

# box cars and one-eyed jacks<sup>®</sup>

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Presents

## All Hands On Deck



Presented by

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Activity

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Concept

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Equipment

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Goal/Object of the Game

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Set Up and Play

Variations:

Activity

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Concept

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Set Up and Play

Variations:

Game # \_\_\_\_\_

\_\_\_\_\_

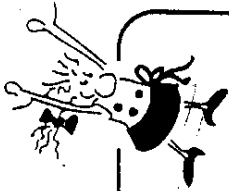
Skills: \_\_\_\_\_

Players: \_\_\_\_\_

Equipment: \_\_\_\_\_

Rules:

# ADDITION WAR



**LEVEL:** Grade 1 to 3  
**SKILLS:** Addition  
**PLAYERS:** 2  
**EQUIPMENT:** Grade 1 - 2: cards (Ace = 1) - 5  
 Grade 2 - 3: cards (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 of the cards. In the event of a tie (i.e., 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 cards. Play continues until one player has collected all of the cards.

**EXAMPLE:**

Player 1	Player 2
$2 + 3 = 5$	$4 + 1 = 5$

War is declared!  
 (three cards  
 face down)

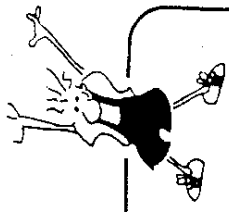
$4 + 3 = 7$	$6 + 2 = 8$
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**VARIATION:** Player 2 collects all of the cards.  
 Vary the number of cards to modify the level of difficulty and play 2 digit addition.

**EXAMPLE:**

$23$	$534$
$+ 16$	$+ 43$
Three cards/player OR Five cards/player	

# SUBTRACTION WAR



**LEVEL:** Grade 1 to 3  
**SKILLS:** Subtraction  
**PLAYERS:** 2  
**EQUIPMENT:** Cards (Ace = 1) - 10

**GETTING STARTED:** Players divide cards evenly between themselves. Each player turns over two cards and subtracts the smaller number from the larger number. The player with the smallest difference wins all four cards. In the event of a tie (i.e., each player has the same answer), WAR is declared. Each player deals out three more cards face down, and then turns over two more cards. Subtraction is performed. The player with the smallest difference wins all of the cards. Play continues until one player has collected all of the cards.

**EXAMPLE:**

Player 1	Player 2
$9 - 1 = 8$	$7 - 2 = 5$

Player two collects all four cards. See Addition War, for illustration of the tie.

**VARIATION:** Vary the number of cards to modify the level of difficulty.

**EXAMPLE:**

$27$	$239$
$- 3$	$- 42$
Three cards/player OR Five cards/player	



# 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

or Adding Fact Family TIC TAC TOE

# Multiplication Board

	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144

# ROLL TO 100

Rolls Accepted      Rolls Rejected

--	--

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--	--

+

--

Total as Close to  
100 As Possible

=

# 100 WIPE OUT

Rolls Accepted      Rolls Rejected

--	--

100 -

--	--

=

--	--

-

--	--

=

--	--

-

--	--

=

--	--

-

--	--

=

--	--

-

--	--

=

Total closest to  
0 as possible

# MULTIPLICATION SCRAMBLE

0 - 9	_____	0 - 9	_____
10 - 19	_____	10 - 19	_____
20 - 29	_____	20 - 29	_____
30 - 39	_____	30 - 39	_____
40 - 49	_____	40 - 49	_____
50 - 59	_____	50 - 59	_____
60 - 69	_____	60 - 69	_____
70 - 79	_____	70 - 79	_____
80 - 89	_____	80 - 89	_____
90 - 99	_____	90 - 99	_____
100 - 109	_____	100 - 109	_____
110 - 119	_____	110 - 119	_____
120 - 129	_____	120 - 129	_____
130 - 139	_____	130 - 139	_____
140 - 149	_____	140 - 149	_____

---

## THE BIG ROUND UP

10 20 30 40 50 60 70 80 90 100 110 120 130 140

10 20 30 40 50 60 70 80 90 100 110 120 130 140

---

## TANGLE WITH TWENTY

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20  
X X X

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20  
X X X



# TICK TOCK ROLL A CLOCK

2  
Double Dicers  
to Play

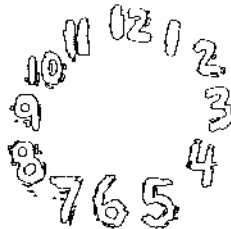


## WHAT YOU'LL NEED

Each Double Dicer needs one Three-In-A-Cube Die, paper, pencil.

## TO BEGIN

Each player needs to draw a clock as follows:

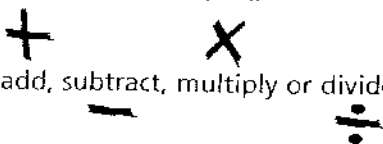


## THE GOAL

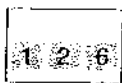
To be the first Double Dicer to circle all numbers on their clock.

## LET'S ROLL

Player One rolls the die and may now add, subtract, multiply or divide the three numbers to target any number between 1 - 12.



## EXAMPLE



Player One can circle on their clock, either:

$$6 \times 2 \times 1 = \textcircled{12} \text{ OR } 6 + 2 + 1 = \textcircled{9} \text{ OR } (6 \div 2) + 1 = \textcircled{4} \text{ etc.}$$

Players can circle only one number per roll. Players alternate rolling the die, analyzing their combinations, trying to be the first player to circle all the numbers on their clock. If a player is unable to find a combination for any of the remaining numbers, play continues to their opponent.

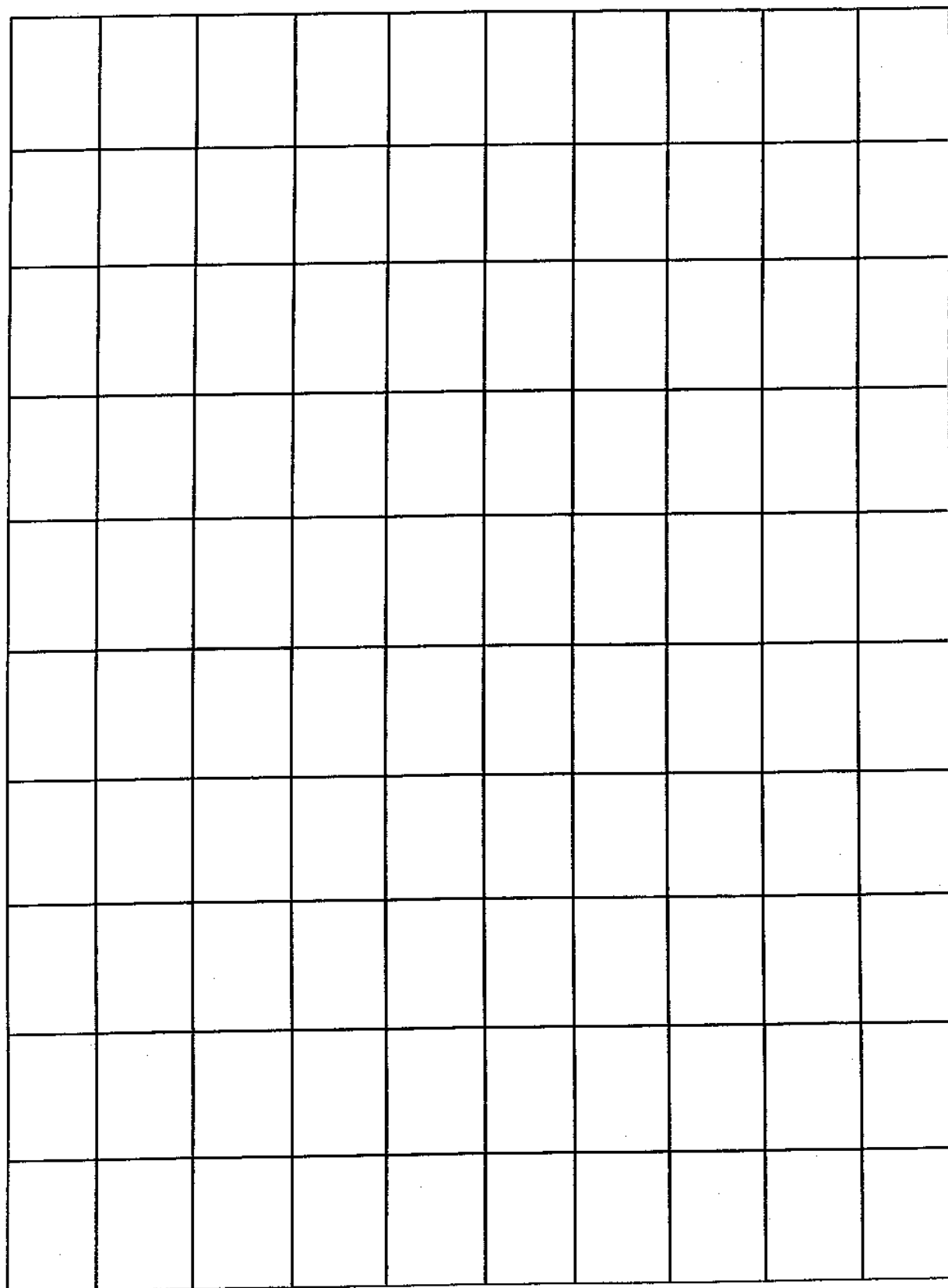


*Do you think there are certain numbers that will be more difficult to circle?*



*Play & Discover!*

# Blank Hundred Board / Ten For Me



# ROLL'N ON PLACE VALUE



## TO BEGIN

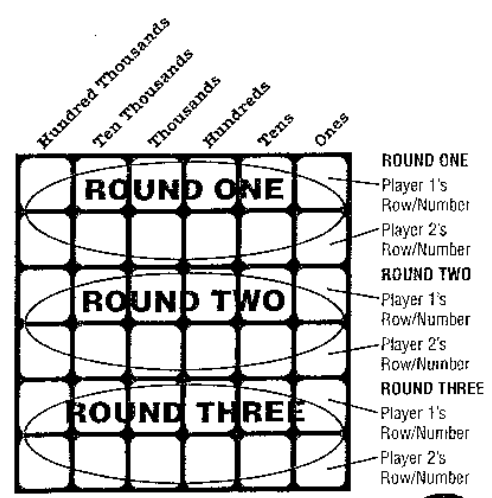
Dicers select their own colour of dice. The dice will be rolled alternately one at a time by the players throughout the game. A total of three rounds will be played (see example 7).

## THE GOAL

The goal of the game is to be the player who creates the largest six-digit number in each round.

## TO WIN

A Dicer must be the first one to win two out of three rounds. To start the first round player number one rolls a die and selects the best place value position in their row. For example, if player one rolls a two, the "tens" position might be selected. Player two now might roll a five and place it in the "ten thousands" position of their row. Once a die is placed in any place value position it cannot be moved. Remember, this is a game of chance. It depends on chance whether you throw the number you want on the die. Be a risk-taker and make a calculated guess. The more you play, the better you'll play. Players alternate taking their remaining five rolls, each building their own hundred thousands number - keeping in mind the goal of the game is to create the largest number possible.

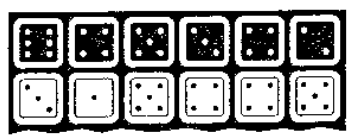


Example 7



# ROLL'N ON PLACE VALUE (CONTINUED)

- Player 1 rolls a 5
- Player 2 rolls a 4
- Player 1 rolls a 3
- Player 2 rolls a 4
- Player 1 rolls a 6
- Player 2 rolls a 5
- Player 1 rolls a 4
- Player 2 rolls a 5
- Player 1 rolls a 2
- Player 2 rolls a 1
- Player 1 rolls a 4
- Player 2 rolls a 3



Example 8

Once all dice have been placed, players say their numbers out loud and compare them to determine which player has made the greatest hundred thousands number. This Dicer wins that round. In example 8, player one wins round one. Play continues into round two and if necessary a third round is played to determine the overall winner.

## VARIATION I

To decrease the level of difficulty players may roll less dice ie., only four dice per player to build a thousands number or three dice each to build a hundreds number.

## VARIATION II

Dicers can agree to change the goal of the game and now attempt to build the smallest six-digit number in each round. A roll of 1 or 2 is now considered a "nice dice" roll! The lowest number you could possibly roll would be 111,111. What would the probability of that be?

Player one's number is 645,342 which beats player two's number 315,445.



# Batters Up!

**Skills:** Place Value to 100 000s, Addition with Expanded Notation

**Equipment:** Cards 0-9, Place Value System die, paper/pencil

**Goal:** Greatest total sum after ten rounds wins

## Getting Started:

Each player builds a number in the 100 000s with their cards

Build in order from 100 000s place to 1s place (Example 230 516)

Each player reads their number to the other players.

One player rolls the PV System die and calls out the place value

Players identify the value at that place value in their number (this is their score for the round) and record their score for that round. Example: **ten thousands** is rolled, 3 is in the 10 000s place, score for that round is 30 000

Play 10 rounds, (rotate roller) then total your score.

## BATTERS UP!

Round	Number	Roll	Value/Points/Score
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

Total Score =

# PICK A SIDE

1-12	12-23

# UNDERCOVER

	PREDICTION	ACTUAL	SUM	DIFFERENCE
1.	<input type="text"/>	<input type="text"/>	→	<input type="text"/>
2.	<input type="text"/>	<input type="text"/>	→	<input type="text"/>
3.	<input type="text"/>	<input type="text"/>	→	<input type="text"/>
4.	<input type="text"/>	<input type="text"/>	→	<input type="text"/>
5.	<input type="text"/>	<input type="text"/>	→	<input type="text"/>
6.	<input type="text"/>	<input type="text"/>	→	<input type="text"/>
7.	<input type="text"/>	<input type="text"/>	→	<input type="text"/>
<hr/>				<input type="text"/>
				TOTAL SUM

# FRACTION LINE UP

PLAYER ONE

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Least ← → Greatest

Rejects \_\_\_\_\_

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# FRACTION LINE UP

PLAYER TWO

--	--	--	--	--

Least ← → Greatest

Rejects \_\_\_\_\_