6, 8♦7, 9♦3, 9♦5, 10♦2	SRB 287-288		Compare Fractions	Fraction Top It
Less Than You	3	1♦3	SRB 289		Mental addition facts skills; developing strategies	
Memory Addition / Subtraction	3	10♦8, 10♦10, 11♦2	SRB 290-291		Mental computation	
Missing Terms	3	*	SRB 292		Mental Addition and Subtraction Skills	
Money Trading (Exchange) Game	2	9♦7	TLG 753	146	Practice with money exchanges with notation and place value	Money Exchange Games (similar)

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Game	Grade introduced	Third Grade Lessons	SRB, TLG or SMJ (directions)	MM	Skill Practiced	Online Version
Multiplication Bingo	3	7♦3, 8♦3	SRB 293-295	SMJ2 161; MM 211-212; 449	Mental multiplication facts	Multiplication Bingo
Multiplication Draw	3	*	SRB 296	450	Multiplication Facts	
Multiplication Top It	3	10♦7	SRB 297-298		Multiplication facts 0 to 10	Multiplication Top It
Name that Number	2	1♦6, 1♦7, 1♦10, 2♦2, 2♦9, 6♦5, 7♦1, 7♦4, 9♦1, 9♦13	SRB 299-300 TLG 44	451	Naming numbers with expressions	Name that Number (2 cards)
Number Grid Difference Game	2	1♦8, 1♦12, 2♦5, 2♦8	SRB 301	21; 452	Mental subtraction with 2-digit numbers	
Number Line Squeeze / Monster Squeeze	K	1♦1	TLG 21		Compare Numbers	
Number Top-It	K	5♦2, 5♦3, 5♦4, 5♦5, 5♦10, 6♦1, 6♦3	SRB 302-305	423-424 (453-454)	Compare Numbers (Decimals)	Number Top It (5 digit), (7 digit), (2 place decimals), (3 place decimals)
Pick - a - Coin	2	*	SRB 306	455	Place Value for decimals	Pick - a - Coin
Robot Game	3	6♦3	TLG 418-19		Apply the concept of turns (rotations)	
Roll to 100	3	2♦1, 7♦9, 9♦8	SRB 307-308	456	Mental Addition; developing strategies	
Shading Shapes	3	6♦5	MM 457	457 -458	Explore properties of quadrangles	
Soccer Spin	2	11♦3	TLG 893 MM 459	460-461	Predicting outcomes of events	
Spinning for Money	2	1♦11	MM 462	463	Coin and bill exchanges	
Spinning to Win	3	11♦4	SRB 309 MM 464 TLG 898		Make predictions; developing strategy	
Subtraction Top It	3	3♦7	SRB 310-311		Subtraction facts	Subtraction Top It, (3 cards), (2 digit)
Target 50	3	2♦7	SRB 312-313	411; 465	Multidigit addition and subtraction; place value	
Three Addends	2	*	SRB 314	466	Addition of three 1- and 2- digit numbers	
Touch and Match Quadrangles	3	6♦5	TLG 430	467	Identify similarities and differences among quadrangles	

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# Fourth Grade Everyday Math Games

Game	Grade introduced	Fourth Grade Lessons	SRB, TLG or SMJ (directions)	MM	Skill Practiced	Online Version
Addition Top It	K	1♦2, 2♦5	SRB 263-264	506	Finding and comparing sums	Addition Top It (2 cards), (3 cards), (2 digit numbers)
Angle Tangle	4	6♦6, 6♦8, 7♦5, 10♦2	SRB 230	457	Estimating and measuring angles	
Base-10 Decimal Exchange	3	4♦2, 4♦7	TLG 249 & 276	458-459	Place Value exchanges	
Baseball Multiplication	3	3♦3, 4♦2	SRB 231-232	460	Multiplication of 2 (facts to 12 X 12), 3, and 4 numbers	Baseball Multiplication (2 dice), (3 dice), (4 dice)
Beat the Calculator	1	3♦5, 5♦1, 6♦3	SRB 233	461	Mental Multiplication Skills	Beat the Computer with Multiplication (1-5 facts), (5-9 facts), (extended facts)
Buzz and Bizz-Buzz	4	3♦2, 6♦2	SRB 234		Naming multiples and common multiples of 2 numbers	
Calculator 10,000	4	*	SRB 235		Practice with all 4 operations; estimation	
Chances Are	4	7♦11, 11♦5	SRB 236-237	462-466	Calculating probabilities for events	
Coin Top It	1	4♦3	SRB 263-264	467; 506	Comparing decimals in a money context	
Credits/Debits Game	4	10♦6, 11♦4, 11♦6, 12♦2	SRB 238-239	468-469	Adding & subtraction of positive and negative numbers	Credits/Debits Game, (advanced)
Dart Game	4	10♦2	SMJ2 276	SMJ2 Activity Sheet 7	Experimenting with transparent mirrors and reflections	
Division Arrays	3	3♦5, 6♦1	SRB 240	470	Division and equal shares	
Division Dash	4	6♦3, 6♦4, 6♦6, 6♦10	SRB 241	471	Dividing 2 digit dividends by 1 digit divisors	
Division Top-It	4	*	SRB 263-64	506	Apply multiples and practice division facts	Division Top-It
Fishing for Digits	4	2♦4, 4♦8	SRB 242 TLG 104	472	Identifying digits and expressing values of digits in whole numbers; develop strategies	
Fraction Match	4	7♦6, 7♦7, 8♦1, 9♦1	SRB 243	473-476	Identify Equivalent Fractions	
Fraction Of	4	7♦2, 7♦3, 8♦6	SRB 244-245 SMJ2 189-190 TLG 577-578	477-480	Multiplication of fractions and whole numbers	
Fraction Top It	2	7♦9, 7♦10, 8♦3, 12♦5	SRB 247	506	Compare Fractions	Fraction Top It 2
Fraction / Percent Concentration	4	9♦3	SRB 246	481-482	Developing automaticity with "easy" fraction/percent equivalencies	
Gettting to One	4	7♦1	SRB 248 TLG 625		Applying proportional reasoning & estimation skills	

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Game	Grade introduced	Fourth Grade Lessons	SRB, TLG or SMJ (directions)	MM	Skill Practiced	Online Version
Grab Bag	4	7♦3, 7♦6, 8♦8	SRB 249	483-485	Variable substitution; calculating the probability of an event	
Grid Search	4	6♦8	SRB 250-251	486	Locate regions on a coordinate grid, deduction & strategies	
High Number Toss	4	2♦7, 3♦8, 5♦8, 5♦11, 6♦2	SRB 252	487	Place value; exponential notation	High Number Toss
Multiplication Top It	3	3♦3, 3♦6, 5♦1, 5♦7	SRB 263-264	506	Partial-Products algorithm; practicing multiplication facts	Multiplication Top It
Multiplication Wrestling	4	5♦2, 5♦4	SRB 157, 253	488	Calculating and finding the sum of partial-products (algorithm)	Multiplication Wrestling
Name that Number	2	2♦2, 3♦2, 3♦10, 4♦6, 5♦6, 12♦4	SRB 254	489	Naming numbers with expressions	Name that Number (2-5 cards)
Number Top It (Decimals)	K	4♦4, 4♦9	SRB 256	490-491; 506	Comparing Numbers (Decimals)	Number Top It (2 place decimals), (3 place decimals)
Number Top It (7-digits)	K	5♦11	SRB 255 TLG 377	492-493; 506	Comparing Numbers (7-Digit Numbers)	Number Top It (5 digit), (7 digit)
Over and Up Squares	4	6♦9, 7♦9, 9♦8, 10♦1	SRB 257	494	Plotting points on a coordinate grid; developing strategies	
Pocket Billiards Game	4	10♦2	SMJ2 276	SMJ2 Activity Sheet 8	Experimenting with transparent mirrors and reflections	
Polygon Pair Up	4	1♦6, 1♦7, 2♦1, 3♦7, 4♦1, 5♦9, 9♦9, 10♦5	SRB 258	496-397	Describe properties of polygons	
Product Pile-Up	4	4♦3, 5♦3, 7♦1	SRB 259		Developing automaticity with multiplication facts to 10X10	
Relation Symbol Top-It	1	1♦1	SRB 6	MM 6	Explore (review) the use of relation symbols; <, >, =	
Robot Game	3	6♦5	TLG 430		Applying the concept of turns (rotations)	Angle Race
Rugs and Fences	4	8♦7, 9♦2	SRB 260-261 TLG 731	498-502	Calculating the area and perimeter of a polygon	
Seega	4	3♦6 (World Tour)	SRB 309	503	Strategy game from Egypt	
Sprouts	4	1♦2 (World Tour)	SRB 313		Explore line segments and points	
Subtraction Target Practice	4	2♦9	SRB 262	504	Developing place value and subtraction skills (2- & 3-digit)	
Subtraction Top It	3	1♦4, 2♦6	SRB 263-264	506	Subtraction facts	Subtraction Top It, (3 card), (2 digit)
Sz'kwa	4	1♦4 (World Tour)	SRB 310	505	Strategy game from China	
Alleyway	4	World Tour	SRB 311	456	Strategy game from Eastern Europe	
Mancala	4	World Tour	SRB 307		Strategy game from Africa & Asia	
Patolli	4	World Tour	SRB 312	495	Strategy game from Mexico	
Tchuka Ruma	4	World Tour	SRB 308		Solitaire version of Mancala	

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# Fifth Grade Everyday Math Games

Game	Grade introduced	Fifth Grade Lessons	SRB, TLG or SMJ (directions)	MM	Skill Practiced	Online Version
500	5	7♦8	SMJ2 235		Understanding addition of negative numbers	
3-D Shape Sort	5	11♦2	SRB 332 TLG 863-864	505-507	Properties of 3-D shapes	
Addition Top It	K	2♦2	SRB 333, 335 TLG 89	493	Finding and comparing sums	Addition Top It (+ and - numbers), (2 cards), (3 cards), (2 digit numbers)
Algebra Election	5	4♦7	SMJ p118-19	442-443 & 456-457	Review math skills (variation of First to 100)	
Angle Tangle	4	3♦6, 3♦8	SRB 296	444	Estimating and measuring angles	
Baseball Multiplication	3	*	SRB 297-8	445	Multiplication of 2 (facts to 12 X 12), 3, and 4 numbers	Baseball Multiplication
Beat The Calculator	1	*	SRB 299		Mental multiplication skills	Beat the Computer
Broken Calculator	5	7♦11		216	Addition and subtraction of positive negative numbers	
Build It	5	8♦1, 8♦12	SRB 300 & SRB 399 TLG 622	446-447	Comparing and ordering fractions	
Coordinate Search	5	12♦8	TLG 954	448-449	Plotting positions on a grid	
Credits/Debits Game	4	7♦8	SRB 301	450	Adding positive and negative numbers	Credits/Debits Game, (advanced)
Divisibility Dash	5	4♦4, 6♦8	SRB 302 TLG 249		Recognize multiples and use divisibility rules	
Division Dash	4	4♦2	SRB 303 TLG 240		Dividing 2 or 3 digit dividends by 1 digit divisors	
Division Top It	5	4♦5	SRB 334	493	Apply multiples and practice division facts	Division Top It (3 cards), Division Top It (4 cards)
Estimation Squeeze	5	5♦5	SRB 304		Estimating square roots	
Exponent Ball	5	7♦1	SRB 305 TLG 544	451	Converting exponential notation to standard notation, comparing probabilities	Exponent Ball
Factor Bingo	3	1♦7, 2♦9	TLG 50	452	Identify factors and multiples	Factor Bingo
Factor Captor	5	1♦4, 1♦5, 1♦6, 5♦4, 8♦10, 12♦1	SRB 306	453-455	Finding factors of a number	Factor Captor
Factor Top-It		*	SRB 307		Finding factors of a number	
Finish First	5	6♦2, 6♦3, 6♦4, 6♦5	SMJ 170-171		Collecting data, determine fairness of a game	

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Game	Grade introduced	Fifth Grade Lessons	SRB, TLG or SMJ (directions)	MM	Skill Practiced	Online Version
First to 100	5	4♦7, 7♦2, 10♦1, 10♦7, 10♦9, 12♦3	SRB 308	456-458	Variable substitution, solving equations	
Frac-Tac-Toe	5	5♦7, 5♦8, 6♦6, 8♦8, 9♦5	SRB 309-11 TLG 328	472-484	Renaming fractions as decimals and percents	2-4-8 Frac-Tac-Toe (w/decimals / percents), 3-6-9 (w/dec. / %s) 2-4-5-10 (w/dec. / %s)
Fraction / Percent Concentration	4	5♦8	SRB 315	467-468	Recognizing fractions and percents that are equivalent	
Fraction / Whole Number Top-It		*	SRB 317	493	Multiplication of Whole Numbers and Fractions	
Fraction Action, Fraction Friction	5	8♦4, 9♦6	SRB 312 TLG 638	459	Estimating sums of fractions	
Fraction Capture	5	6♦9, 8♦2, 8♦11,	SMJ p198	460-461	Naming equivalent fractions	
Fraction Of	4	5♦11	SRB 313-14	464-6 & 469	Multiplication of fractions and whole numbers	
Fraction Spin	5	8♦5	SMJ2 262	470-471	Estimating sums and differences of fractions	
Fraction Top It	2	5♦1, 5♦3	SRB 316	462-463	Compare Fractions (add fractions)	Fraction Multiplication Top It
Getting to One	4	*	SRB 318		Estimation	
Hidden Treasure	5	9♦1, 9♦3	SRB 319 SMJ2 293 SMJ2 302 TLG 707	485-486	Naming and plotting ordered number pairs, develop strategies	Hidden Treasure
High Number Toss (Decimal Version)	4	2♦5, 2♦10, 3♦1, 3♦5, 7♦9	SRB 321	487	Comparing numbers, comparing decimals	High Number Toss, (with decimals)
Mixed Number Spin	5	8♦3, 10♦6	SRB 322	488-489 SMJ2 255	Addition and subtraction of fractions and mixed numbers, solving inequalities	
Multiplication Bullseye	5	2♦7	SRB 323		Estimating products of 2- and 3-digit numbers	
Multiplication Top It	3	1♦3, 1♦8, 3♦3	SRB 333-334	493	Practicing multiplication facts	Multiplication Top It
Multiplication Wrestling	4	*	SRB 225, 324		Partial-Products Algorithm	Multiplication Wrestling
Name that Number	2	1♦9, 2♦4, 4♦1, 5♦12, 7♦4, 7♦7, 8♦7, 10♦3, 11♦6	SRB 325	490	Naming numbers with expressions	Name that Number (2-5 cards)
Number Top It (7-digit numbers; 3-place decimals)	K	2♦10, 5♦6, 7♦10,	SRB 326-327	491-493	Comparing Numbers - whole numbers - Decimals, place value	Number Top It (5 digit), (7 digit), (2 place decimals), (3 place decimals)
Polygon Capture	5	3♦7, 3♦10, 9♦9	SRB 328	494-497 (SMJ Activity Sheets 2 & 3)	Identifying geometric properties of polygons	

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Game	Grade introduced	Fifth Grade Lessons	SRB, TLG or SMJ (directions)	MM	Skill Practiced	Online Version
Rugs and Fences	4	11♦4	SMJ2 380	498-501	Calculating the area and perimeter of a polygon	
Scientific Notation Toss	5	7♦3	SRB 329		Converting from scientific to standard notation	
Sides and Angles: Triangles	5	3♦6		502	Exploring properties of triangles	
Spoon Scramble	5	12♦6	SRB 330	503 (SMJ Activity Sheet 8)	Fraction, decimal and percent multiplication	
Subtraction Target Practice	4	2♦3	SRB 331 TLG 95		Developing place value and subtraction skills (2- and 3-digit numbers)	
Subtraction Top-It	3	*	SRB 333-336	493	Subtraction fact practice	Subtraction Top-It
Top-It With Positive & Negative Numbers	5	7♦1	SRB 335-336	493	Addition and subtraction of positive negative numbers	Subtraction Top-It with Positive Negative Numbers
Triangle Sort	5	3♦6	TLG 188	504	Exploring properties of triangles	
What's my Attribute Rule?	5	3♦7	TLG 508 TLG 193	509	Sorting shapes according to their attributes	
Where do I fit in?	5	3♦6	SRB 144	510	Exploring properties of triangles	

# All Everyday Math Online Games

Game Titles (variations included)		Description of Game Activity	Section found in Online Games
Angle Race		Add angle values to determine new angle	Grades 1 - 3
Baseball Multiplication	with 2 dice	Multiply values of two dice to determine play in baseball game	Grades 1 - 3
	with 3 dice	Multiply values of three dice to determine play in baseball game	Grades 4 - 6
	with 4 dice	Multiply values of four dice to determine play in baseball game	Grades 4 - 6
Basketball Addition		Find the sum of three or four numbers	Grades 1 - 3
Beat the Computer	1-5 Facts	Multiplication Facts 1X through 5X	Grades 1 - 3 Grades 4 - 6
	5-9 Facts	Multiplication Facts 5X through 9X	Grades 1 - 3 Grades 4 - 6
	Extended Facts	Multiplication With multiples of 10s & 100s	Grades 4 - 6
Credits / Debits Game	Basic	<i>Accountant'</i> practice adding + and - numbers	Grades 4 - 6
	Advanced	<i>Accountant</i> practice adding multidigit + and - numbers	Grades 4 - 6
Dime - Nickel - Penny Grab		Read and add money amounts	Grades 1 - 3
Train	Disappearing Train	Add and subtract cars from a 12-car train until you have none left.	Early Childhood
	Build a Train	Add and subtract cars to build a 12-car train	Early Childhood
Exponent Ball		Solve exponents to determine plays in a football game.	Grades 4 - 6
<b>Exchange Games</b>	<b>Exchange games help to increase students understanding of the Base-10 number system through trades of money using pennies, dimes and dollars.</b>		
Money Exchange \$1, \$10, \$100	1 die	Collect and trade \$1 and \$10 bills until you get a \$100 bill	Grades 1 - 3
	2 dice	Collect and trade \$1 and \$10 bills until you get a \$100 bill	Grades 1 - 3
One-Dollar Exchange	1 die	Collect and exchange pennies and dimes until you get a \$1 bill	Early Childhood
Base-10 Exchange Game	2 dice	Collect cubes and longs to get a flat	Grades 1 - 3
Coin Exchange 1	1 die	Collect and exchange pennies, nickels, dimes, and quarters until quarters are used up	Early Childhood
Coin Exchange 2	2 dice		Grades 1 - 3
Money Exchange \$10 Bill	2 dice	Collect and exchange pennies, dimes and \$1 bills to get a \$10 bill	Grades 1 - 3
Money Exchange \$10, \$100, \$1000	1 die	Collect and exchange \$10 and \$100 bills until you get a \$1000 bill	Grades 1 - 3

Game Titles (variations included)		Description of Game Activity	Section found in Online Games
Paper Money Exchange Game	1 die with \$1 and \$10	Collect and exchange \$1 and \$10 bills until you get a \$100 bill	Early Childhood
Penny-Nickel-Dime Exchange	1 die	Trade Pennies and then Nickels to collect Dimes	Grades 1 - 3
Factor Bingo		Determine all factors of numbers 2 - 9 on a Bingo Board	Grades 1 - 3 Grades 4 - 6
Factor Captor		Find all factors of target numbers to determine score	Grades 4 - 6
Frac - Tac - Toe	2-4-5-10 with decimals	Compare fractions to decimals	Grades 4 - 6
	2-4-5-10 with percents	Compare fractions to percents	Grades 4 - 6
	2-4-8 with decimals	Compare fractions to decimals	Grades 4 - 6
	2-4-8 with percents	Compare fractions to percents	Grades 4 - 6
	3-6-9 with decimals	Compare fractions to decimals	Grades 4 - 6
	3-6-9 with percents	Compare fractions to percents	Grades 4 - 6
Hidden Treasure		Determine distances between points on a coordinate grid	Grades 4 - 6
High-Number Toss		Build numbers with ending zeros and compare to computer's numbers	Grades 4 - 6
	with decimals	Build numbers in the thousandths and compare (subtract) to computer's numbers	Grades 4 - 6
Landmark Shark		Compare range, median and mode of a set of data to get the most points, bonus for calculating mean.	Grades 4 - 6
Monster Squeeze Game	0 to 10	Guess secret number on a number line following clues within range of 0 to 10	Early Childhood
	10 to 20	Guess secret number on a number line following clues within range of 10 to 20	Early Childhood
Multiplication Bingo		Practice Multiplication facts to 10 X 10 by playing Bingo	Grades 1 - 3
Multiplication Wrestling		Practice Partial Products Algorithm for Multiplication	Grades 4 - 6
Name That Number	2 cards	Add or subtraction 2 numbers to reach target number	Grades 1 - 3
	2 to 5 cards	Use 1 to four operations to reach target number	Grades 4 - 6
Number-Grid Game		Count by 1s and 10s on a 110 grid	Grades 1 - 3
One-Dollar Exchange - See Exchange Games		Trade pennies and dimes until you reach \$1	Early Childhood
Penny - Cup with 10 pennies		Determine missing number of pennies to make a complement of 10	Early Childhood
Penny - Cup with 20 pennies		Determine missing number of pennies to make a complement of 20	Grades 1 - 3



Game Titles (variations included)		Description of Game Activity	Section found in Online Games
Pick a Coin	1 die	Try to get the largest sum of coins possible. Strategy game - beat the computer	Grades 1 - 3
Plus or Minus Game	1 die	Add and subtract numbers (counters) to reach 16	Early Childhood
Spin a Number (1 to 10)		Spin a number, count squares (moves) until you reach the END square	Early Childhood
Tens-and-Ones Trading Game	trade down - 1 die	Make trades and remove / Subtract longs and cubes from 10 longs to reach 0	Grades 1 - 3
	trade up - 1 die	Make trades and add longs and cubes to get 10 longs	Grades 1 - 3
<b>Top - It Games</b>	<b>Compare values to get largest number, value or answers. Computer displays and reads comparison with &gt; or &lt; signs.</b>		
Addition with 2 cards	Add two numbers		Grades 1 - 3 Grades 4 - 6
Addition with 2-digit numbers	Add two, 2-digit numbers		Grades 1 - 3 Grades 4 - 6
Addition with 3 cards	Add 3 numbers		Grades 1 - 3 Grades 4 - 6
Addition with positive and negative numbers	Add positive and negative numbers		Grades 4 - 6
Animal Top-It	Compare numbers up to 20.		Grades 1 - 3
Coin Top-It	Compare and collect cards with pictures of coin collections.		Grades 1 - 3
Coin Top-It (Advanced)			Grades 1 - 3
Division with 3 cards	Compute quotients of 2-digits / 1 digit numbers		Grades 4 - 6
Division with 4 cards	Compute quotients of 3-digits / 1 digit numbers		Grades 4 - 6
Domino Top-It	Add dots on a domino, compare to computer.		Grades 1 - 3
Factor Top-It	Create a 2-digit target number, find all factors of that number then add the factors and compare sums.		Grades 4 - 6
Fraction Top-It 1	Compare two fractions (fraction bar models included)		Grades 1 - 3
Fraction Top-It 2	Compare two fractions		Grades 4 - 6
Fraction Multiplication Top-It	Create 2 fractions, multiply these fractions and compare products		Grades 4 - 6
Multiplication Top-It	Compare products of two numbers		Grades 1 - 3 Grades 4 - 6
Number Top-It with 2-place decimals	Create and compare numbers in the hundredths		Grades 1 - 3 Grades 4 - 6
Number Top-It with 3-place decimals	Create and compare numbers in the thousandths		Grades 1 - 3 Grades 4 - 6

Game Titles (variations included)	Description of Game Activity	Section found in Online Games
Number Top-It with 5-digit numbers	Create and compare 5-digit numbers	Grades 1 - 3
Number Top-It with 7-digit numbers	Create and compare 7-digit numbers	Grades 1 - 3 Grades 4 - 6
Subtraction Top-It	Compare differences of 1-digit numbers	Grades 1 - 3
Subtraction Top-It with 2-digit numbers	Create two 2-digit numbers and compare differences	Grades 4 - 6
Subtraction Top-It with 3 cards	Add and subtract numbers to get largest possible answer, then compare	Grades 4 - 6
Subtraction Top-It with positive and negative numbers	Subtract negative and positive numbers and compare differences.	Grades 4 - 6
Top-It	Compare whole numbers (2 cards)	Early Childhood Gades 1 - 3
Two - Fisted Penny Addition	Find complements of 10	Grades 1 - 3