**Fluency Addition and Subtraction Games**

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| **iPad app** | **Game** | **K** | **1st** | **2nd** |
| **Randomness****Use numbers 0-10** | Make Ten,Double It,What are the Partners? | Say or write the number that will make ten. | Say or write the number to make ten, double the number, find number partners | Say or write the number to will make ten, double the number, find number partners |
| **Dice** | Cross it Off | Write numerals 4-9 on a paper or white board. Roll one dice each turn. Cross off the numeral that makes Ten. The first team to cross off all the numbers wins. | Write numerals 4-9 on a paper or white board. Roll one dice each turn. Cross off the numeral that makes Ten. The first team to cross off all the numbers wins. | Write numerals 4-9 on a paper or white board. Roll one dice each turn. Cross off the numeral that makes Ten. The first team to cross off all the numbers wins. |
| **Custom Spinner****(Set the spinner with 6 segments, 10, 20, 30, 40, 50, 60.)** | Count by tens. | Spin the spinner. Depending on the number the student lands on, count on by tens to 100. | Roll two place value dice to make a two digit number. Spin the spinner. Add the multiple of ten. Make a quick draw if needed. | Roll two place value dice to make a three digit number. Spin the spinner. Add the multiple of ten. Make a quick draw if needed. |
| **free pedometer** | Compare numbers | Use the pedometer app (or an actual pedometer) to generate a number. Time students walking for ten seconds. Compare the size of the number using greater than or less than terms. | Use the pedometer app (or an actual pedometer) to generate a number. Time students walking for ten seconds. Compare the size of the number using greater than or less than terms and symbols. | Use the pedometer app (or an actual pedometer) to generate a number. Time students walking for 30 seconds. Compare the size of the number using greater than or less than terms and symbols. |
| **Websites** |
| * <http://www.arcademicskillbuilders.com/>
* <http://www.sheppardsoftware.com/mathgames/earlymath/on_time_game1.htm>
* <http://www.sheppardsoftware.com/mathgames/earlymath/clock_shoot.htm>
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