

Mathematics

Activity Book

Math Number Games

Teacher Edition

GRADES 2-3



NEWPATH
LEARNING®

Contents

Teachers' Notes	2
Dice Games	
1 x Tables	5
2 x Tables	6
3 x Tables	7
4 x Tables	8
5 x Tables	9
6 x Tables	10
7 x Tables	11
8 x Tables	12
9 x Tables	13
10 x Tables	14
11 x Tables	15
12 x Tables	16
Template	17
4 In A Row	
1 x tables	18
2 x tables	19
3 x tables	20
4 x tables	21
5 x tables	22
6 x tables	23
7 x tables	24
8 x tables	25
9 x tables	26
10 x tables	27
11 x tables	28
12 x tables	29
4 In A Box	
Teaching Points	30
Dice + 1	31
Dice + 2	32
Dice + 3	33
Dice + 4	34
2 Dice - 1 x tables	35
2 Dice - 2 x tables	36
2 Dice - 3 x tables	37
2 Dice - 4 x tables	38
2 Dice - 5 x tables	39
2 Dice - 6 x tables	40
2 Dice - 7 x tables	41
2 Dice - 8 x tables	42
2 Dice - 9 x tables	43
2 Dice - 10 x tables	44
2 Dice - 11 x tables	45
2 Dice - 12 x tables	46
Doubles 2 - 12	47
Doubles 2 - 12 + 1 more	48
Doubles 2 - 12 + 2 more	49
Doubles 2 - 12 + 3 more	50
Doubles 1 - 6	51
Doubles 1 - 6 + 1 more	52
Doubles 1 - 6 + 2 more	53
Doubles 1 - 6 + 3 more	54
4 In A Box - Template	55
Answers (x Tables)	56

1 x Tables

Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 1's are in that number. You may then move that many more spaces. For example, if you land on 5, you may go 5 more spaces. First to the end wins.

		2		5		7		3	10
									8
7	10		1	12	1	6	4		5
9	11		6		4	1	12		8
									4
8		9	5		10	8		7	
11									
6		11	2		3		9	12	7
				4	2		6	3	5

2 x Tables

Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 2's are in that number. You may then move that many more spaces. For example, if you land on 10, you may go 5 more spaces, then follow any arrows you land on. First to the end wins.

