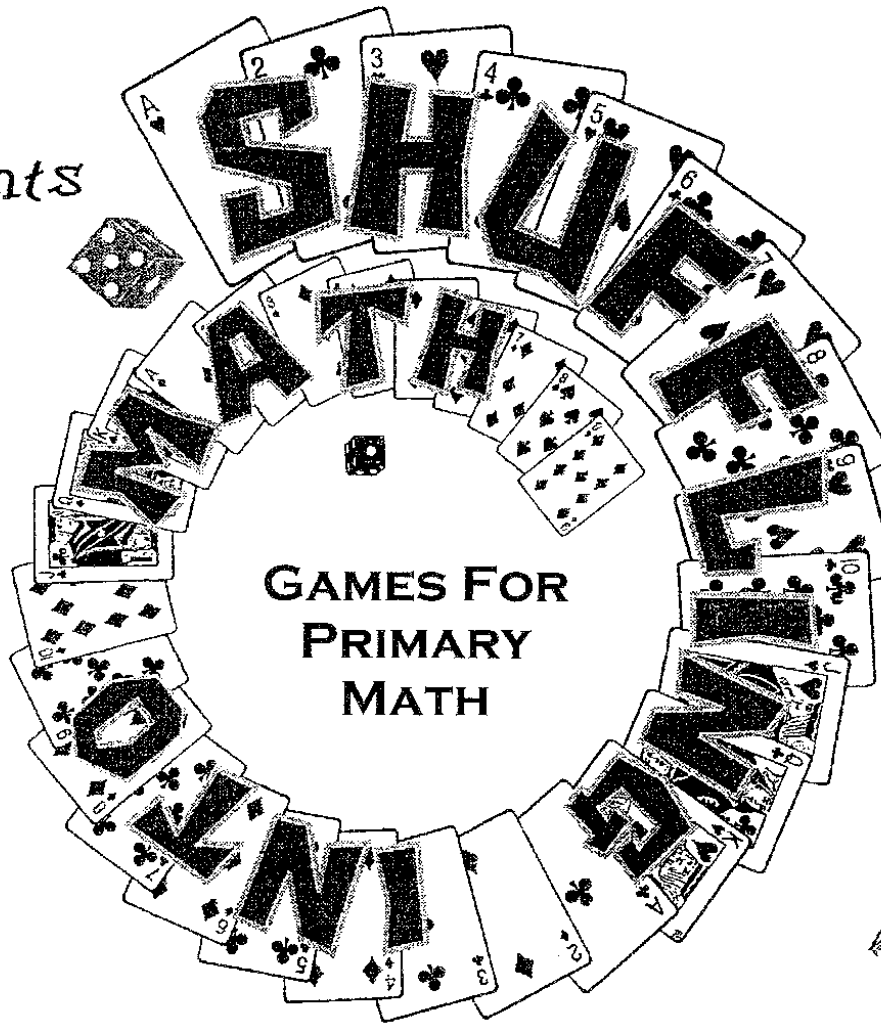


box cars and one-eyed jacks[®]

Presents



Presented by

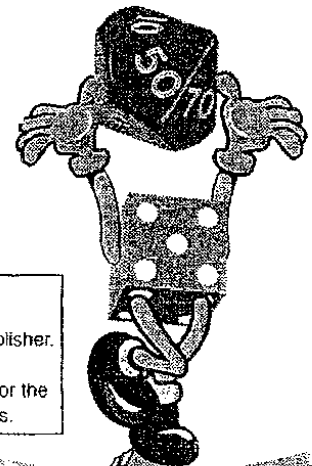
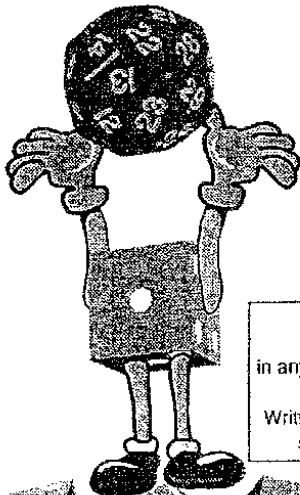
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Game # _____

Skills: _____

Players: _____

Equipment: _____

Rules:

Let The Games Begin

All the Box Cars games are written using the same format. As a sample, we've chosen one of our basic games to familiarize you with our style.

LEVEL: Grade 1 - 3
SKILLS: addition facts 1 - 10, 1 - 18 combinations
PLAYERS: 2
EQUIPMENT: Cards (Ace = 1) - 5, or (Ace = 1) - 9
GETTING STARTED: Players divide cards evenly between themselves. Each player turns over two cards and adds them together. The highest sum gets all the cards. In the event of a tie; (ie: each player has the same sum), WAR is declared. Each player deals out three more cards face down and then turns over two more cards. These two cards are added together. The highest sum wins all of the cars. Play continues until one player has collected all of the cards.

Cards 1 - 5 Grade 1 - 2 Sums to 10
 Cards 1 - 9 Grade 2 - 3 Sums to 18

Player 1	Player 2	
$2 + 3$	$4 + 1$	
War is declared		
$2 + 3$	$4 + 1$	
_____	_____	3 cards are turned upside down.
_____	_____	
$4 + 3$	$6 + 2$	

Player 2 collects all of the cards

Try These Variations

Place Value War
 Subtraction War
 3 Addend War
 Multiplication War
 Integer War
 Fraction War

Remember: War is a traditional game. However, due to the negative connotation you may want to change the term "war" to one of your own choice. We often call these our Buzz Games (ie. Three Card Buzz).

Notes: _____

The following game boards are teacher and student favorites. Yours to copy and use.

Flippin' Out



Ones

A large, empty rounded rectangle with a thin black border, intended for a player to write a digit in the ones place.

Tens

A large, empty rounded rectangle with a thin black border, intended for a player to write a digit in the tens place.

Player Two

Ones

A large, empty rounded rectangle with a thin black border, intended for a player to write a digit in the ones place.

Tens

A large, empty rounded rectangle with a thin black border, intended for a player to write a digit in the tens place.

Player One

BETWEENERS

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DOUBLES + PATTERNS

Copyright Box Cars And One-Eyed Jacks Inc.

DOUBLE



$1 + 1 = 2$

$2 + 2 = 4$

$3 + 3 = 6$

$4 + 4 = 8$

$5 + 5 = 10$

$6 + 6 = 12$

$7 + 7 = 14$

$8 + 8 = 16$

$9 + 9 = 18$

DOUBLE + 1



$1 + 2 = 3$

$2 + 3 = 5$

$3 + 4 = 7$

$4 + 5 = 9$

$5 + 6 = 11$

$6 + 7 = 13$

$7 + 8 = 15$

$8 + 9 = 17$

$9 + 10 = 19$

NICKNAME

Goal Post

Rabbit, Kangaroo, Caribou

Dental

Spider, Octopus

Ten Tickly Fingers

“Box Cars”, Egg Carton, Farmers

Valentines Day

Sweetheart

Adult Double

-
- Learn doubles – cards 1-6 or 1-9, regular dice, 10 sided 0-9 dice
 - +1 Trick counting on
 - Doubles + 1 → Then transfer to symbolic work
-

PATTERNS FOR DICE PLAY

1	2	6
2	4	7
3	6	8
<u>+4</u>	<u>+8</u>	<u>+9</u>
10	20	30

SIMPLE SIXES

SUCCESSFUL SEVENS

EASY EIGHTS

NIFTY NINES

TERRIFIC TENS

ENORMOUS ELEVENS

TREMENDOUS TWELVES

HORSE RACE

2 DICERS
2 PLAY



This is a game for two Dicers to play at one time. Players use one tray divided so that each player uses only their half.

4 LEVELS
OF
PLAY

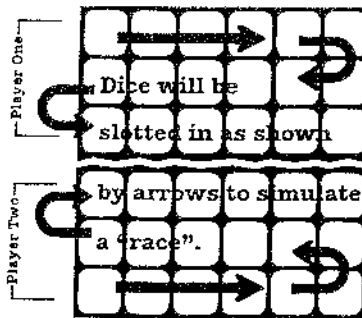
TO BEGIN

Each Dicer chooses eighteen dice of their own colour and these are removed from the tray.

THE GOAL

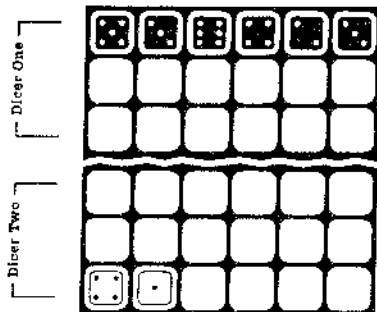
The goal of the game is to have the most dice in your side of the "horse race track" after all dice have been rolled out for the round. Dicers roll two dice at one time.

Dicers add their two dice and compare their sums. The Dicer with the greatest sum places them into their side of the "horse race track". Their opponent places their two dice into the lid (losing side). Dicers pick up two new dice, roll, add and compare their sums. The Dicer with the greatest sum places them into their side of the "horse race track" and their opponent places them into the lid. In the event of a tie sum, both Dicers place their dice into their own side of the "horse race track". Dicers roll out all remaining dice. The Dicer with the most dice on their side of the "horse race track" after nine tosses, is the winner.



The tray is divided between the two players as shown.

EXAMPLE



Play After 3 of 9 Rounds.

Toss 1

Dicer One + = 8 → WINS and places dice in tray

Dicer Two + = 5 → Tosses dice into lid

Toss 2

Dicer One + = 10 → WINS and places dice in tray

Dicer Two + = 3 → Tosses dice into lid

Toss 3

Dicer One + = 5 → TIE both players place dice in tray

Dicer Two + = 5

LEVEL 1

Play is outlined above, Dicers roll two dice and add.

LEVEL 2

Play as described in above rules, but now Dicers roll three dice and add for the greatest sum. The Dicer with the greatest sum (answer) places them into their side of the "horse race track".

$$\begin{matrix} \blacksquare & + & \blacksquare & + & \blacksquare & = & 9 \end{matrix}$$

LEVEL 3

Play as described in above rules, but now Dicers roll two dice and multiply $\blacksquare \times \blacksquare = 20$ for the greatest product. The Dicer with the greatest product (answer) places them into their side of the "horse race track".

LEVEL 4

Play as described in above rules, but now Dicers roll three dice, add two, and multiply by the third for the greatest product. See example.

The Dicer with the greatest product places them into their side of the "horse race track".



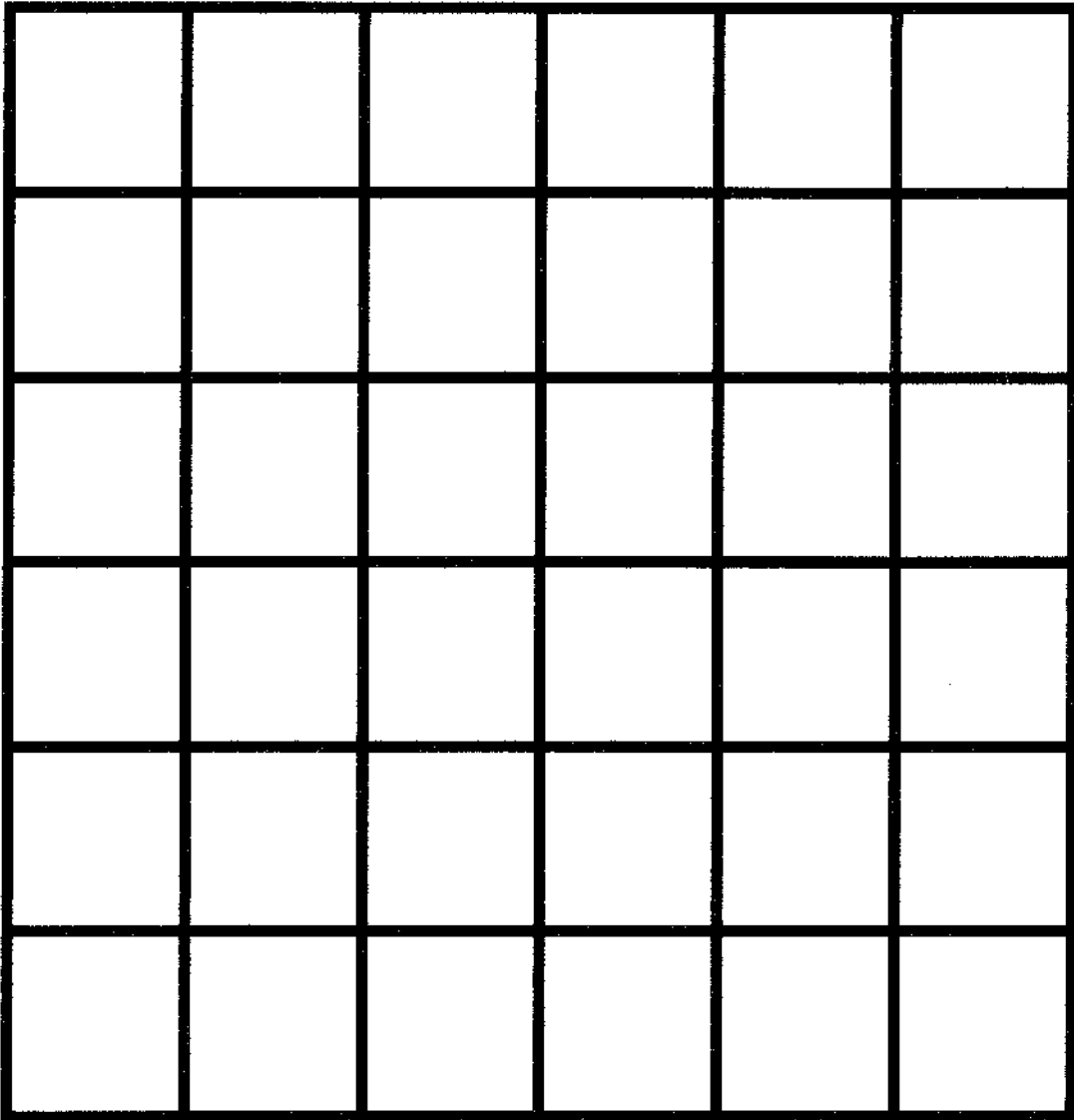
$$(5 + 3) \times 6 = 48 \checkmark \text{ Best Choice}$$

$$(6 + 3) \times 5 = 45$$

$$(6 + 5) \times 3 = 33$$

You will have to do some thinking here to create the best possible answer for your roll. Will there always be 3 possible answers?

GOOD LUCK!



TIC TAC TEN

0 1 2 3 4 5

0

0

1

2

3

4

5

1

1

2

3

4

5

6

2

2

3

4

5

6

7

3

3

4

5

6

7

8

4

4

5

6

7

8

9

5

5

6

7

8

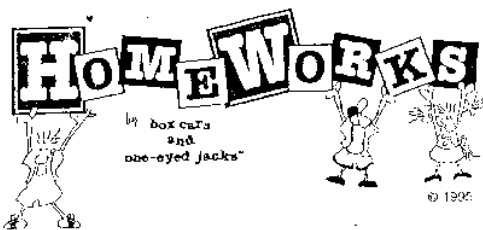
9

10

0	0	1	2	3	4	5
1	1	2	3	4	5	6
2	2	3	4	5	6	7
3	3	4	5	6	7	8
4	4	5	6	7	8	9
5	5	6	7	8	9	10

Addition Tic Tac Toe

	0	1	2	3	4	5	6	7	8	9
0	0	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9	10
2	2	3	4	5	6	7	8	9	10	11
3	3	4	5	6	7	8	9	10	11	12
4	4	5	6	7	8	9	10	11	12	13
5	5	6	7	8	9	10	11	12	13	14
6	6	7	8	9	10	11	12	13	14	15
7	7	8	9	10	11	12	13	14	15	16
8	8	9	10	11	12	13	14	15	16	17
9	9	10	11	12	13	14	15	16	17	18



MULTIPLICATION TIC TAC TOE

- LEVEL:** Grade 2 - 3
- SKILLS:** Beginning multiplication - products to 25
- PLAYERS:** 2
- EQUIPMENT:** 2 0-5 dice, one gameboard, 2 different coloured markers
- GETTING STARTED:** Players select a colour of marker. The goal of the game is for players to get three bingo chips of their own colour in a row, either horizontally, vertically, or diagonally. Player one rolls the dice and multiplies them, verbalizing the product to their opponent i.e., Player rolls 2 and 4, verbalizes $2 \times 4 = 8$ and $4 \times 2 = 8$ and covers the two corresponding spaces on the gameboard. Player two now rolls and covers their corresponding spaces on the gameboard. Players continue to alternate turns trying to get TIC-TAC-TOE - THREE IN A ROW.
- When this happens the player removes their markers and counts two points for each marker (six points for three in a row, eight points for four in a row, etc.)
- Capturing an Opponent's Space:** If a player rolls a product that is occupied by their opponent then that player removes their opponent's marker and replaces it with one of their own. Each captured marker is worth five points.
- Rolling Your Own Space:** If a player rolls a product that they already occupy, they may roll again to get a new product. Players continue to alternate turns for a set period of time. At the end of play, the player with the most points wins.

	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	1	2	3	4	5
2	0	2	4	6	8	10
3	0	3	6	9	12	15
4	0	4	8	12	16	20
5	0	5	10	15	20	25

Hundred Board

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

BOX CARS & ONE-EYED JACKS

Games & Strategies In Your Classroom

- To Teach or Introduce Concepts
- Quick Math Warm Ups / Practice & Review Concepts
- Math Back Packs / Newsletters / Family Math / Home Connections
- After School Programs
- Cross-Graded Groupings - Mix Up Time With Reading Buddies
- Inside Days / Full Moon Fridays
- Centers
- Kids Teaching Kids - Peer & Cross-Graded Support
- Assessment
- Recycling Concepts For Review / Test Preparation
- Tutoring
- Math Clubs / Inventing Games
- Math Themes - Probability, Graphing ...
- Don't Lose 5-10 Minutes - Educational Play

MATH GAMES = POWERFUL TEACHING STRATEGY

Implementation Plan

List 3 ways you can incorporate the Box Cars strategies into your classroom, program or school.

1.

2.

3.

Identify the game/activity that you will try first, when you get back later this week.

Find a colleague in this room whom you will contact at the end of the week. The two of you will be agreeing to hold a conversation regarding what you did to start implementing what you learned today.

Who:

From:

Phone:

Email:

You can reach me at:

boxcars@telus.net or johnboxc@telus.net

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