

two digit big man

Materials: one deck of cards, hundred chart

1. Each player gets half of the deck of cards.
2. Each player flips over his/her Two top cards and tried to make the BIGGEST number possible.

Example: If you get a 5 & 9, you could make 59 or 95. You would want to make it 95 because it is the bigger number.

3. The player who makes the BIGGEST two-digit number keeps his cards and the other player's cards. Use the hundred chart to check if you are not sure whose number is bigger.

Play until time is up. The person with the most cards wins.

roll & tally

Materials: 1 die, paper, & pencil

Players take turns rolling the die and recording the number they rolled using tally marks.

Play until time is up (5 or 10 minutes). Skip count by 5's to see how many tallies each player has. The player with the most tallies wins.