

WINTER

Math Centers

Color and
Blackline

Created by:

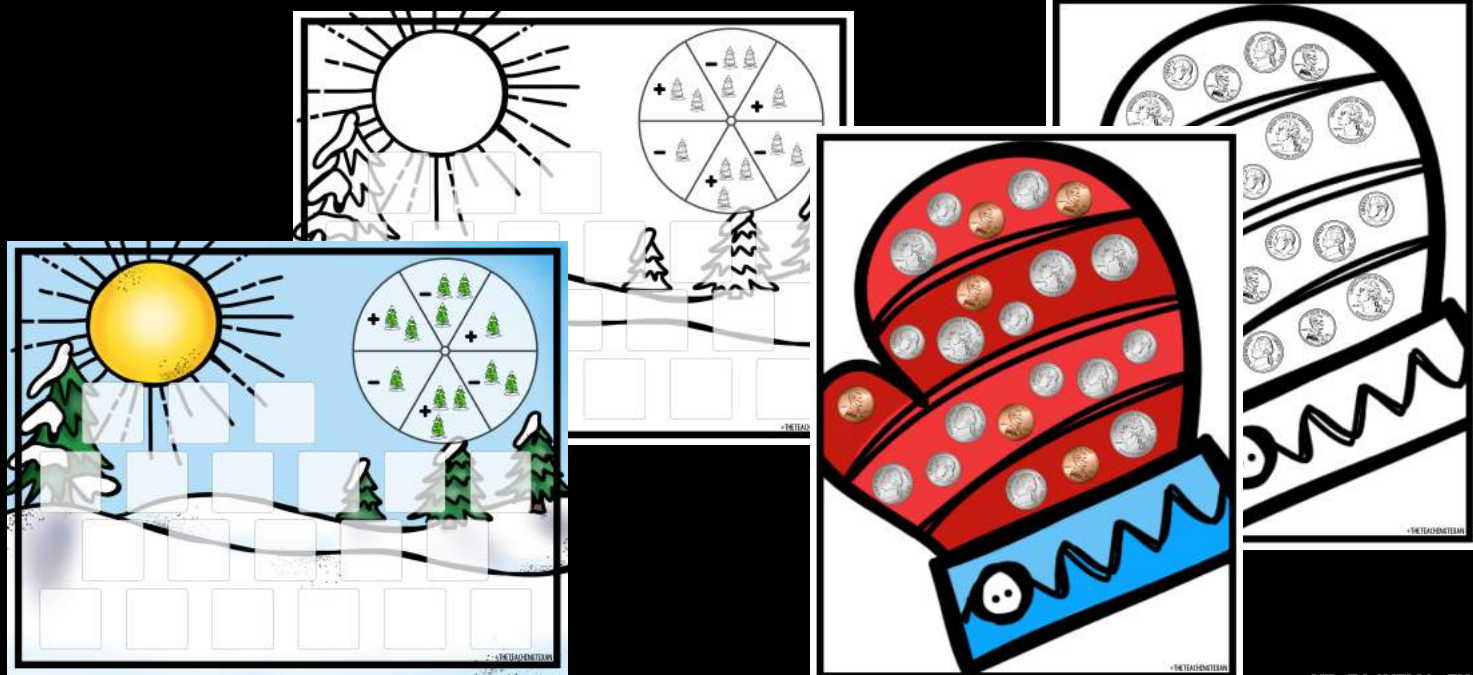
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6 different games
focusing on:

- Subitizing
- Addition
- Subtraction
- Critical Thinking
 - 2D Shapes
 - One-to-one Correspondence
- Coin recognition
- Comparing Numbers
- Composing Numbers

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



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Frosty Numbers
 -practices subitizing with ten frames



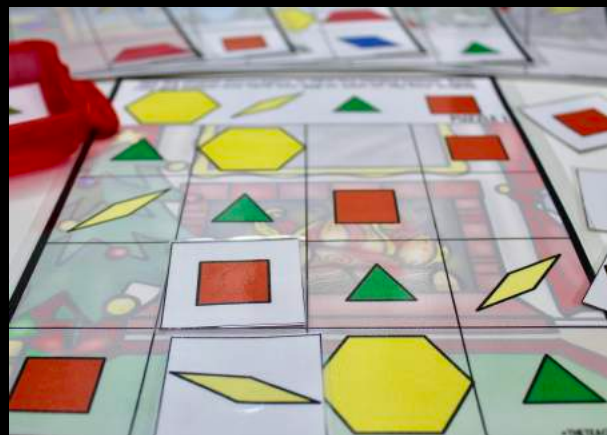
Penguin Cove
 -practices composing numbers & addition

"Cents"ational Decorations
 -practices coin recognition and values



Holiday Domino War
 -practices subitizing, addition, and comparing


Winter Shape-doku
 -practices critical thinking & 2D shapes



Disappearing Evergreens
 -practices basic addition and subtraction

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

FROSTY Numbers



Frosty Numbers

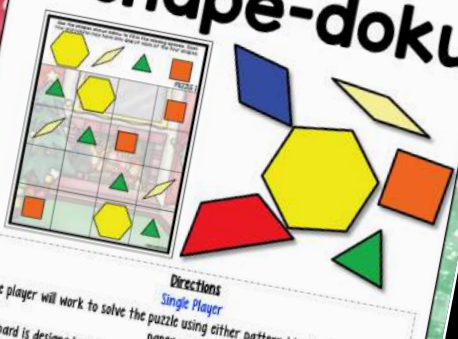
10	3	5	6
8	1	4	4
9	10	4	8
3	7	6	5

Directions
Two-Player Cooperative
Players will alternate turns using one game board. During a player's turn, he or she uses a paperclip to spin a number shown on a ten frame. The player covers that number with a counter on the game board. Play ends when the players create a row of 4 counters.

Two to Four Player Competitive
Players will alternate turns and will each have their own game board. During a player's turn, he or she uses a paperclip to spin a number shown on a ten frame. The player covers that number with a counter on the game board. Play ends when one player gets four in a row.

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WINTER Shape-doku



Directions
Single Player
The player will work to solve the puzzle using either pattern blocks or the printed paper versions. The board is designed so that each shape will only appear once in a given column/row.

Two-Player Cooperative
Players will work together to solve the puzzle using either pattern blocks or the printed paper versions. The board is designed so that each shape will only appear once in a given column/row.

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"CENTS"ATIONAL Decorations

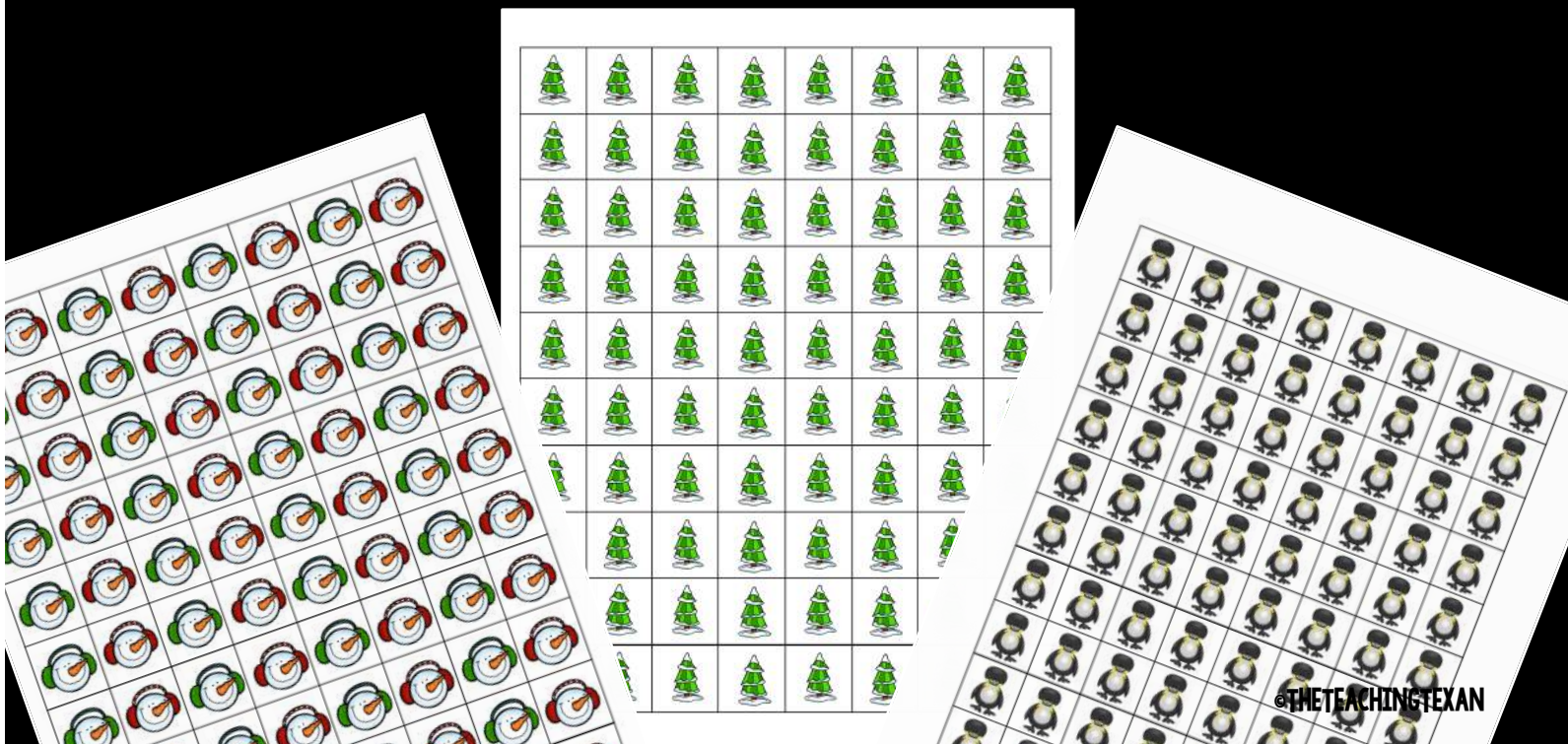


Directions
Two Player Cooperative
Players will alternate turns on one game mat. On a player's turn he or she rolls the die (select the die most appropriate for the skill level of your children). This player covers one of the coordinating coins on the game mat using real coins or paper cutouts. The second player then takes his or her turn. Play ends when all coins on the mat are covered.

Two Player Competitive
Players will alternate turns on separate game mats. On a player's turn he or she rolls the die (select the die most appropriate for the skill level of your children). This player covers one of the coordinating coins on his or her game mat using real coins or paper cutouts. The second player then takes his or her turn. Play ends when one player covers all coins on his or her mat.

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



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