

Quick Fact Games to Play Within The Classroom



These games can be played with any grade level as they provide opportunities for students to practice their basic fact fluency in addition, subtraction, and multiplication.

Game One: Addition and Subtraction Dice Game

Materials Needed: Laminated Addition and Subtraction blank pages, washable marker, and two dice per page.

Number of players: One to two students per sheet.

Instructions:

Addition sheet:

If playing with one player:

- Student rolls one of the dice and uses the washable marker to write the number that is rolled in the top square of the two squares that are displayed per equation. Student then rolls the second dice and uses the washable marker to write the number that is rolled in the square below where the first number was written.
- Student then solves the equation using whatever addition strategy they are currently working on or whatever addition strategy they are comfortable with.
- Repeat the above steps until all boxes are filled.
- Ask an adult to check your addition to ensure all of the answers are correct.



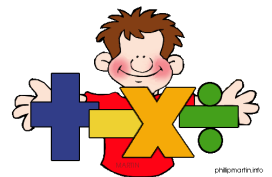
If playing with two players:

- Player one rolls one of the dice and uses the washable marker to write the number that is rolled in the top square of the two squares that are displayed per equation.
- The second player rolls the second die and uses the washable marker to write the number that is rolled in the square below where player one wrote the number they rolled.
- Players alternate solving the equations. Player one will solve the first equation and the second player will solve the second equation, ect. Both players will use a specific addition strategy outlined by the teacher, or, the students may use whichever addition strategy they are comfortable with.
- Repeat above steps until all boxes are filled.
- Ask an adult to check your addition to ensure all of the answers are correct.

Subtraction Sheet:

If playing with one player:

- Student rolls one of the dice and uses the washable marker to write the number that is rolled in the top square of the two squares that are displayed per equation. Student then rolls the second dice and uses the washable marker to write the number that is rolled in the square below where the first number was written.
- Student then solves the equation using whatever subtraction strategy they are currently working on or whatever subtraction strategy they are comfortable with.
- Repeat the above steps until all boxes are filled.
- Ask an adult to check your subtraction to ensure all of the answers are correct.



If playing with two players:

- Player one rolls one of the dice and uses the washable marker to write the number that is rolled in the top square of the two squares that are displayed per equation.
- The second player then rolls the second die and uses the washable marker to write the number that is rolled in the square below where player one wrote the number they rolled.
- Players alternate solving the equations. Player one will solve the first equation and the second player will solve the second equation, ect. Both players will use a specific subtraction strategy outlined by the teacher, or, students may use whichever subtraction strategy students are comfortable with.
- Repeat the above steps until all boxes are filled.
- Ask an adult to check your subtraction to ensure all of the answers are correct.

Game Two: Addition, Subtraction, Multiplication, and Division Card Game

Materials Needed: One deck of playing cards.

Number of players: Two players.

Instructions:

- Decide on which operation will be used during the game. Students may choose from: addition, subtraction, or multiplication.
- Take out all of the kings, queens, and jack playing cards and put them to the side.
- Shuffle and split the playing cards in half.
- Give one half to each player.
- Players are not to look through their cards. Players must play the cards in the order that they were given to them.
- On the count of three, both students flip over the top card so that the suit and number are facing up.
- Once both cards have been flipped over, the first person to say the correct answer out loud is the winner and collects both of the cards. The winning cards are to be placed at the bottom of the stack of cards that is in the player's hand.
- Players continue to play until one player runs out of cards.
- Whoever has all of the cards is declared the winner.

Game Three: Addition Flash Card Game

Materials Needed: One deck of addition flash cards.

Number of players: One, two, or three students.

Instructions:

If playing with one player:

- Student shuffles the deck of addition cards.
- Student answers the addition equation that appears on the card and confirms the answer by looking at the answer of the back.
- If the equation was answered correctly, the card is placed in a pile to the side.
- If the equation was answered incorrectly, the card is placed at the bottom of the pile and answered again once the card appears in rotation.

If playing with two players:

- Decide which student is going to display the addition flash cards and which student is going to answer the equations this round.



- The student who is displaying the cards this game will shuffle the cards.
- The student who is displaying the cards is to hold the card up so that the other student can see it and answer the equation.
- If the student answers the equation correctly, the card is placed in a pile to the side.
- If the equation is answered incorrectly, the student holding the card says the correct answer and places the card at the bottom of the pile for the student to answer again once the card comes up in rotation again.
- Once all of the equations have been answered correctly, students switch roles.

If playing with three players:

- Decide which student is going to display the cards and which two students are going to answer the equations.
- As soon as the student displaying the cards holds up the equation for both students to see, both students must try and answer the equation correctly.
- Whichever student answers the equation correctly gets the card.
- If both students say the correct answer at the same time, the card is placed at the bottom of the pile and answered again once the card is rotated through the deck.
- Students answer all of the equations until the deck has run out.
- Whoever has the most cards in their pile is declared the winner.
- Students switch roles and play again.

Game Four: Sailor Sums

Materials Needed: Addition cards, dice, game piece markers, and the playing board.

Number of players: Two to three students.

Instructions:

- Roll the dice to see who will go first. The person who rolls the largest number will go first.
- Line all game pieces up at the start circle.
- Roll the dice. Move the marker that many spaces on the board.
- Then draw an addition card. If you answer the equation correctly, you may remain at the spot.
- If you answer the equation incorrectly, you must move back three spaces.
- If the group is unsure of the correct answer to the equation, the group may ask an adult or refer to a fact sheet.
- The student who got the second highest number will go next and follow the same instructions as player one.
- The student who rolled the lowest number will go last and follow the same steps as player one.
- Whoever gets to the 'You Won' circle first is the winner of the game.



Game Five: Subtraction Memory Match Game

Materials Needed: Subtraction fact cards and answer cards.

Number of players: One, two, three, or four students.

Instructions:

- Lay all of the cards upside-down on the table. Do not forget to mix up the answer cards and equation cards on the table.



SUBTRACTION

- Students play rock paper scissors to determine who goes first.
- Player one flips two cards.
- If the student flips one equation and one answer card over, the student must say the answer to the equation out loud and if the equation matches up to the answer flipped, then the student gets to keep those two cards, or the student flips the cards back over and receives one point.
- If the player flips over an answer that does not match the answer to the equation, the student's flips the cards back over and the next student goes.
- If the player flips two answer cards then the player flips the cards back over and the next student goes.