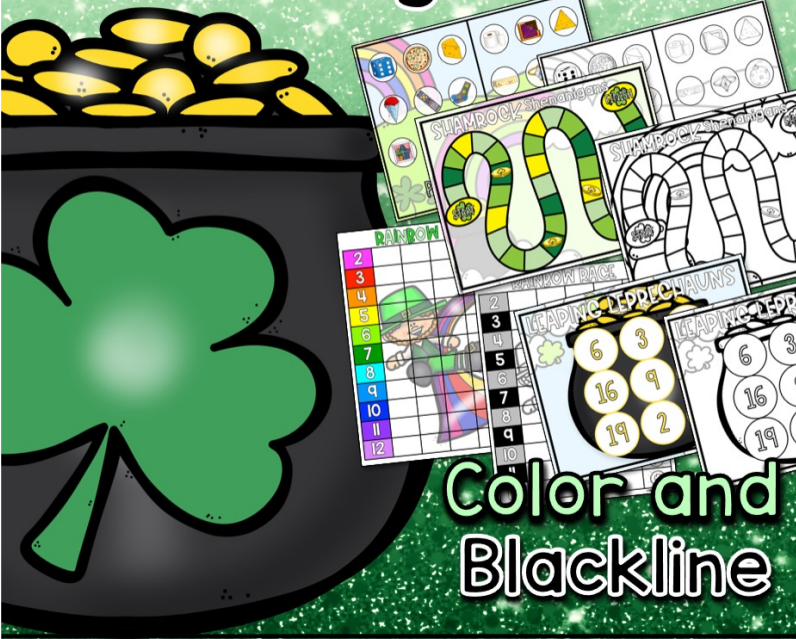


ST. PATRICK'S DAY

MATH CENTERS FOR Kindergarten



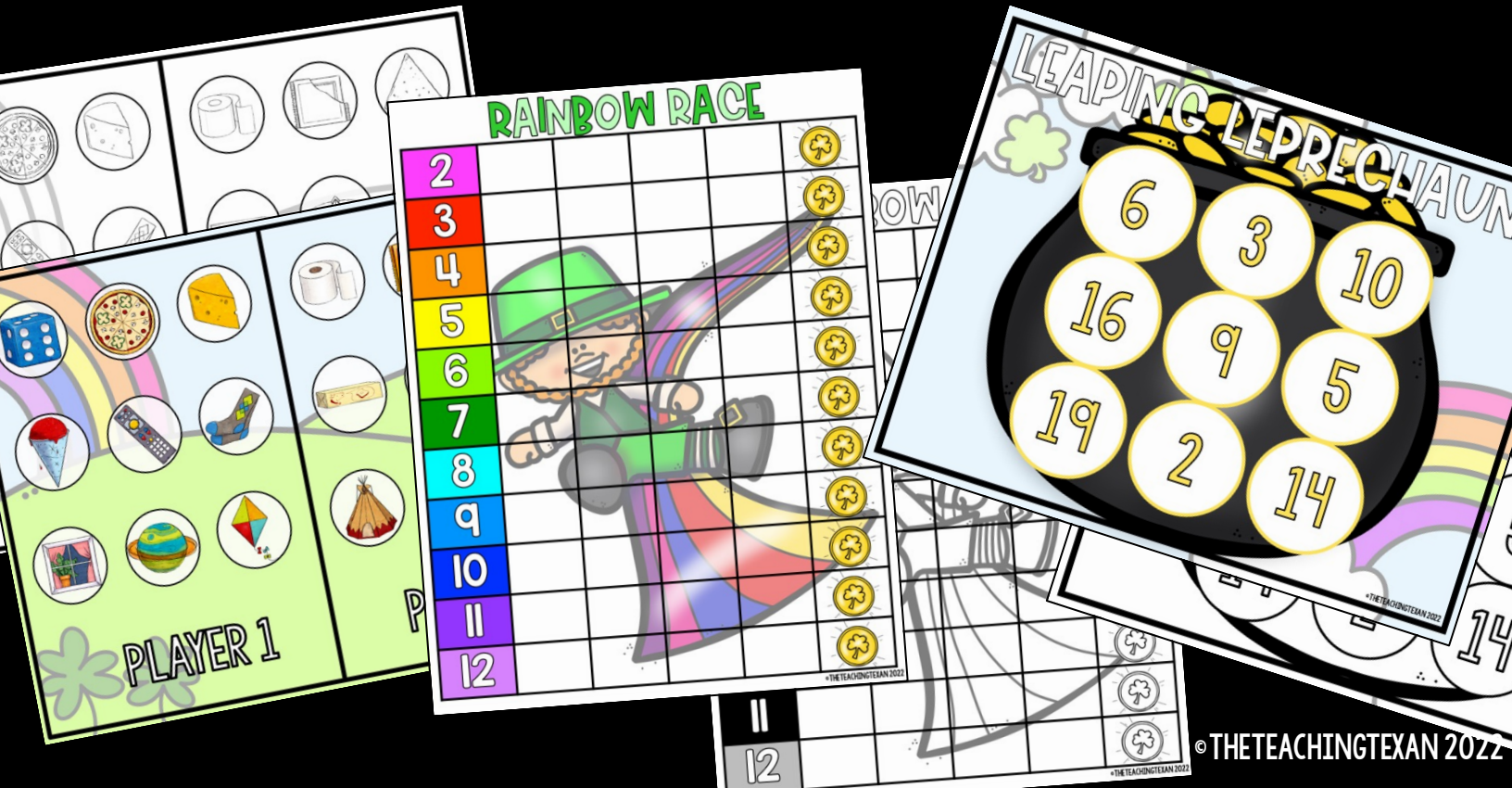
Created by:
THE TEACHING TEXAN

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5 different games focusing on:

- Identifying 2D & 3D Shapes
 - Analyze and Compare 2D & 3D Shapes
 - Addition
- Addition Fluency to 12
 - Subitizing

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



Luck O' the Shapes
-practices identifying 2D & 3D shapes and analyzing/comparing them



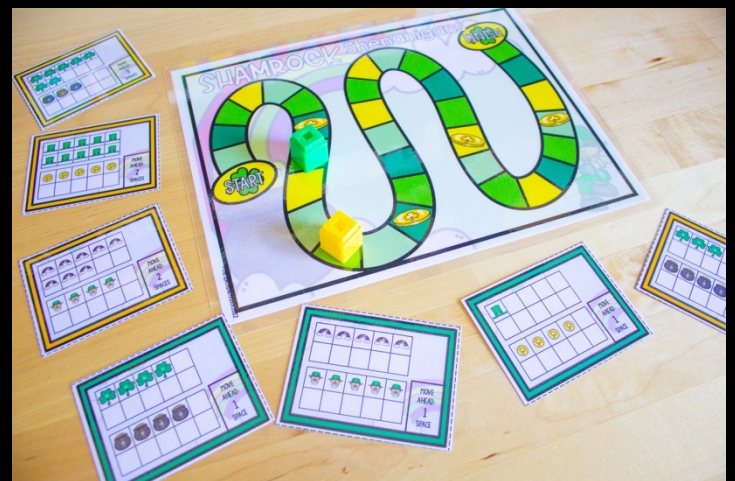
Pot O' Gold Addition
-practices addition



Rainbow Race
-practices addition fluency to 12



Shamrock Shenanigans
-practices addition with 10 frames / counting on



Leaping Leprechauns
-practices subitizing



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

POT O' GOLD

Addition



Directions
Multi-Player Competitive
Each player begins with his/her own recording sheet, a spinner, and 2 different manipulatives/place markers (ex: green and gold).
Player 1 will spin his/her spinner and cover the top row of his/her ten frame in the first color to show the number he/she spun.
Player 1 will spin his/her spinner again and cover the bottom of his/her ten frame in the second color to show the second number he/she spun.
Player 1 will add the two numbers together on the right side of the ten frame and record using a dry erase marker.
Player 2 will take his/her turn in the same way.
Players continue to take turns for four rounds.
After each player has completed all four rounds, players will add ALL 4 totals.
The player with the largest sum, wins!

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LUCK O' THE SHAPES

Guess My Rule



Directions
Multi-Player Competitive
Player 1 looks at the shapes in the circle and guesses the rule or what the shapes in the circle have in common. The shapes outside of the circle do NOT fit the rule.
Player 1 determines the rule, he/she will place a token on their game board on a shape that matches the rule.
If a shape is no longer available, player will skip his/her turn and the next player will go.
Player 2 will take his/her turn in the same way.
The first player to connect 3 across, up and down or diagonally, wins!

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LEAPING

Leprechauns



Directions
Multi-Player Competitive
Players begin with their own pot of gold board. Players will spread out the playing cards face down in the middle of the play area.
Player 1 will start by turning over one card.
Player 1 will use subitizing and counting skills to determine the number of hats.
If Player 1 has the matching number on his/her pot of gold, he/she will put the hat card on their pot of gold board on the matching number.
Player 2 will take his/her turn in the same way.
If a player turns over a Leaping Leprechaun, he/she will place the card on any number on their pot of gold board. The player must turn over a rainbow in order to remove the Leaping Leprechaun from their board.
The Leaping Leprechaun and the rainbow can then be discarded.
The first player to cover his/her entire board, wins!

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

