**Grade: 4th Grade**
**Number of Players: 2**

**Standard: 4th Grade - Automatically multiply up to 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 from 1–10 to count by.
3. Each player turns over one card. This tells how many counting steps to take.
4. Skip count aloud. For example, counting by 8s with a 4 means saying, “8, 16, 24, 32.”
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: 4th Grade
## Number of Players: 2

**Standard: 3rd Grade - Automatically multiply up to 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 from 1–10 to count by.
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 7s with a roll of 3 means saying, “7, 14, 21.”
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!

