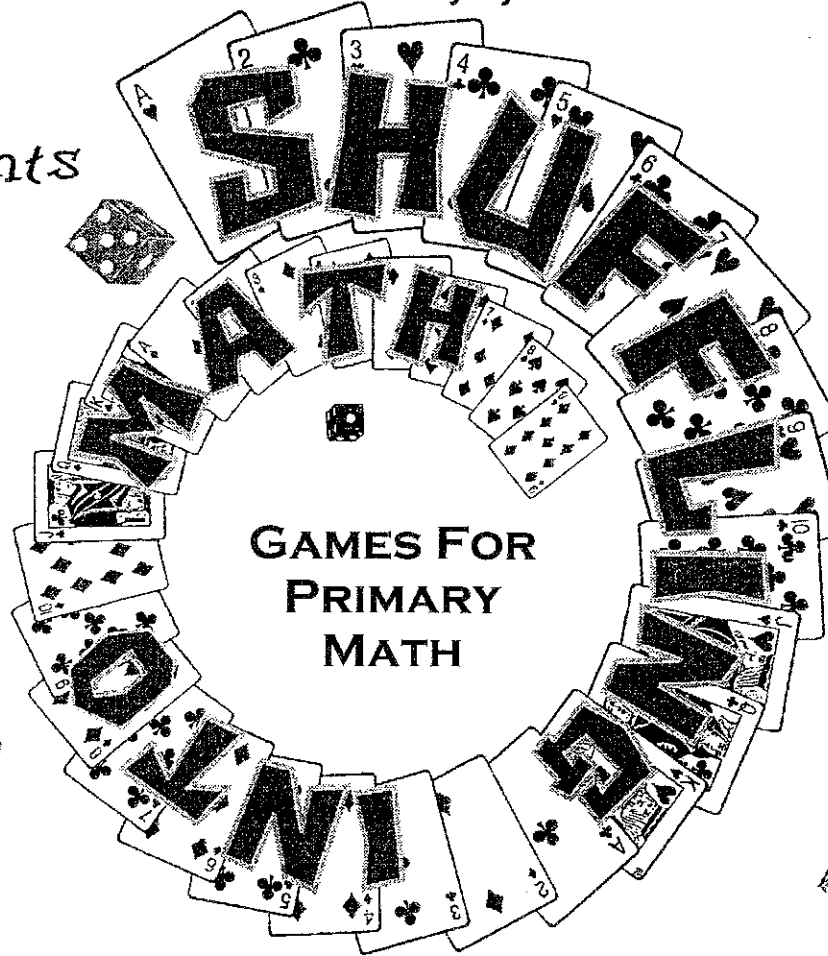


# box cars and one-eyed jacks<sup>®</sup>

boxcarsandoneeyedjacks.com

Presents



GAMES FOR  
PRIMARY  
MATH

Presented by

Jane Felling • Joanne Currah

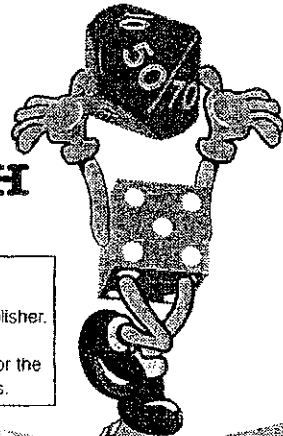
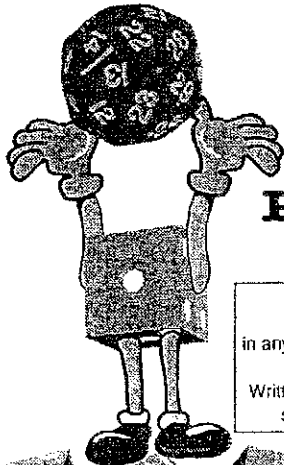
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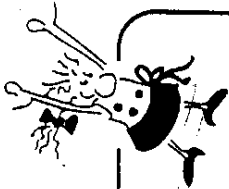
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# ADDITION WAR



**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)

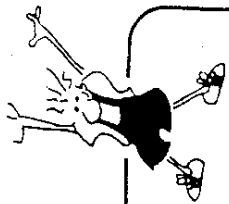
$4 + 3 = 7$	$6 + 2 = 8$
-------------	-------------

**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	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	Five cards/player



one

two

three

four

five

six

seven

eight

nine

ten

eleven

twelve

# HORSE RACE

4 LEVELS  
OF  
PLAY

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.

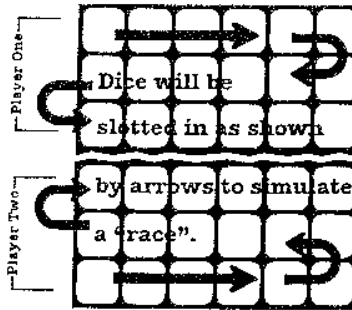
## TO BEGIN

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

## THE GOAL

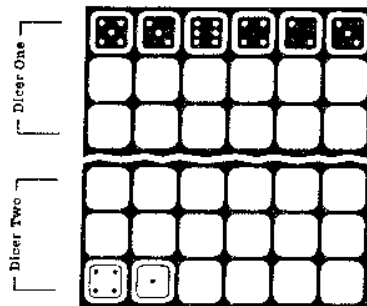
The goal of the game is to have the most dice in your side of the "horse race track" after all dice have been rolled out for the round. Dicers roll two dice at one time.

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".

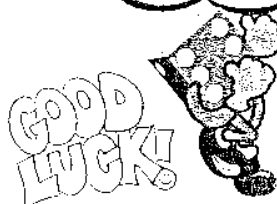


$$(5 + 3) \times 6 = 48 \rightarrow \text{Best Choice}$$

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

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

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





# 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

# BETWEENERS

LEAST

TENS ONES

--	--

BETWEEN

TENS ONES

--	--

GREATEST

TENS ONES

--	--

---

VARIATION

BETWEEN

TH H T O

--	--	--	--

LEAST

TH H T O

--	--	--	--

GREATEST

TH H T O

--	--	--	--

# EVEN STEVEN

Even + Even = Even Sum  
Odd + Odd = Even Sum

$$\boxed{\phantom{00}} \boxed{\phantom{00}} = \boxed{\phantom{00}}$$

$$\boxed{\phantom{00}} \boxed{\phantom{00}} = \boxed{\phantom{00}}$$

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# ODD TODD

Even + Odd = Odd Sum

$$\boxed{\phantom{00}} \boxed{\phantom{00}} = \boxed{\phantom{00}}$$

$$\boxed{\phantom{00}} \boxed{\phantom{00}} = \boxed{\phantom{00}}$$

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# CLOCKOMINOES

