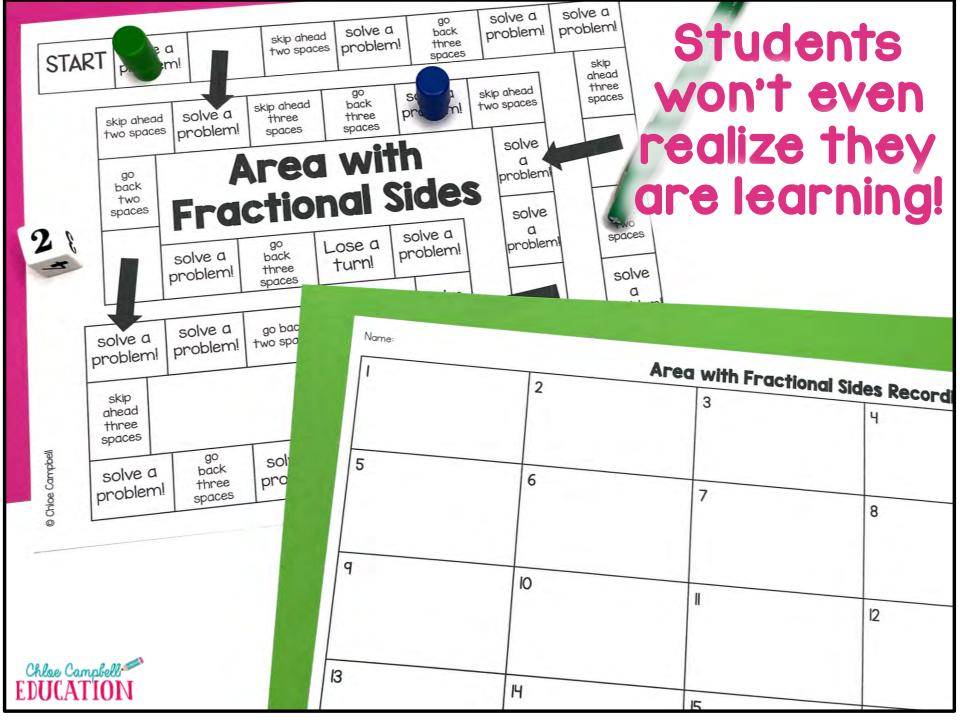


Chloe Campbell EDUCATION

This resource includes:

- Teacher Direction Page
- Board Game
- 20 Question Cards
- Student Recording Sheet
- Teacher Answer Key





Teachers Like You Say:

🚖 🚖 🚖 Extremely satisfied

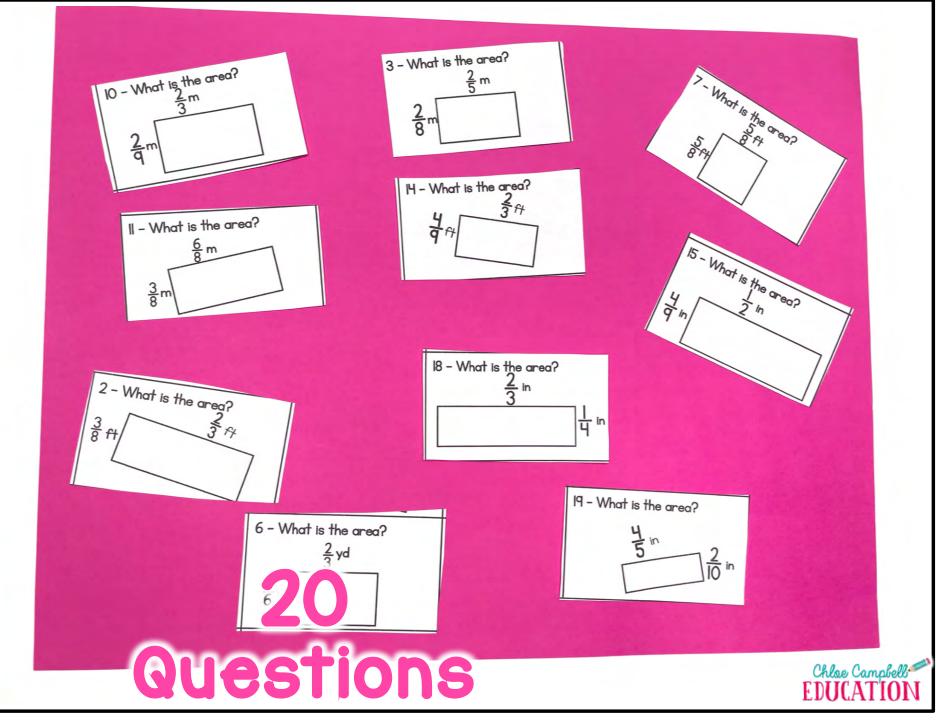
These are great for small group stations! What a fun task card adaptation. Students get to play a fun and competitive board game, but they also get to practice learning. Plus, the recording sheet makes it easy to grade and monitor student progress; they aren't just playing they are actively learning and participating with evidence of ability. Great resource!

** * * Extremely satisfied

My students love games especially when they can compete with each other. Best resource with so many different options.

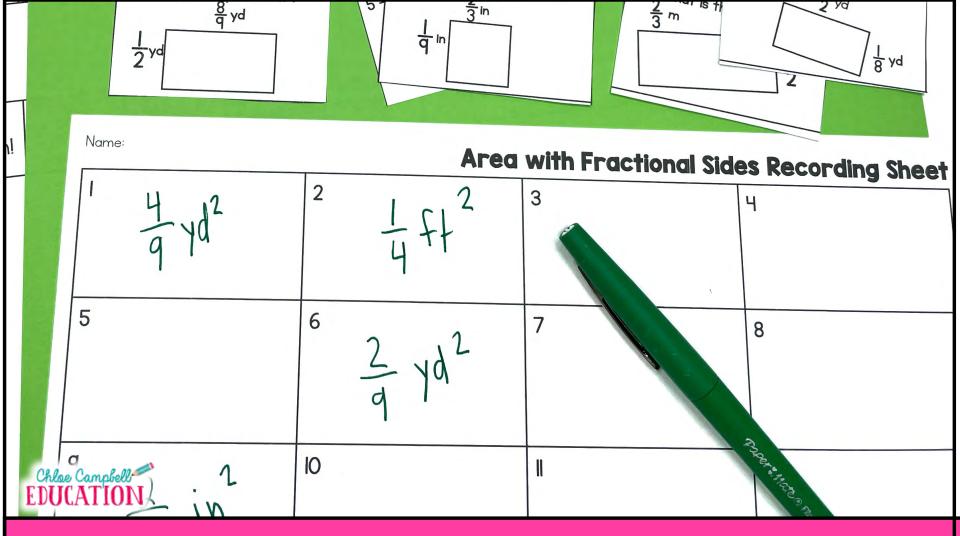
* * * * Extremely satisfied

My students love playing games and a simple, easy prep game like this is a great addition to math centers, early finisher activities, and review days.



What's the best way to use this board game?

- Math Centers or Stations
- Whole Group Practice
- Morning Work
- Early Finisher Activity
- Substitutes
- Send Home to Engage Student Families



Hold students accountable with a recording sheet

Tips for Playing Math Board Games:

- Read the directions to the students and model how to play.
- Be prepared with dice/spinner and game pieces for each player (paperclips, pencil top erasers, pieces from another game, etc.)
- Every student should solve every problem not just the person who rolls.
- Create groups of 2–4 students. The lower number of students means the more focused students are while playing.

Tips for Playing Math Board Games:

- Remind students that the focus is not playing the game but that's just an added bonus! The focus should be on practicing math skills.
- Show students how to compare and discuss answers. Did you both get the same answer? If students get different answers, ask them to solve the problem using a different strategy or help coach each other through the problem.

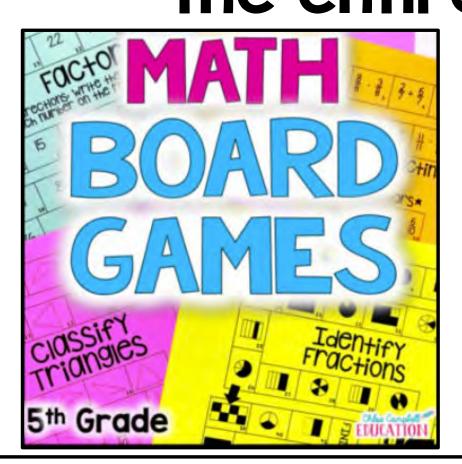
Why Board Games? Research shows that challengebased gamification in the classroom leads to an increase of 34.755% in student performance (ScienceDirect, 2020).





Purchase now to see student engagement and student achievement increase!

Love this game? Save money by purchasing the entire bundle!



Click to see the bundle here!

