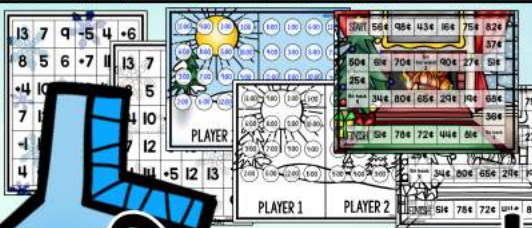


WINTER



Second Grade Math Centers

Color and Blackline

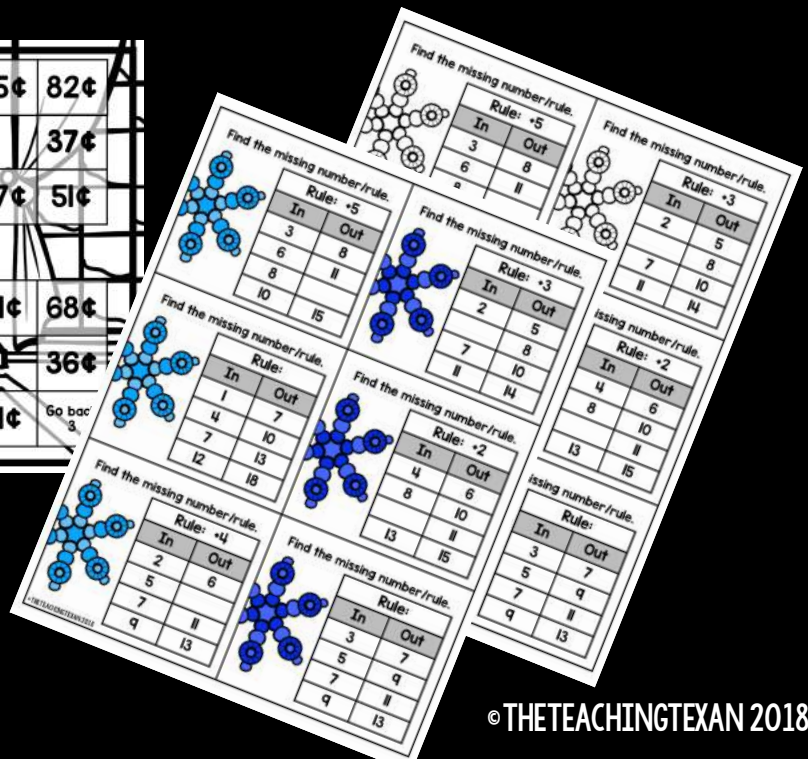
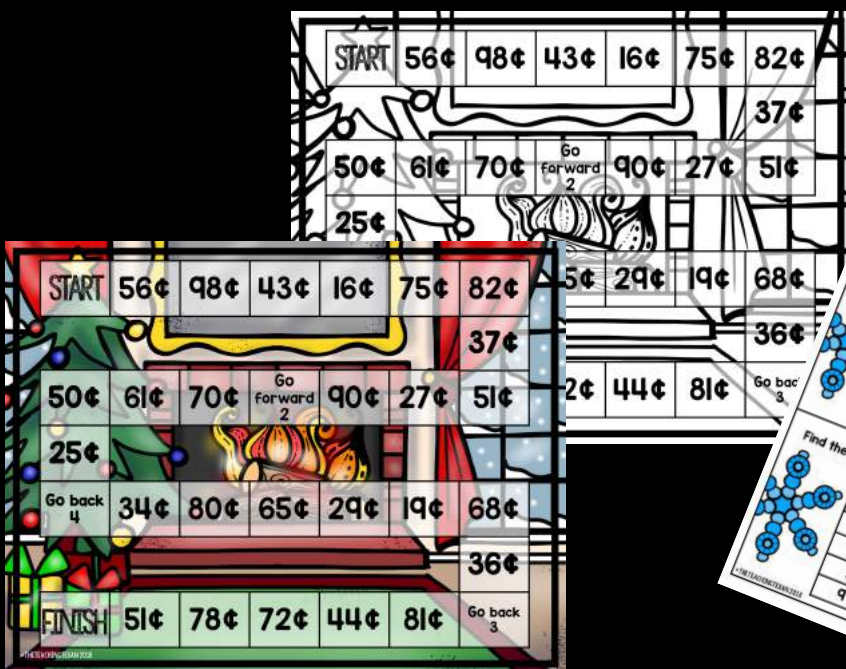
Created by:
THE TEACHING TEXAN

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5 different games focusing on:

- Building arrays
- Function machines/mental addition
- Measuring to the nearest inch
- Time to hour, half hour, and nearest 5 minutes
- Counting money & making change

Each game is available in a full-color version as well as blackline version



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13	7	9	-5	4	+6
8	5	6	+7	11	-4
+4	10	-6	12	14	8
7	12	6	10	-7	+2
-1	14	+5	12	13	7
4	+3	11	-3	5	9

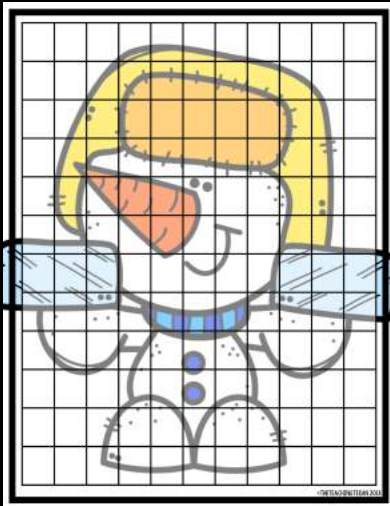
Function Machine Freeze

- practices function machines
- practices mental addition/subtraction

START	56¢	98¢	43¢	16¢	75¢	82¢
						37¢
50¢	61¢	70¢	Go Forward 2	90¢	27¢	51¢
25¢						
Go back 4	34¢	80¢	65¢	29¢	19¢	68¢
						36¢
FINISH	51¢	78¢	72¢	44¢	81¢	Go back 3

Hot Chocolate Change

- practices counting coins
- practices making change



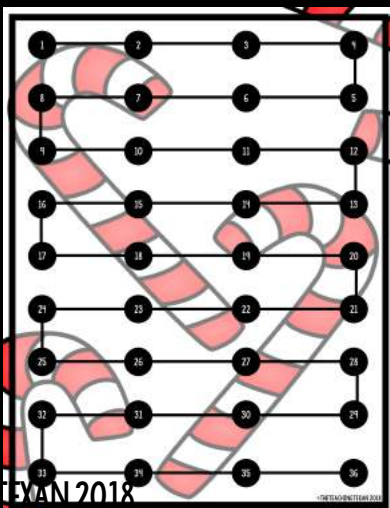
Arctic Arrays

- practices building arrays

Gingerbread Time

- practices time to the hour, half hour, and nearest 5 minutes

11:00	4:00	2:00	1:00	8:00	1:00	6:00	12:00
6:00	8:00	5:00	10:00	9:00	3:00	5:00	7:00
3:00	7:00	9:00	4:00	11:00	8:00	10:00	4:00
2:00	6:00	12:00	8:00	5:00	4:00	3:00	2:00
PLAYER 1				PLAYER 2			



Yuletide Yard

- practices measuring with a ruler to the nearest inch

Each game contains full page of directions for easy teacher access. These can also be displayed as children are playing.

Hot Chocolate CHANGE

Directions
Multi-Player
 Player 1 rolls one die and moves his/her player that many spaces. The amount shown on the space he/she lands on indicates the amount of money he/she has to spend for that particular round. The player then draws a card and counts the coins to find the total cost of that hot chocolate. The player must (1) determine if he/she has enough to purchase that hot chocolate and (2) if he/she cannot his/her turn is over. If he/she can purchase the hot chocolate he/she must indicate how much change would be given.
 Player 2 checks Player 1's work.
 Player 2 takes his/her turn in the same manner.
 The first player to reach the FINISH space wins.

Arctic ARRAYS

Directions
Single-Player
 The player chooses a mat to build arrays on. The player will use counters or a dot marker to build his array. The player must strategically build arrays to maximize the number of arrays that will fit on the mat. The game ends when the player has filled the mat.
Two-Player, Cooperative
 The players choose a mat to work together to build arrays on. The player will use counters or a dot marker to build his array. The player must strategically build arrays to maximize the number of arrays that will fit on the mat. Player 1 takes his/her turn in the same manner as he/she can fill the mat. The game ends when the players have filled the mat.
Two-Player, Competitive
 The players each choose their own mat to build arrays on. The player will use counters or a dot marker to build his array. The player must strategically build arrays to maximize the number of arrays that will fit on the mat. Player 1 takes his/her turn in the same manner as he/she can fill the mat. The game ends when one player has filled his/her game mat (if a set number of arrays specified by the teacher).

GINGERBREAD Time

Directions
Two-Player
 The players choose a game version to play (time to the hour, half hour, or nearest 5 minutes).
 Player 1 draws a card and determines the time shown. The player covers that corresponding time on his/her side of the game mat. If the player no longer has that time available to cover, the player skips that turn.
 Player 2 takes his/her turn in the same way.
 The game ends when one player connects 4 in a row either vertically, horizontally, or diagonally.

Teacher Tip: Game versions are marked with labels in the top corner of the playing mats or cards. I store these in separate baggies for easy differentiation.

Use mini-erasers, counters, or included games pieces for playing.

