

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

Presents



**Operation  
Box Cars**

Presented by  
**Jane Felling**  
Grade Two

[www.boxcarsandoneeyedjacks.com](http://www.boxcarsandoneeyedjacks.com)

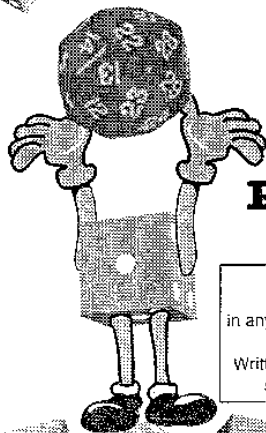
**Phone (780) 440-MATH**

[boxcars@planet.eon.net](mailto:boxcars@planet.eon.net)

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

\_\_\_\_\_

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

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

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

Rules:





The main purpose of "Jot Notes" is to have a written record of the rules for reference. Even if a student forgets, they should be able to "figure out" how to play again with good jot notes. They can be used in both a classroom and home setting.

## JOT NOTING

- Is a life skill
  - Hear information and transfer it to print
  - Time saving technique that can be used in all subject areas
  - Need to develop shorthand and abbreviations
  - These must make sense to your students – connections are stronger and better remembered when they help develop them
- 
- S = Skills
  - P = Players
  - E = Equipment
  - G = Goal
  - G.S. = Getting Started
  - W.I.Y.T. = When it's Your Turn
  - A.T. Alternate Turns
- 
- Develop the language of game playing and rules as you go.
  - Start a games journal dictionary of terms and abbreviations

# NUMBER LINE WORK

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

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**0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20**

# DOUBLES + PATTERNS

## 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



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.

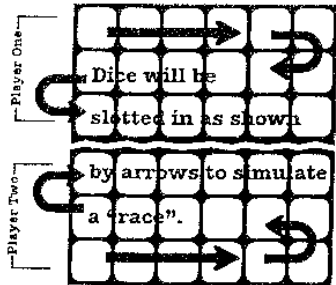
## TO BEGIN

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

## THE GOAL

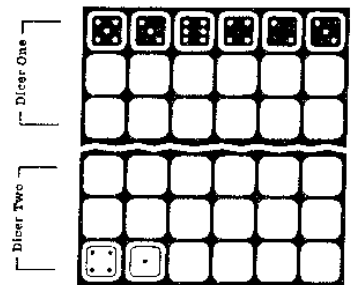
The goal of the game is to have the most dice in your side of the "horse race track" after all dice have been rolled out for the round. Dicers roll two dice at one time.

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 + = 6 → 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".

+ + = 9

## LEVEL 3

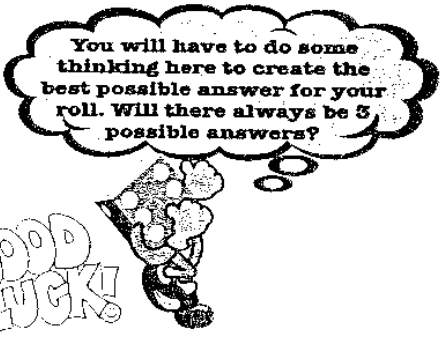
Play as described in above rules, but now Dicers roll two dice and multiply x = 20 for the greatest product. The Dicer with the greatest product (answer) places them into their side of the "horse race track".

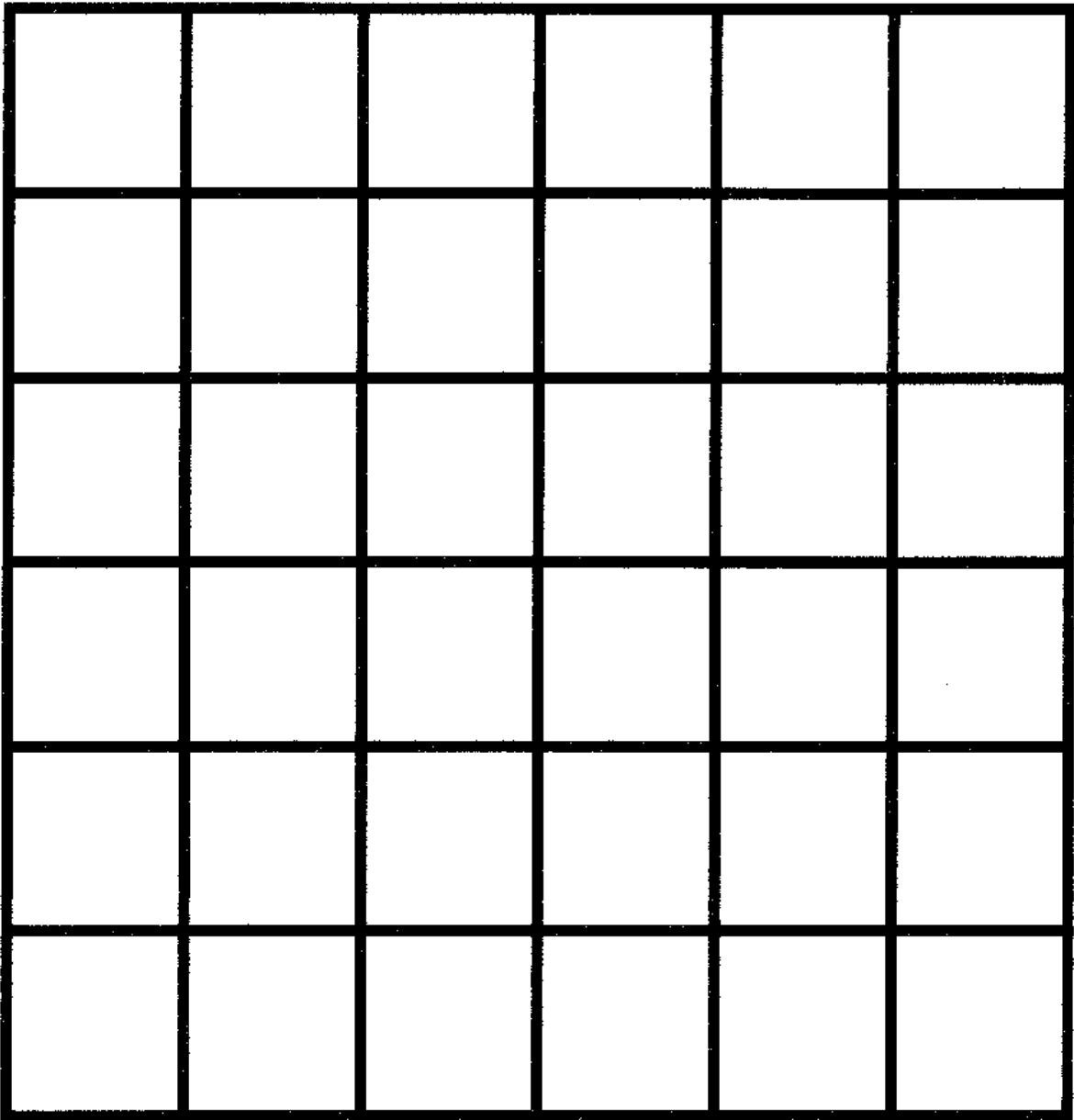
## LEVEL 4

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) x 6 = 48 → Best Choice  
 (6 + 3) x 5 = 45  
 (6 + 5) x 3 = 33

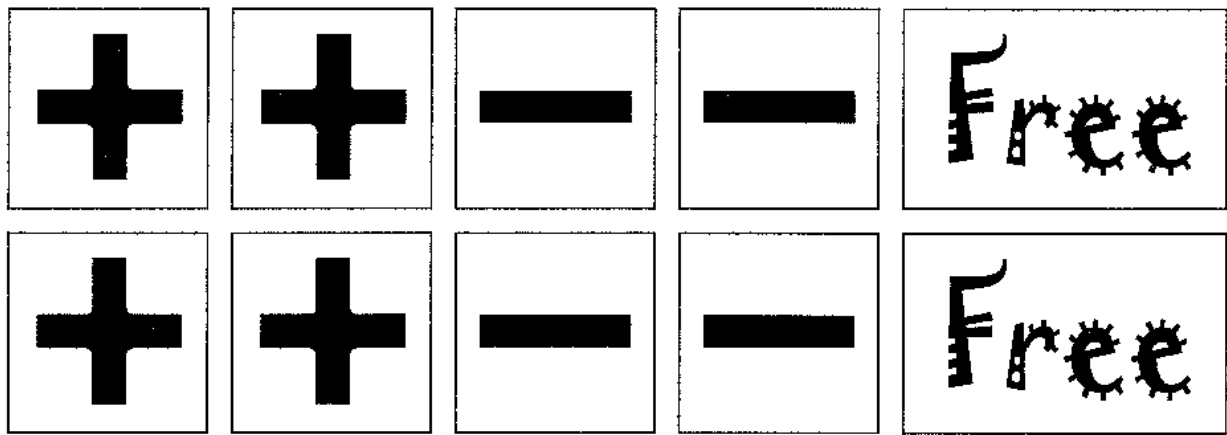




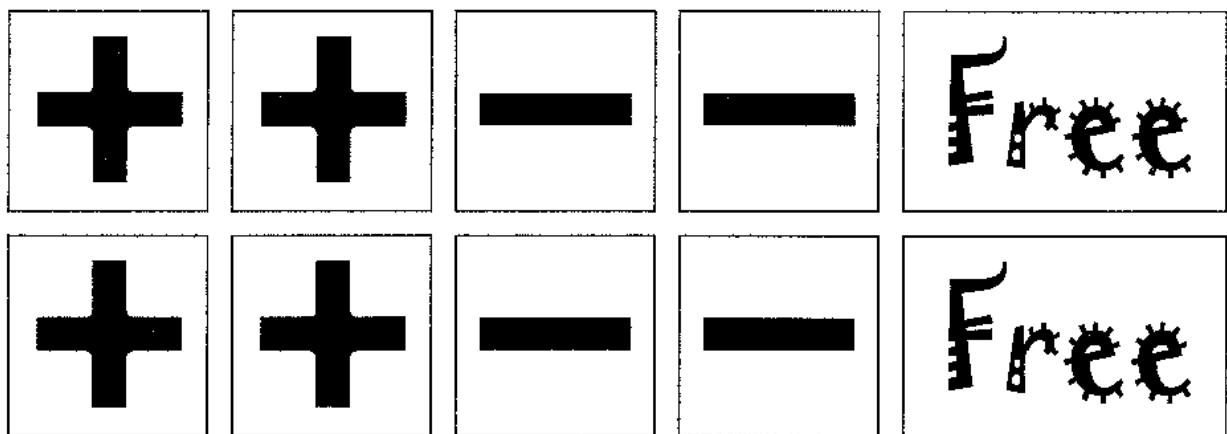
# Addition Tic Tac Toe

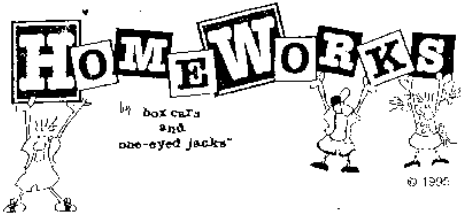
	0	1	2	3	4	5	6	7	8	9
0	0	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9	10
2	2	3	4	5	6	7	8	9	10	11
3	3	4	5	6	7	8	9	10	11	12
4	4	5	6	7	8	9	10	11	12	13
5	5	6	7	8	9	10	11	12	13	14
6	6	7	8	9	10	11	12	13	14	15
7	7	8	9	10	11	12	13	14	15	16
8	8	9	10	11	12	13	14	15	16	17
9	9	10	11	12	13	14	15	16	17	18

# **D**ouble **D**ice **D**ecisions



# **D**ouble **D**ice **D**ecisions





# 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



# Flippin' Out



Tens

Ones

Tens

Ones

Player One

Player Two

000	100	200	300	400	500	600	700	800	900	>
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	---

Hundreds	Tens	Ones	Hundreds	Tens	Ones
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**Player One**

**Player Two**

# BETWEENERS


























# Hundred Board

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



# Range Game Gameboard

00 10 20 30 40 50 60 70 80 90

Round	Target Rolls	Range	Player One	Player Two	Colour Code
1					○
2					○
3					○
4					○
5					○
6					○
7					○
8					○
9					○
10					○
11					○
12					○
13					○
14					○
15					○
16					○
17					○
18					○
19					○
20					○

**PLAYER  
ONE'S  
TOTAL**

**PLAYER  
TWO'S  
TOTAL**

# **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@planet.eon.net](mailto:boxcars@planet.eon.net)

1 866 DICE FUN (1 866 342 3386)

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