Grades: 1st Grade

Players: 2 players

Standard: Automatically add within 10.

Fact Race to 10

Materials Needed:

- A standard deck of playing cards using only Aces (1) through 9s

How to Play:

1. Shuffle the deck and divide the cards evenly between both players into face-down stacks.
2. On the count of three ("1, 2, 3, flip!"), both players flip their top card into the center at the exact same time.
3. Players quickly add the two flipped cards together:
4. If the sum is 10 or less: The first player to shout out the correct total (e.g., "7!" for a 3 and 4) wins both cards and places them at the bottom of their stack.
5. If the sum is over 10: The first player to shout "Over 10!" wins the pile.
6. Play continues until one player collects all the cards or holds the most cards when time is up.with the winner being the player holding the most cards when time runs out.



Grades: 1st Grade

Players: 2-4 players

Standard: Automatically add within 10.

Memory Math Pairs

Materials Needed:

- Deck of cards from Ace to 5 using the Joker as a zero

How to Play:

1. Shuffle the cards and lay them all out face down in a grid.
2. Players take turns flipping over two cards.
3. The player adds the two card values together. If the sum is 10 or less, the player states the addition sentence out loud (e.g., "4 + 5 = 9").
4. If they state the equation correctly, they keep the pair! If the sum is greater than 10 or they state the equation incorrectly, turn both cards back face down in their spots.
5. Play continues until all matching pairs are claimed. The player with the most pairs wins.



Grades: 1st Grade

Players: 2-4 players

Standard: Automatically add within 10.

Dice Climb

Materials Needed:

- 2 six-sided dice (D6).
- A simple game board path, numbered from 1 to 10, with a 'START' (0) and a 'FINISH' (10). This can be hand-drawn on paper.
- Game tokens for each player (e.g., different colored coins, buttons, small toys).

How to Play:

1. Lay out the game board path numbered 0 to 10. Each player places their token on 'START' (0).
2. On your turn, roll both dice.
3. Quickly calculate and shout out the sum of the two dice.
4. If the sum is 10 or less: Move your token forward that exact number of spaces.
5. If the sum is greater than 10: (e.g., a roll of 6 and 5, sum 11): Only move forward the number shown on the single highest die. (In this example, move 6 spaces). This encourages players to always check the sum first to see if it qualifies for full movement.
6. f you shout the incorrect sum, or take too long, you only move forward 1 space.
7. Goal: The first player to reach or cross the 'FINISH' space (10) wins the game!

