



Halloween Math

Addition

Place Value

Coin ID

By Marjorie Sheridan

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Addition Bump Games:

Page 3 – Addition to 12 color version (use 2 dice)

Page 4 – Addition to 12 ink-saver version (use 2 dice)

Page 5 – Addition to 18 color version (use 3 dice)

Page 6 – Addition to 18 ink-saver version (use 3 dice)

Place Value Bump Game:

Page 7 – Colorful game board

Pages 8 – Ink-saver game board

Page 9 & 10 – Place value cards and directions

Show Me the Money Coin ID Game:

Pages 11 & 12 - Cover and directions

Pages 13 & 14 – Game board and coin cards

Pages 15 & 16 – Cut and paste coin ID performance assessment

Page 17 – place value performance Assessment

Halloween Addition Bump!

Prep: Print and laminate 1 game board for every 2 students. Each player needs 10 snap cubes of one color.

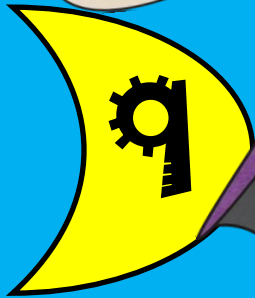
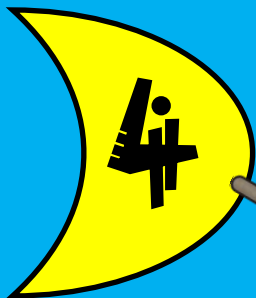
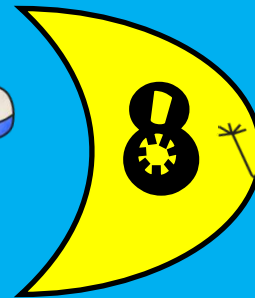
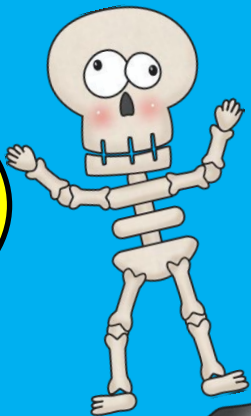
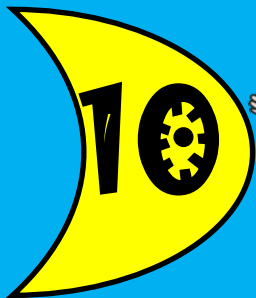
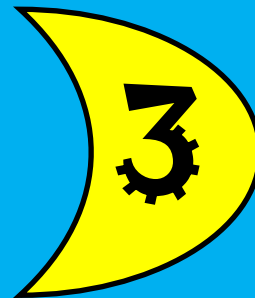
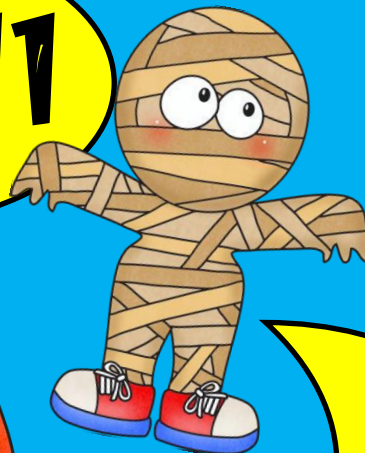
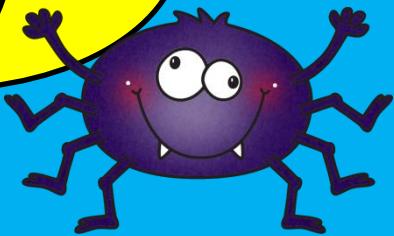
Play: Player 1 rolls dice and adds them together. He places a cube on that number. Player 2 does the same.

If player 1 rolls a number that is already covered by player 2, he may "bump" player 2's cube off, and player 2 must take it back. If a player rolls a number that he/she has already covered himself, he places a second cube on top of the first, and the number is "locked" and can not be bumped off. The player who uses all 10 cubes first is the winner.

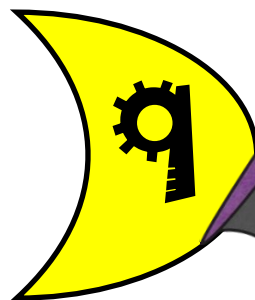
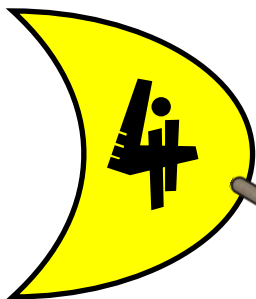
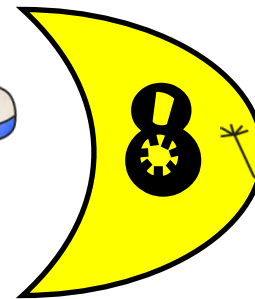
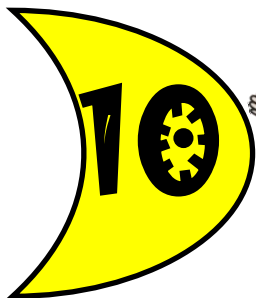
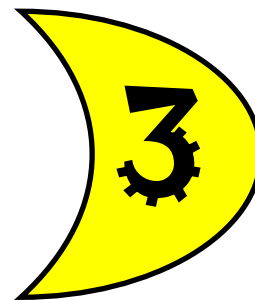
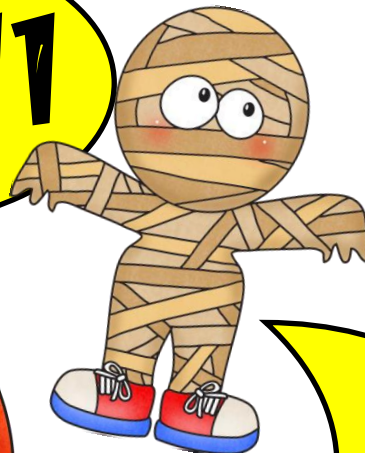
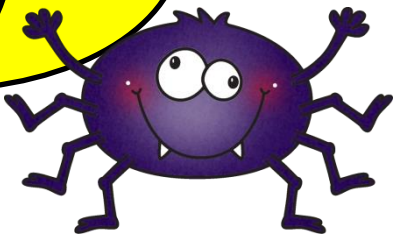


Font KG Fonts

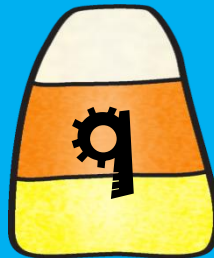
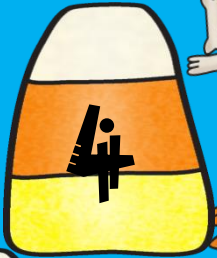
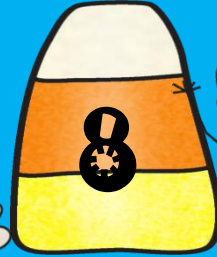
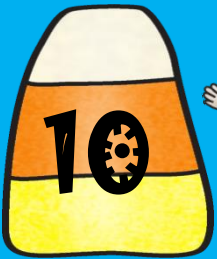
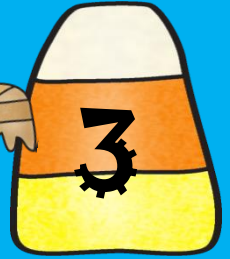
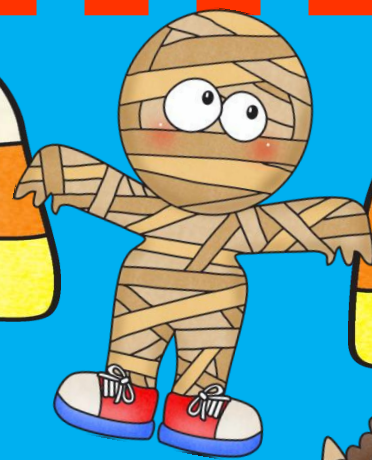
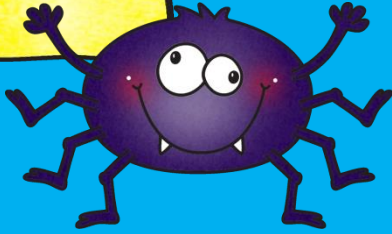
Adding to 12 Halloween Bump



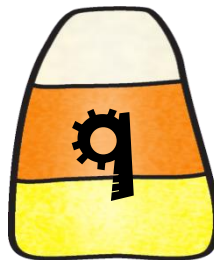
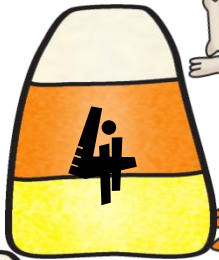
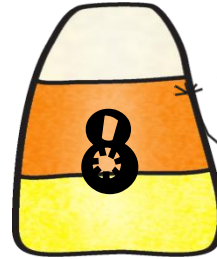
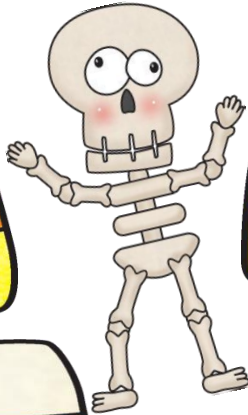
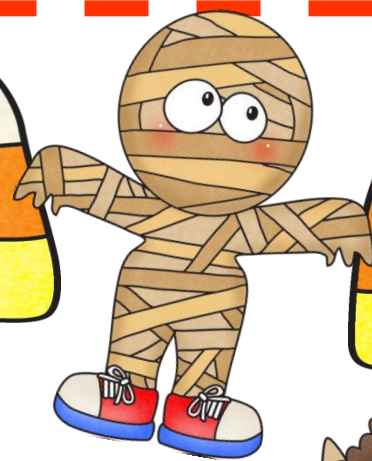
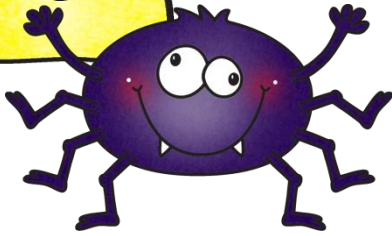
Adding to 12 Halloween Bump

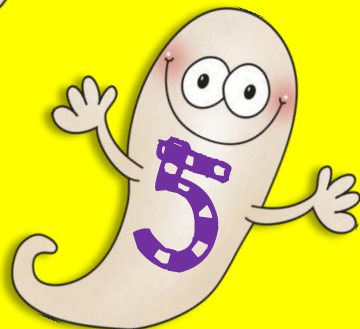
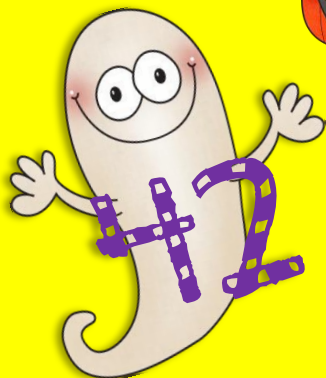
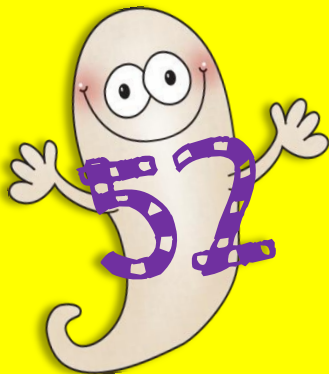
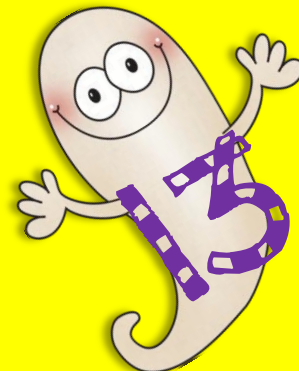
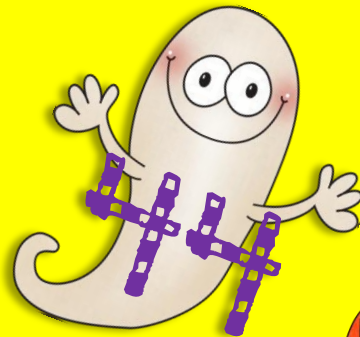
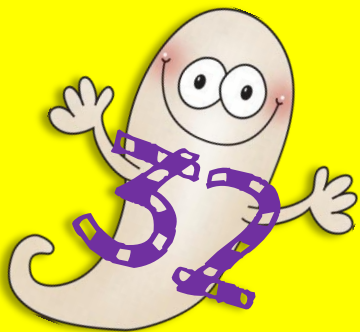


Adding 3 dice Halloween Bump



Adding 3 dice Halloween Bump







Halloween Place Value Bump!

Prep:

Print and laminate 1 game board for every 2 students. Print, cut, and laminate cards. One set for each game.

Play:

Each player needs 10 snap cubes of one color. Ex. Player 1 has 10 red, and player 2 has 10 blue.

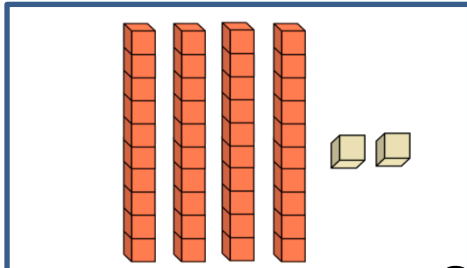
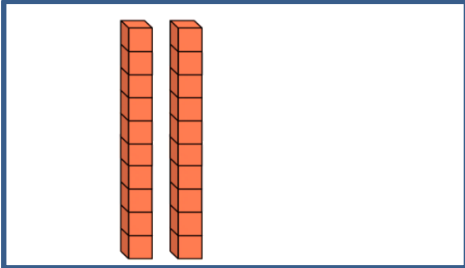
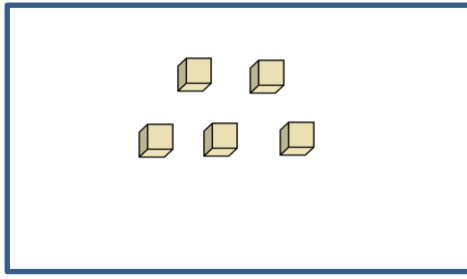
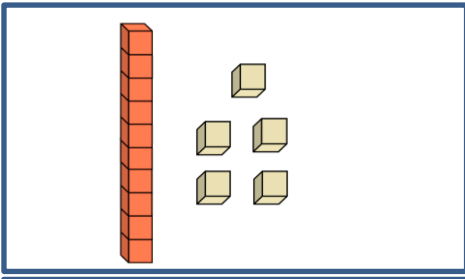
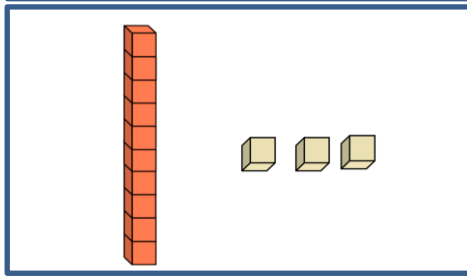
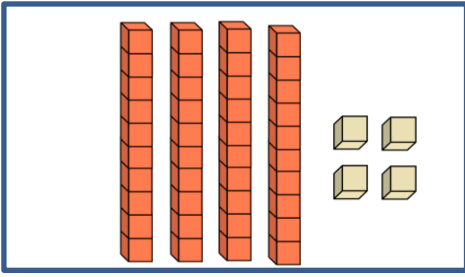
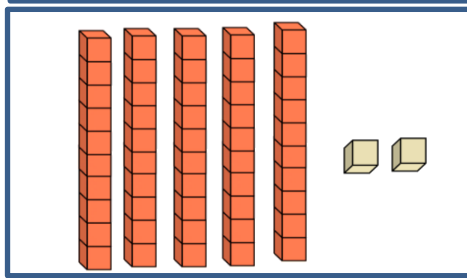
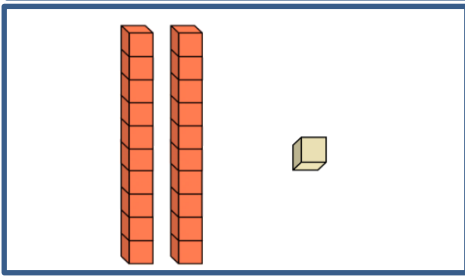
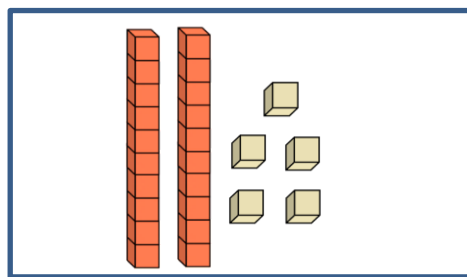
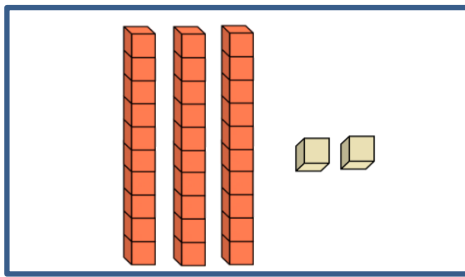
Player 1 draws a card and covers the ghost with the corresponding numeral.

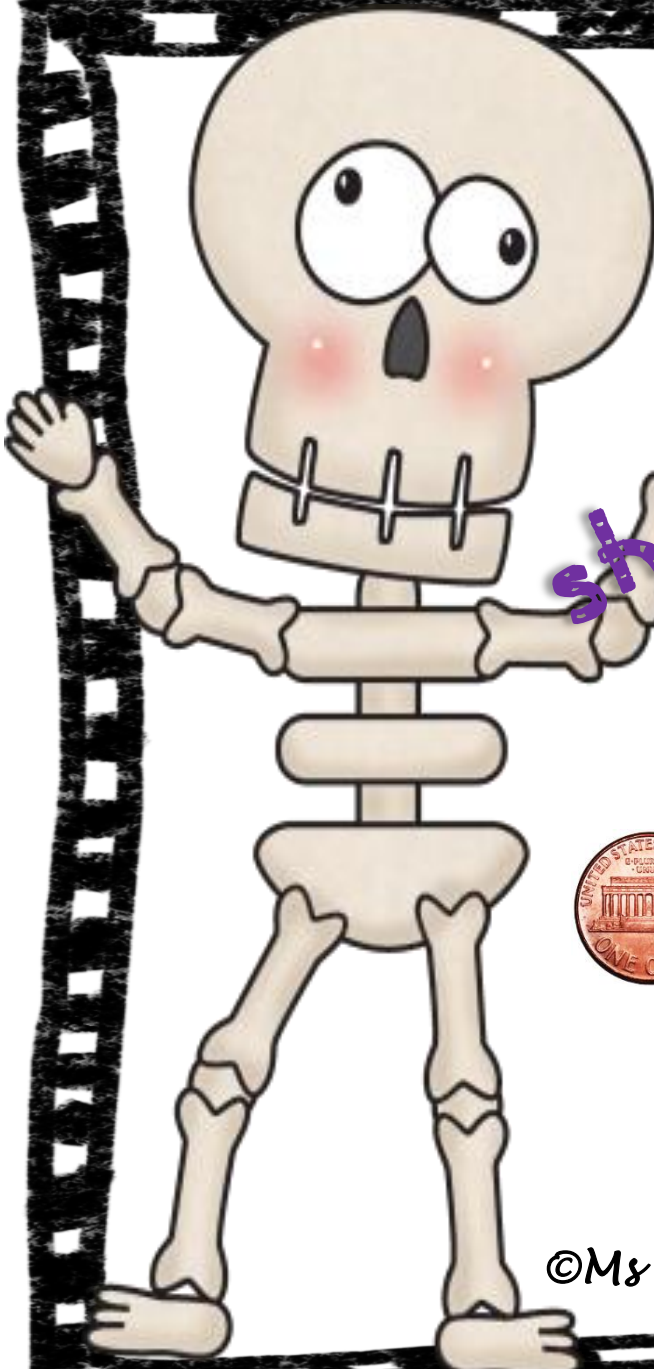
Player 2 draws a card and does the same.

If player 1 draws a card that is already covered by player 2, he may "bump" player 2's cube off. player 2 must take it back.

When a player draws a card that he is already on, he may stack a 2nd cube on top of the one he already owns. This "locks" that ghost with his cube and it cannot be bumped off.

The player who uses all 10 cubes first is the winner.

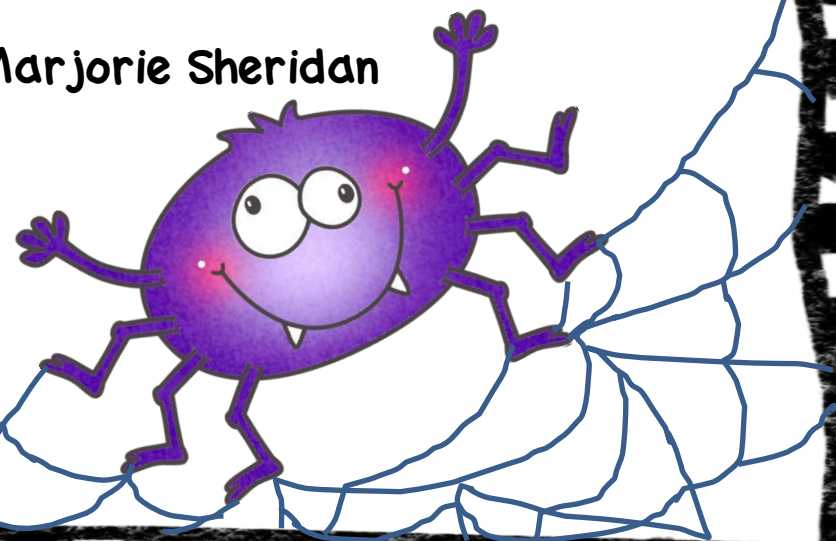




show me the money!

A Coin Identification Practice Game

By Marjorie Sheridan



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Show Me the Money!

Prep:

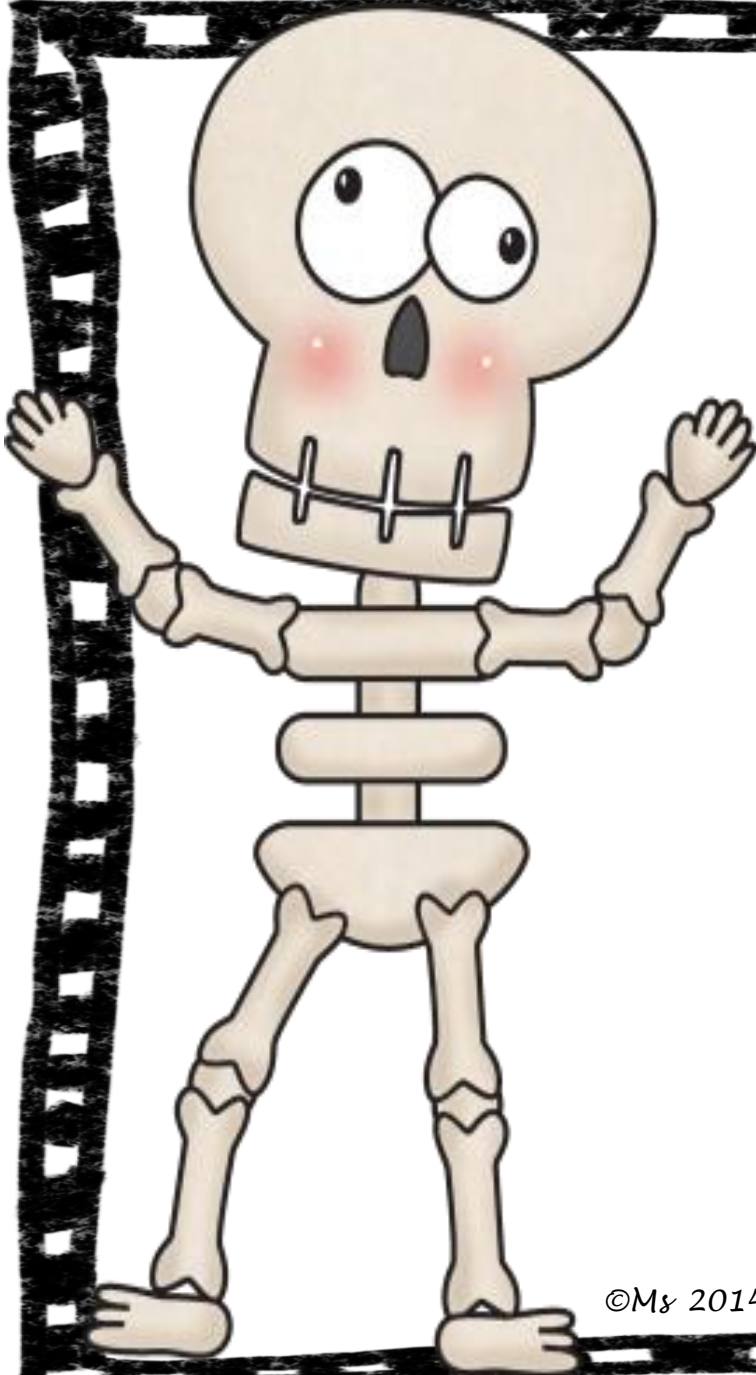
Print and laminate 1 game board for each player. Print, cut, and laminate one set of coin cards for each two players. Place coin cards in a cup or small container.

Play:

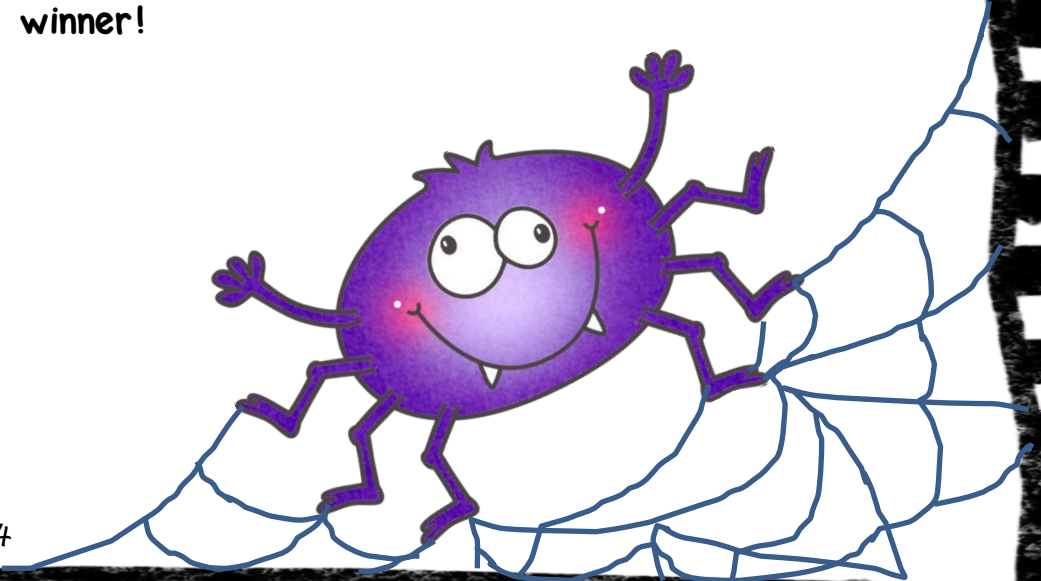
For two players ... Without peeking, players take turns drawing coin cards from a cup and placing them on the correct game board spaces. Player must name the coin and value.

If a spider is picked, the player must return 1 coin.

The player who covers his/her entire game board is the winner!



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Show me the money!

Me too!



Me three!



Penny = 1 ¢



Nickel = 5 ¢







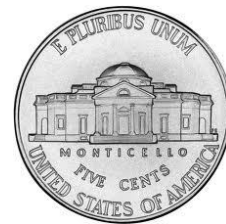
Dime = 10 ¢



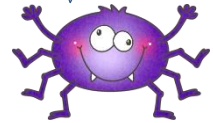
Quarter = 25 ¢



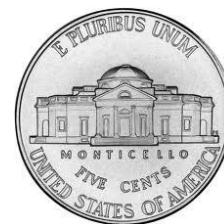
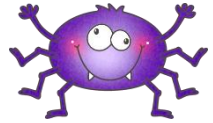
Penny = 1 ¢ 		Nickel = 5 ¢ 	
Dime = 10 ¢ 		Quarter = 25 ¢ 	



Put one coin back!



Put one coin back!



Put one coin back!

