Grade: 3rd Grade
Number of Players: 2

Standard: 3rd Grade - Automatically multiply up to 5x5 and 10x10

Skip-Counting Battle

Materials Needed:

- Deck of playing cards - remove face cards and jokers and use aces as 1.

How to Play:

1. Shuffle and divide the cards equally. Keep your cards facedown.
2. Choose a number to count by: 1, 2, 3, 4, 5, or 10.
3. Each player turns over one card. This tells how many counting steps to take.
4. Skip count aloud. For example, counting by 5s with a 4 means saying, “5, 10, 15, 20.”
5. The player who correctly reaches the greater ending number wins both cards. If only one player counts correctly, that player wins both. If neither counts correctly or the ending numbers tie, each keeps their own card.
6. Keep collected cards in a separate pile. Continue until the original piles are gone.
7. The player who collects the most cards wins.



Grade: 3rd Grade
Number of Players: 2

Standard: 3rd Grade - Automatically multiply up to 5x5 and 10x10

Roll and Count

Materials Needed:

- One die
- A shared pile of 40 pennies, counters, or other small objects

How to Play:

1. Choose a number to count by: 1, 2, 3, 4, 5, or 10.
2. Roll the die. This tells how many counting steps to take.
3. Skip count aloud, starting with your chosen number. For example, counting by 5s with a roll of 3 means saying, “5, 10, 15.”
4. If correct, collect the number of objects shown on the die—3 objects in this example.
5. If incorrect, practice the sequence together and leave the objects in the pile.
6. Switch turns.
7. The first player to collect 20 objects wins.

