

BACK TO SCHOOL

Math Centers

Color and Blackline

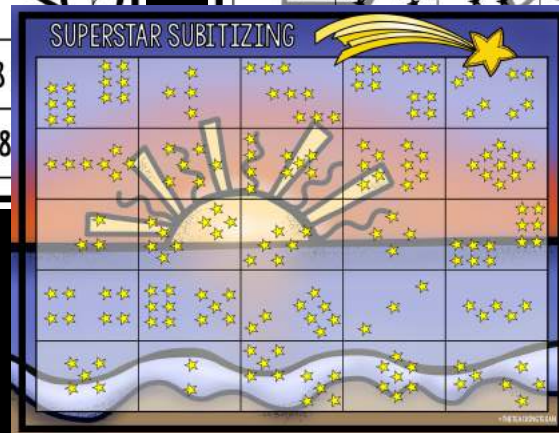
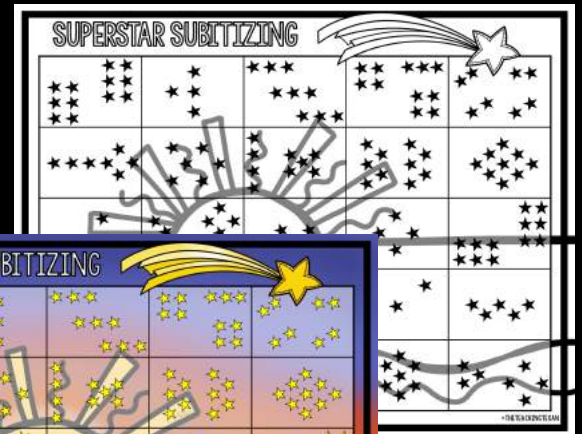
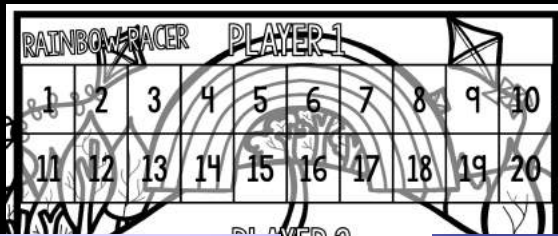
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6 different games
focusing on:

- Non-Standard Measurement
- 5 Frames
- Subitizing
- Counting
- One-to-one Correspondence
- Basic Addition
- More or Less

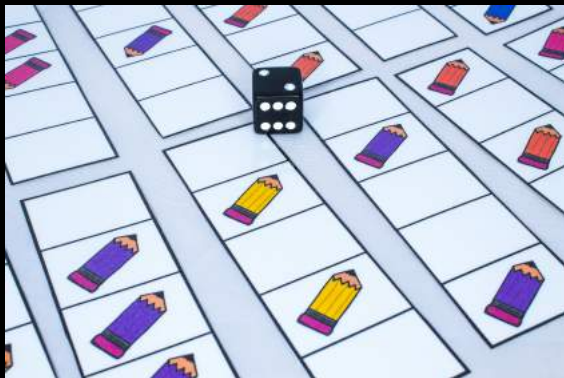
Each game is available in a full-color version as well as blackline version



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Pencil Pick Up

- practices counting skills
- one to one correspondence
- 5 Frame recognition



Rainbow Racer

- practices non-standard measurement
- counting
- basic addition concepts



What Comes Next?

- practices pattern identification and creation



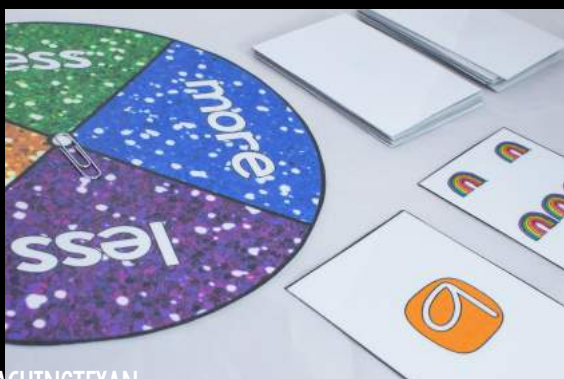
Superstar Subitizing

- practices subitizing and counting



More or Less War

- practices the concept of more or less
- practices counting



Happy Apples

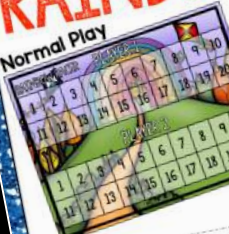
- practices one-to-one correspondence
- practices counting
- intro to addition




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

RAINBOW Racer

Normal Play



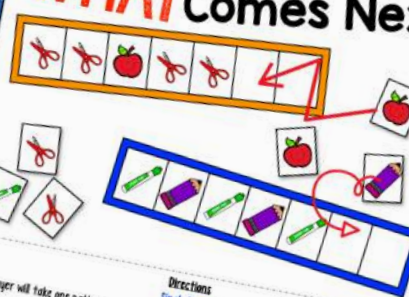
Challenge Option



Directions
Two-Player Competitive
Each player will begin with 0 counters on his/her rainbow race strip. Players alternate turns drawing a picture card from the stack and measuring using the chosen measurement tool (Recommended: use Dollar Spot rainbow erasers or the provided rainbow counters). Once the player has determined the length of the picture he or she will place that many counters on his/her rainbow race strip.
The first player to get to 20 wins!
Challenge Option: Each player can have his/her own mat that goes to 50 and the challenge cards can be used.

Two-Player Cooperative
Players will use on mat that goes to 50. Players alternate turns drawing a picture card from the stack and measuring using the chosen measurement tool (Recommended: use Dollar Spot rainbow erasers or the provided rainbow counters). Once the player has determined the length of the picture he or she will place that many counters on the playing mat.
When the players reach 50 the game is over!


WHAT Comes Next



Directions
Single Player
The player will take one pattern strip and begin by identifying the pattern shown (Ex: Marker, Pencil, Eraser, etc. - A, B, A, B, A, B pattern). The player will use the provided picture cards to complete the pattern (encourage the students to extend the pattern beyond the strip if you would like).

Two-Player Cooperative
Players will alternate taking turns.
Player 1 will select a pattern strip, identify the pattern, and decide what comes next to complete the pattern.
Player 2 will name the pattern and add the next 3 pieces beyond the pattern strip.
Both Player 1 and Player 2 will check each other's work.
After finishing a pattern strip the student can build a new pattern using the picture cards that follows the same pattern as the strip.

HAPPY Apples



Directions
Single Player
Use the spinner to select a number. Wherever the spinner lands, place that number of apples into the tree. The game ends when the player has placed 20 apples into the tree to fill the game board.

Two-Players
Each player will play on his/her own board. Take turns using the spinner to select a number. Wherever the spinner lands, place that number of apples into the tree on your game board. The first player to place 20 apples in his/her tree wins.

Challenge: For students who need an extra challenge, give them a die marked with addition (+) and subtraction (-) symbols. Each time a student spins a number, he/she will also roll the die to see if he/she will add that number of apples or subtract that number of apples.



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

