

MATH IS FUN!

ROLL AND WRITE

LEVEL: Kindergarten – Grade 1
 SKILLS: Number recognition, writing numerals
 PLAYERS: 1 – 4
 EQUIP: Dice, Paper, Pencil

How to play: To start, this game should be played individually until a child's speed increases. The player rolls the die and writes the corresponding numeral on the paper (initially will need to count the dots and eventually will recognize them). A timer could be set and the child counts how many numerals he/she wrote when time is up. The child then tries to beat his/her own record.

Once children are faster, this can be played as a race game. Each player takes a turn rolling the die and the players write the numeral as quickly as possible. The first player to write the correct numeral scores a point. The first player to 25 wins.

Use 2 dice for more of a challenge, the dice must be added and the total written down. Encourage the skill of counting on: if a 6 and 3 are rolled, the child should count, "6", 7, 8, 9.

Subtraction can be done as well, always subtracting the smaller number from the larger one.

ADDITION SNAP

LEVEL: Grade 1-3
 SKILLS: Addition, immediate recall of basic facts
 PLAYERS: 2 equal skill level
 EQUIP: cards (Ace = 1) – 9

Players divide the cards evenly between themselves. At the same time, each player turns over one card. Players add the two together as quickly as possible and say the answer out loud. The player who gives the correct answer first collects both cards. Play continues until one player has collected all of the cards. In the event of a tie, players leave their cards down. Play resumes until one player gives a correct answer before the other and takes all accumulated cards.

MATH WAR

LEVEL: Kindergarten – Grade 1
 SKILLS: Number recognition, Greater than/less than awareness, Addition and Subtraction
 PLAYERS: 2 – 4
 EQUIP: Deck of cards with the aces and face cards removed

How to play: Deal all cards out, face down. Each player keeps the stack of cards on the table in front of him/her and when flipping a card flips it towards his/her opponents, not himself.

To begin, choose if you are playing greater than or less than. If greater than, each player flips a card and the player whose card is highest, gets them both. If a tie, each player flips another card and the highest takes them all. To play less than, simply reverse it: the player with the lowest card gets them. Play continues until one player has all the cards or until a set time limit is reached at which point, count the cards and the player with the most wins.

For addition, 2 cards are flipped by each player. The players add the two cards and the player with the larger sum gets them all. Each player must add their own cards.

For subtraction do as above, subtracting the smaller card from the larger. Once mastered, you can make it a race. The player who says their answer first, gets all the cards.

SUBTRACTION WAR

LEVEL: Grade 1-3
 SKILLS: subtraction from 10
 PLAYERS: 2
 EQUIP: cards (Ace = 1) – 10

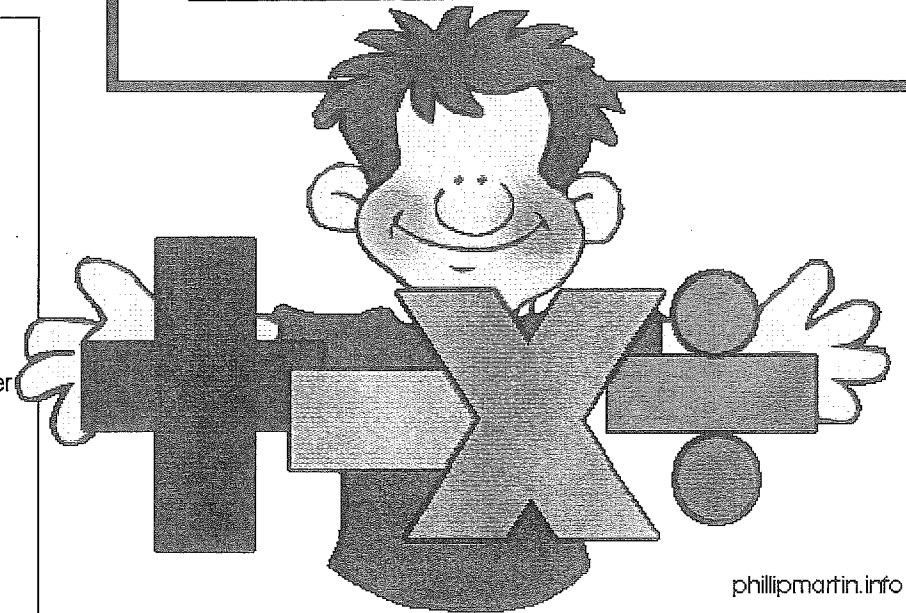
Players divide cards evenly between themselves. Each player turns over two cards and subtracts the smaller number from the larger number. The player with the smallest answer wins all four cards. In the event of a tie, (ie: both players have the same answer), WAR is declared. Each player deals out three more cards face down, and then turns over two more cards. Subtraction is then performed. The player with the smallest number wins all the cards. Play continues until one player has collected all of the cards.

Player 1 Player 2
 $9 - 1 = 8$ $7 - 2 = 5$

Player 2 collects the cards.

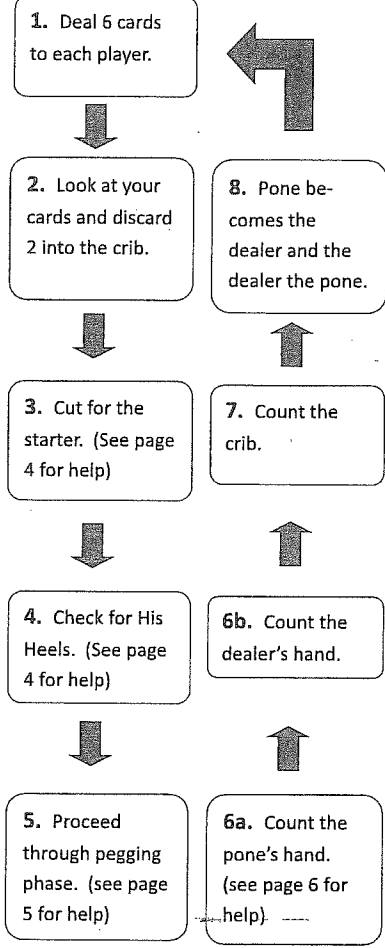
SUDOKU Use the numbers 1 through 9 to show up only once in each: column, row, small box.

5		3	9	8	2		1	
		6		4				2
	9	4	5				3	
					6	9	4	8
9						7		
	1	2						
	2		7	9				
7			2	5		4	6	9
8	4			1				



CRIB

Game Flow



Fold here

Pegging Phase

- Take turns playing cards from hand, announcing cumulative value of cards played. Start with pone.
- Count reset to zero if 31 is reached or a card can't be played without raising count over 31.

2. Score points if any of the events in the table below occur.

Summary of points scored when pegging

Event	Description	Point Value
Pair	Play the same card your opponent just played, without an interruption of a go.	2
Three of a kind	Three of the same cards were just played without interruption.	6
Four of a kind	Four of the same card were played without interruption	12
Run	The last three or more cards played can be rearranged into a consecutive order.	1 point per card in run
Fifteen	A count of 15 is reached	2
*Thirty-one	A count of 31 is reached (count starts over after this).	2
*Go	Cannot play a card without raising the count to over 31	1
*Last Card Played	Playing the last card	1

*Can only score one per round of count to 31 (i.e. Can't score both 31 and go at same time.)

Counting your Hand

- Count all possible combinations of 15, receiving two points for each.
- Count all possible runs, receiving 1 point for each card in the run.
- Count all possible combinations of pairs, receiving two points for each pair.
- Check for a flush. Receiving 1 point for each card in the flush. Note—at minimum, the four cards in your hand must be the same suit.
- Check for nobs. Nobs is when you have the jack of the same suit as the starter.

Summary of points scored when counting hand

Score points for	Description	Example Hand	Point Value
Fifteen	Two cards adding up to fifteen	5-K	2
Run	Three or more cards in sequential order	A-2-3-4	1 point per card in run
Pair	Two of the same card	Q♠-Q♠	2
Flush	Four or more cards of the same suite (at least four cards must be held in hand)	A♥-5♥-3♥-4♥ held in hand. 3♠ is the starter	1 point per card in flush
Nobs	Hand contains jack of the same suit as the starter	J♠ one of your 4 cards 5♠ is the starter	1

Reference Brochure

This page is meant to be removed from the instructions and kept with your cribbage board to be used as a quick reference during game play. It has sections summarizing the flow of the game, pegging phase, and how to count your hand. Although, if more clarification is needed please refer to the instruction manual.

Terms to Know

- Crib** — An extra hand counted by the dealer, composed of 4 cards (2 from each player).
- His Heels** — An event occurring when the starter is a jack. The dealer scores two points when this occurs.
- Pone** — The player immediately to the left of the dealer.
- Starter** — The card removed from the deck and used in counting hands and the crib.

Setting up

- Place pegs in starting location.
- Cut to see who deals first. Low card deals.
- Move on to game flow section.

