

# odds & evens

Materials: one die, 50 counters

1. Each player takes 5 counters and puts the rest in a pile between them.
2. Player 1 predicts whether he will roll ODD or EVEN and then rolls the die.
3. If he is correct, he takes that many counters from the middle. If he is not correct, he has to put that many counters back into the middle.

Example, I predict odd, roll a 5, and then collect that many counters from the middle.

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

# addition battle

Materials: one deck of cards

1. Each player gets half of the deck of cards.
2. Each player calls out, "Ready, set, battle!" and then flips over the top card.
3. The first person to ADD up the total of both cards wins the cards. If there is a tie, 2 more cards are flipped over & compared. The winner takes all 4 cards.

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