



Evergreen *games*

FOR ANY GRADE LEVEL AND ANY CONTENT

www.BuildMathMinds.com

5 Evergreen Games

Evergreen games are games that have general rules that never change. Once you teach children those rules you can use the game for every math concept. For example, the rules of Memory never change....but what “matches” they are looking for can change with each new concept you want to focus on. This document gives you the general rules of the 5 Evergreen Games along with three examples for each game.

- 1) Bump
- 2) Memory
- 3) I Have/Who Has
- 4) Capture 4
- 5) Difference To...

Bump

Directions

Each child takes 8 unifix cubes of one color. Their partner should have 8 of a different color. The first child rolls 2 dice (or 1, depending upon the game you are playing) and puts a cube on that number. If the other player's cube is on that number, they get to BUMP it off. If your own cube is already on that number, link another cube with it and it freezes that spot.

Any time there are two cubes of the same color on a spot, that freezes that spot and you cannot bump that person's marker off. The winner is the player that uses all of their markers first.

One More Than

BUMP

2

7

Roll the die. Then, put your marker on the spot that is "1 more than" the amount you rolled.

5

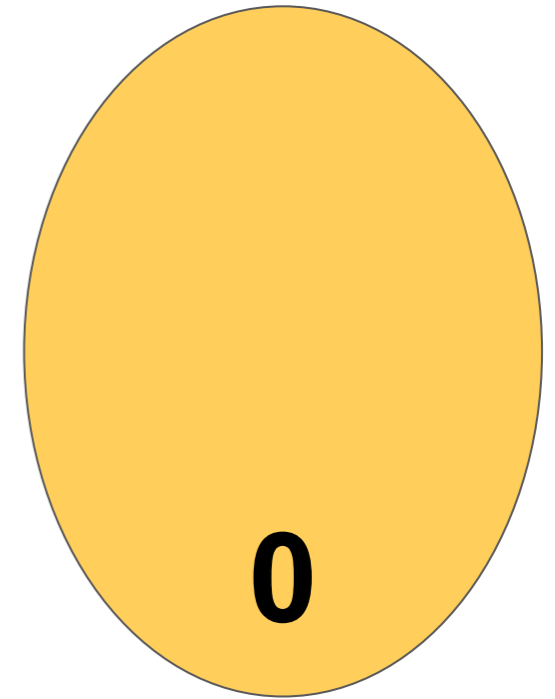
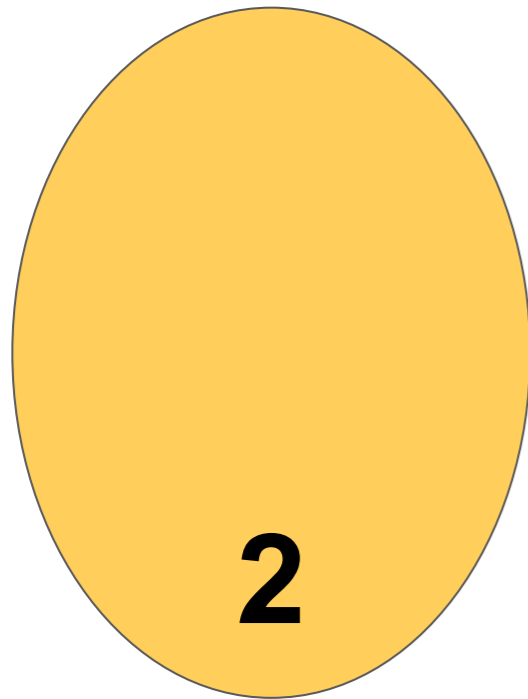
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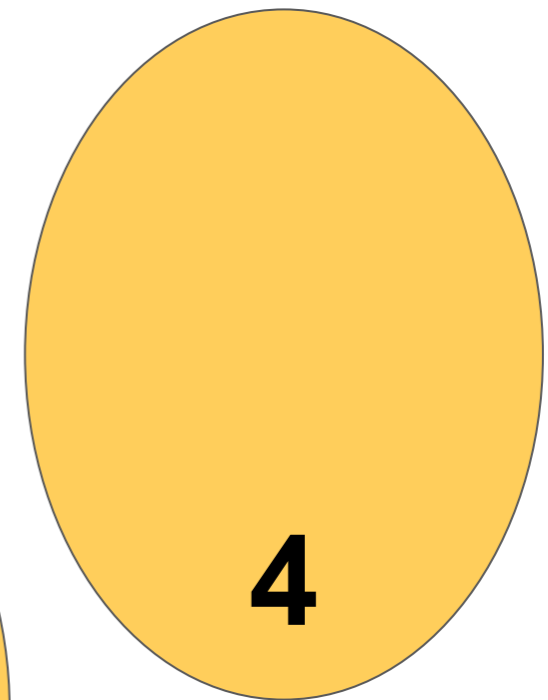
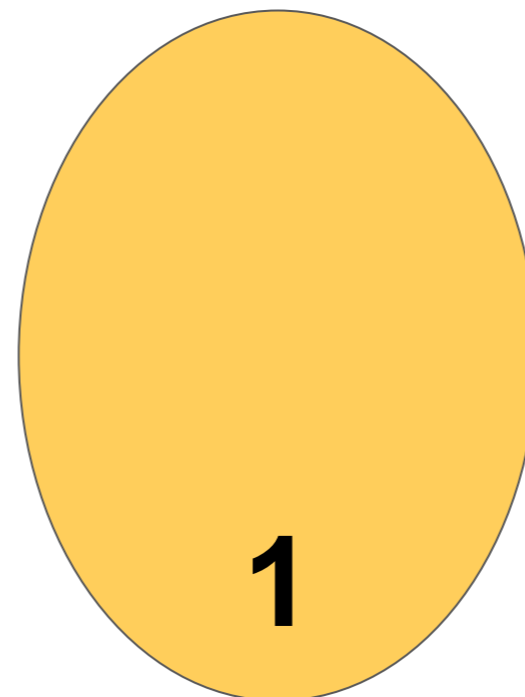
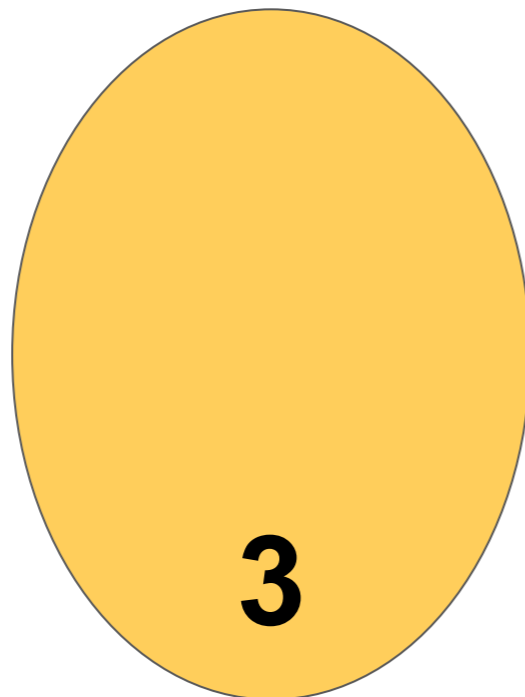
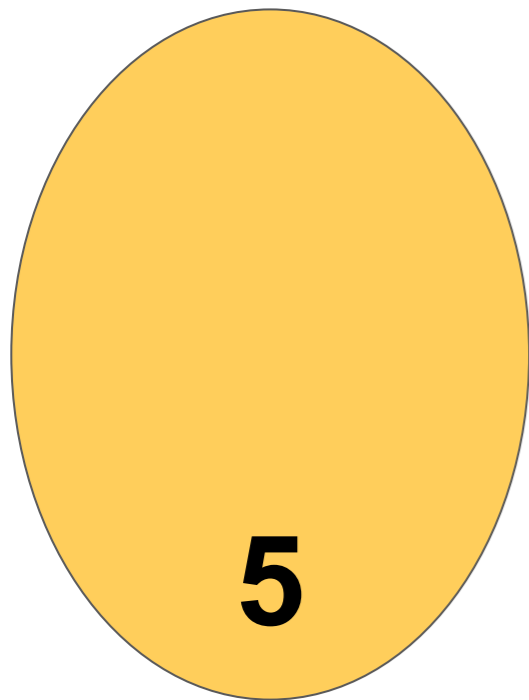
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One Less Than

BUMP



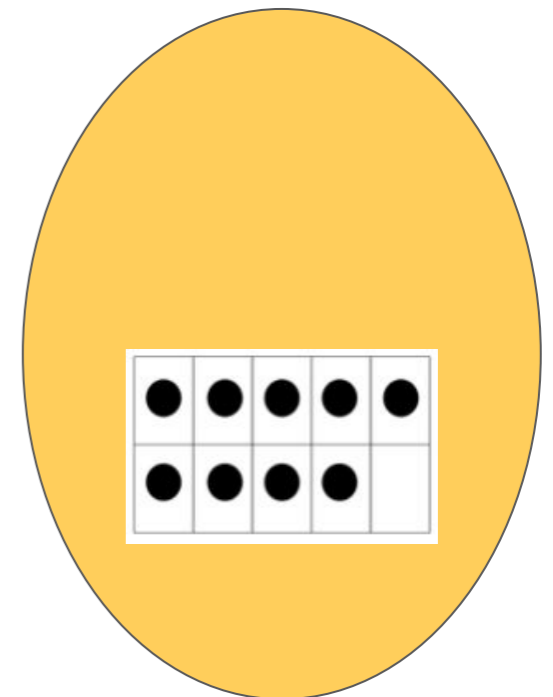
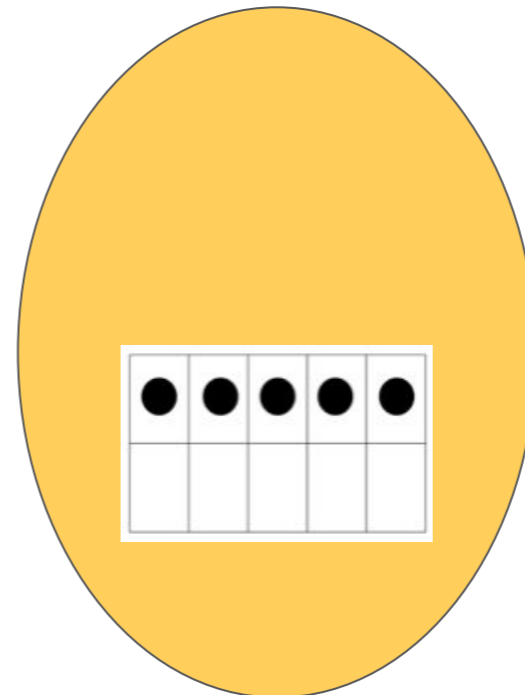
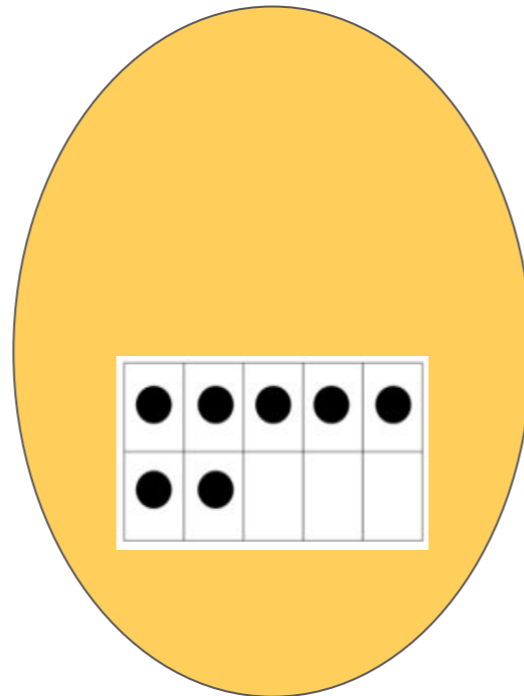
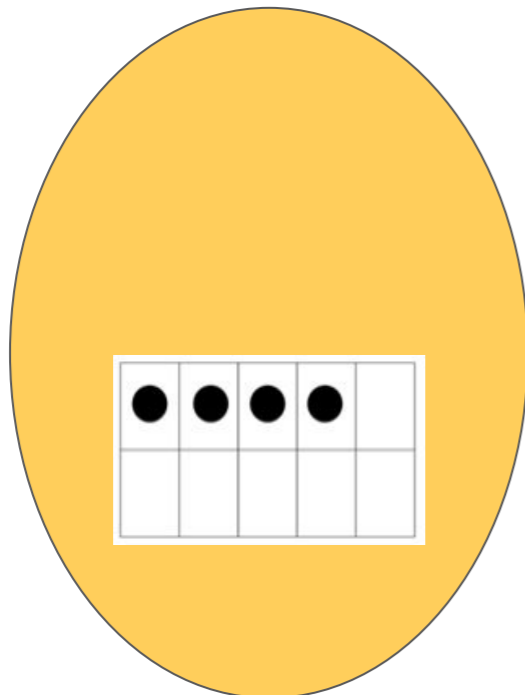
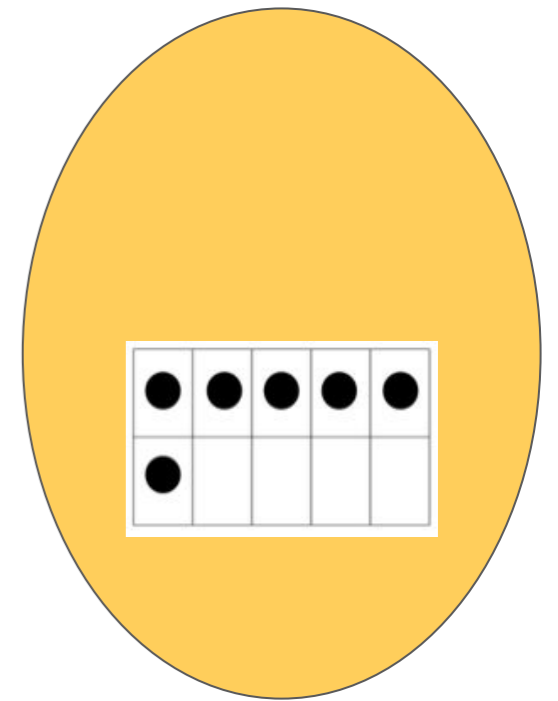
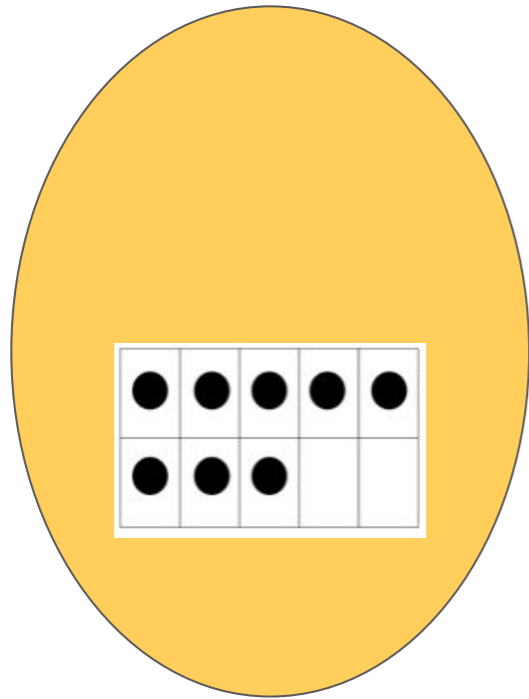
Roll the die. Then, put your marker on the spot that is "1 less than" the amount you rolled.



Make Ten

BUMP

Roll the die. Then, put your marker on the spot that has the ten frame you would need in order to “Make Ten.”
For example, if I roll a 4, I would place my marker on the ten frame showing 6 because $4 + 6$ makes 10.

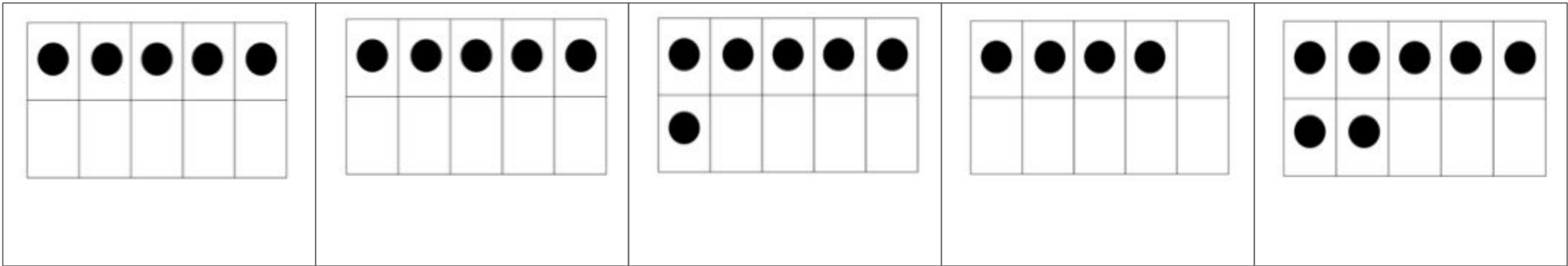
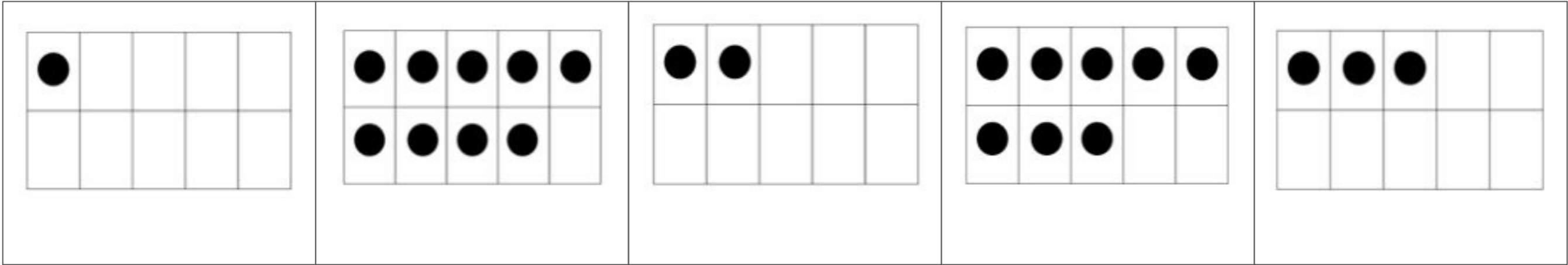
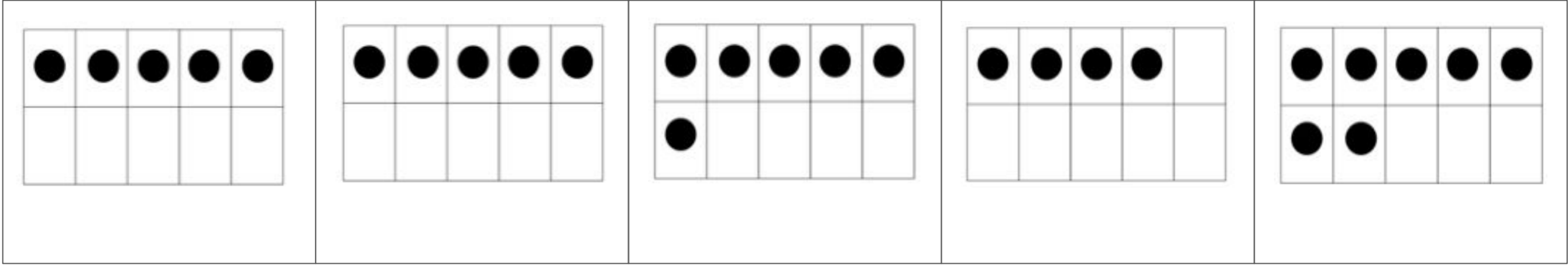
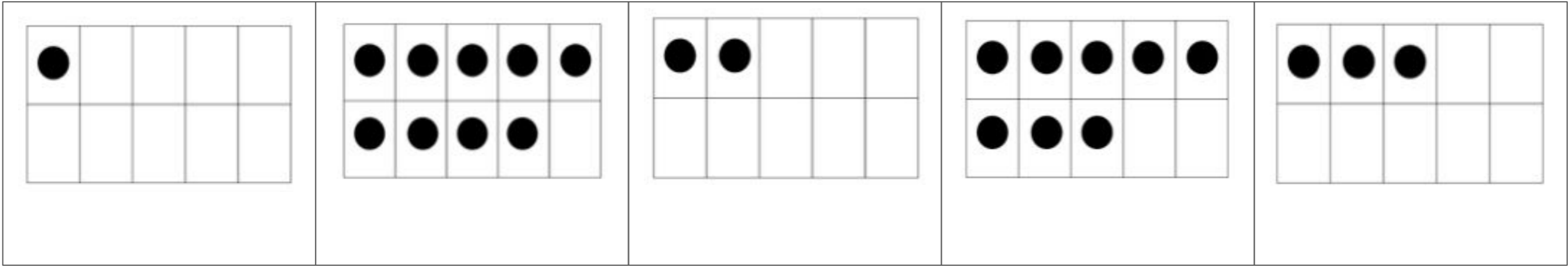


Memory

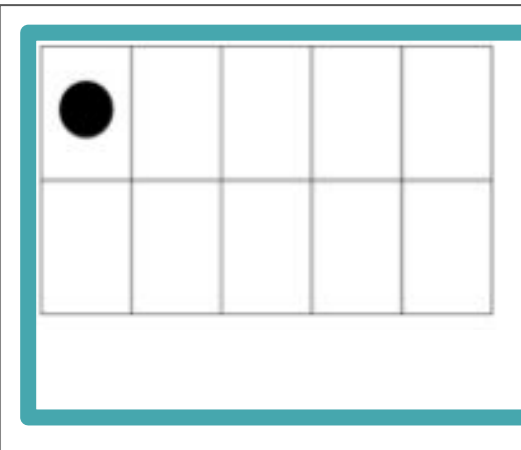
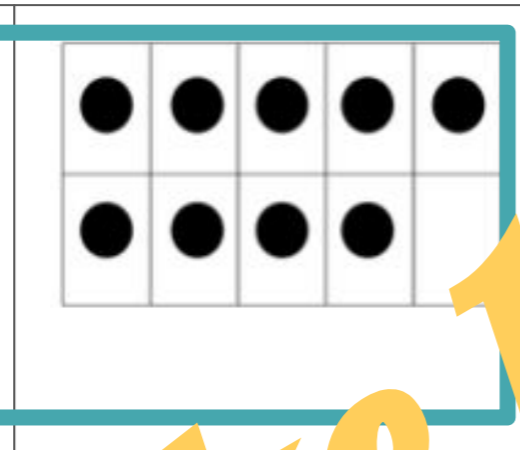
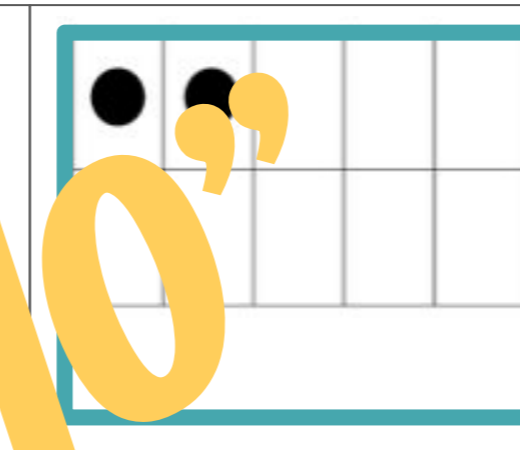
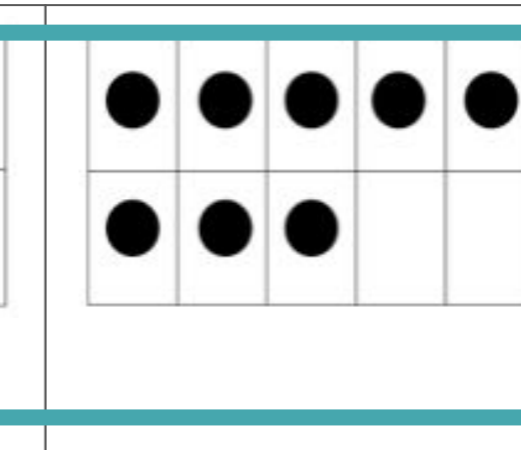
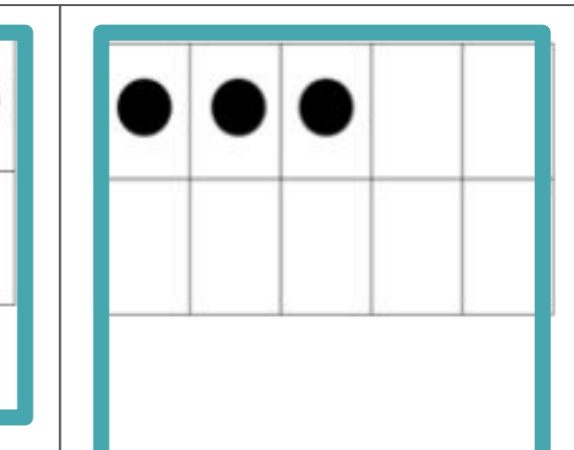
Directions

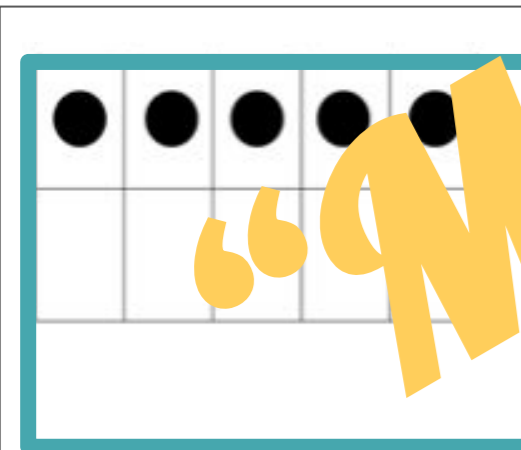

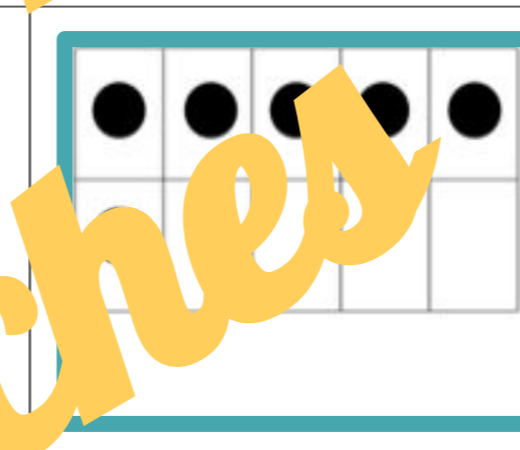
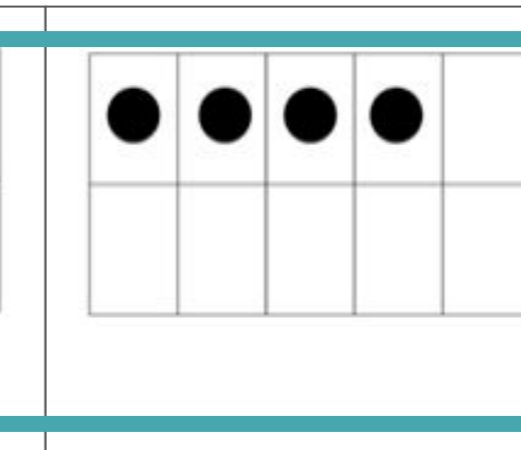
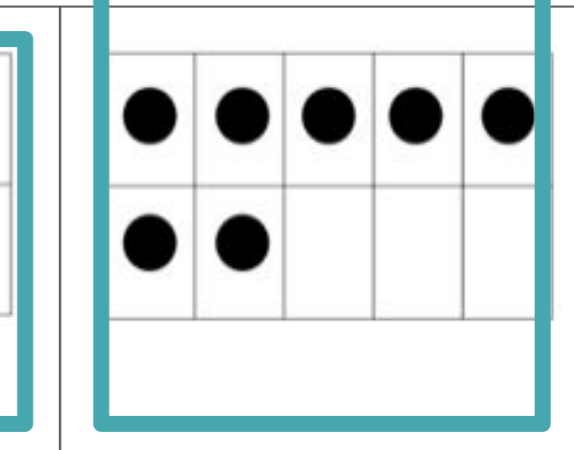
****Print the sheet out and cut the cards apart.**

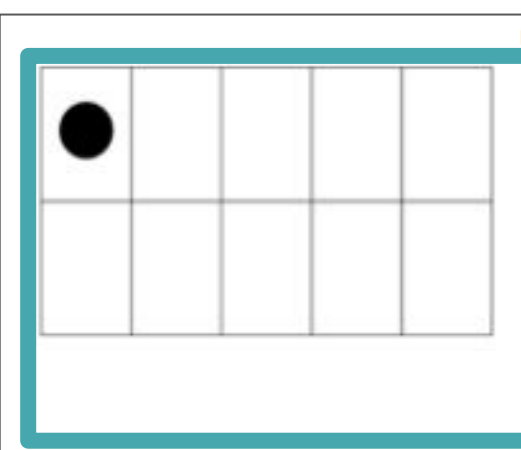
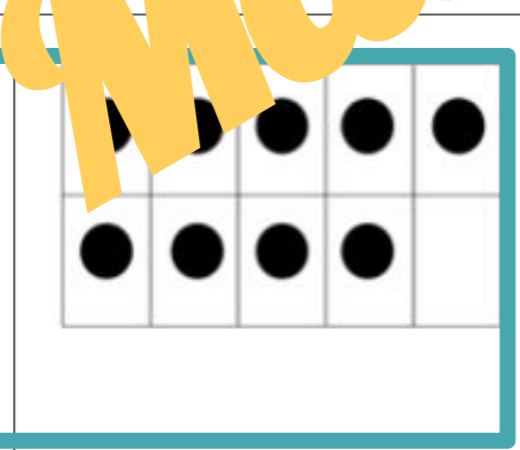
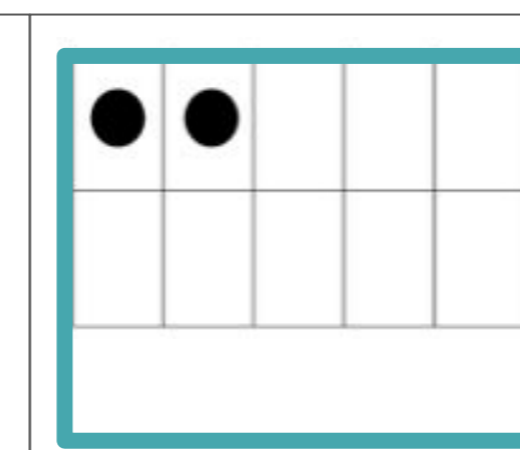
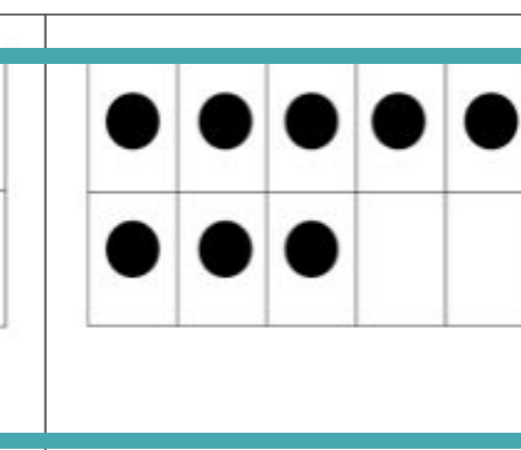
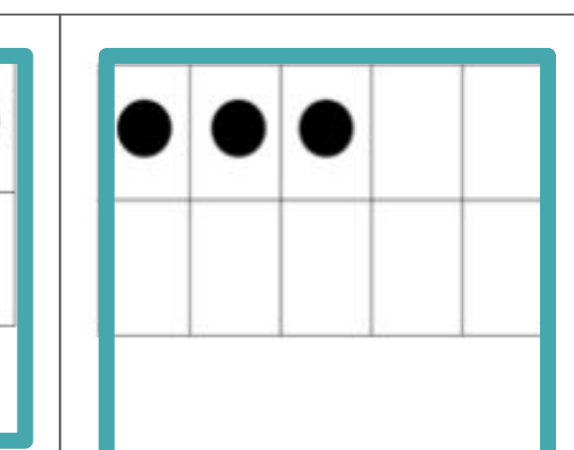
Lay the set of cards out, face down in columns & rows. Take turns flipping over 2 cards at a time to see if they make a “match.” If they do match, they keep the cards. If they do not match, they flip them back over and it is the next player’s turn.

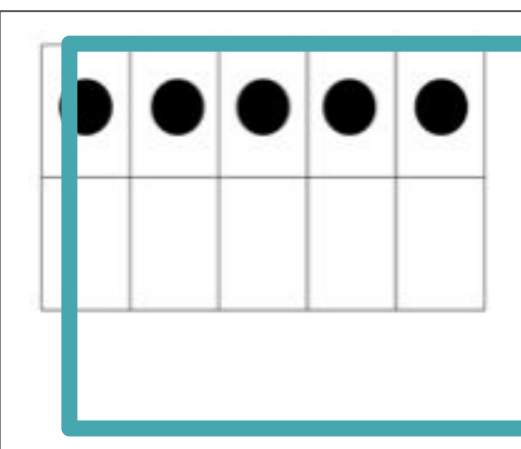
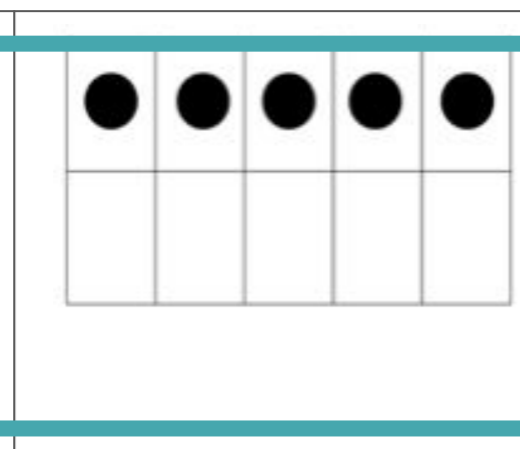
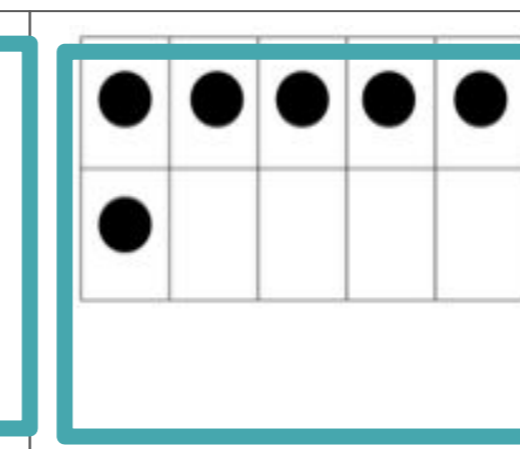
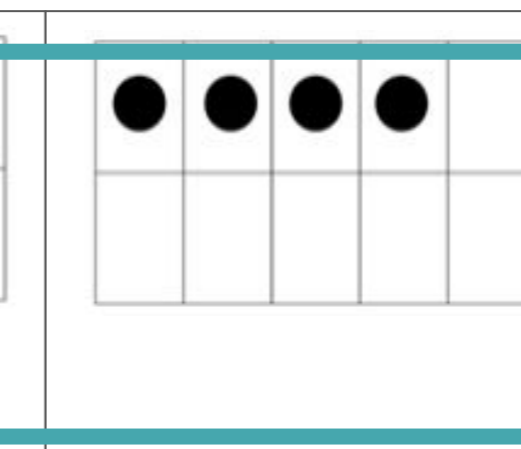
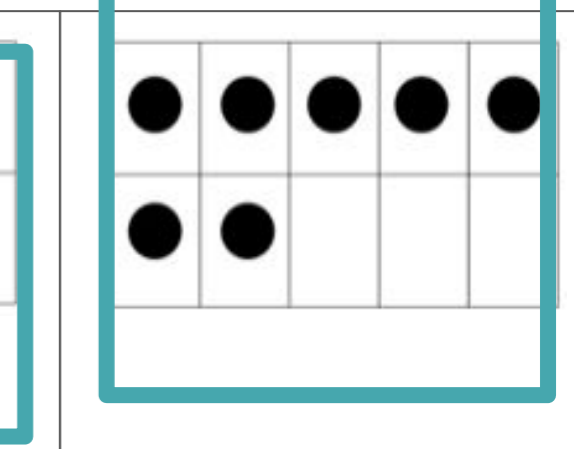


“Make 10”
Matches

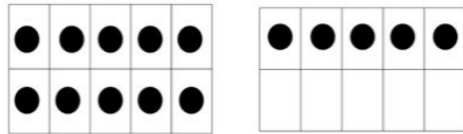
				
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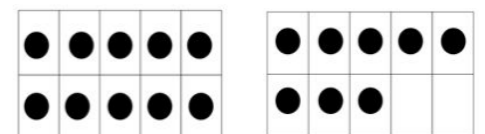
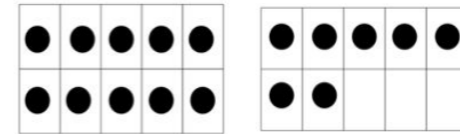
				
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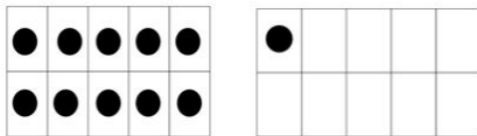
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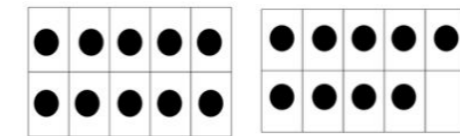
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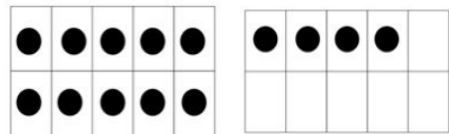
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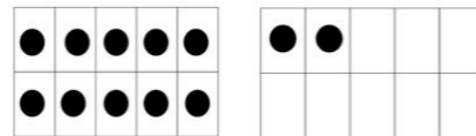
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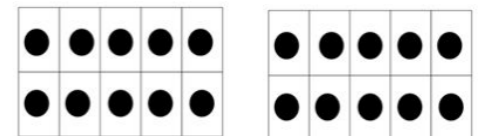
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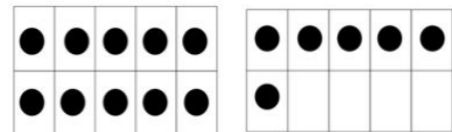
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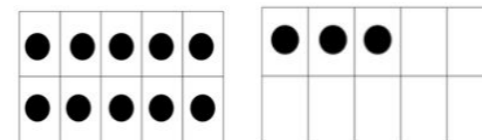
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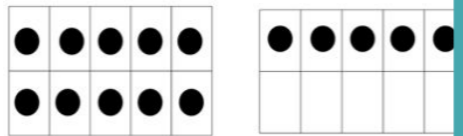


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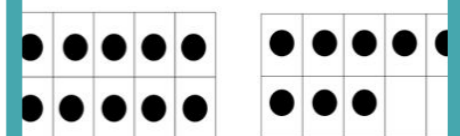
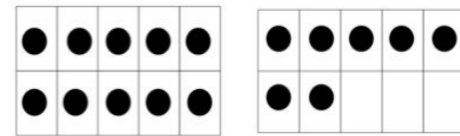


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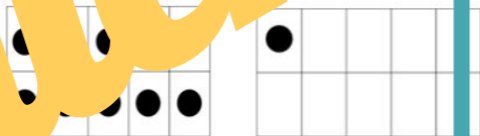
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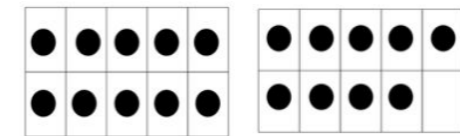
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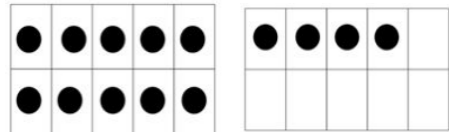
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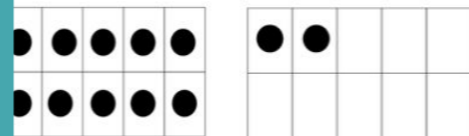
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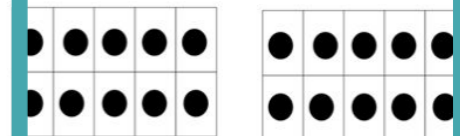
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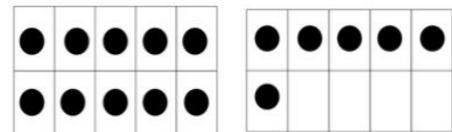
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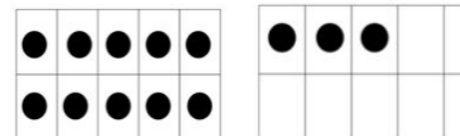
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16



13



20

Matches

32

$20 + 12$

13

$10 + 3$

$9 + 20$

33

$23 + 10$

69

$60 + 9$

29

$43 + 10$

53

$24 + 20$

44

$58 + 10$

35

$15 + 20$

66

$50 + 16$

68

32

$20 + 12$

13

$10 + 3$

$9 + 20$

23

$23 + 10$

69

$60 + 9$

29

$43 + 10$

53

$24 + 20$

44

$58 + 10$

35

$15 + 20$

66

$50 + 16$

68

Matches

I Have/Who Has

Directions

Hand out a card to each student. There are 6 cards for 1 game as these are designed to be done in a small group setting. Some students may need to have 2 depending upon how many kids are in your group. It is important to use all the cards in a set or else it won't make it back around to the starting card

Choose a student to go first, and have her read her card aloud.

The student who has the card with the answer then reads that answer aloud: "I have ___". This student will then read the question at the bottom of their card – 'Who has ___?' Then the student with the card that answers the question responds. Every card in the set is connected to a card before it and a card after it.

Play continues in this fashion until all of the cards have been played. The game will end with the same student who started play.

I have

32

Who has

30 + 18

I have

48

Who has

16 + 10

I have

26

Who has

10 + 15

I have

25

Who has

24 + 10

I have

34

Who has

20 + 9

I have

29

Who has

20 + 12

I have

16

Who has

10 + 2

I have

12

Who has

10 + 1

I have

11

Who has

10 + 5

I have

15

Who has

10 + 3

I have

13

Who has

10 + 4

I have

14

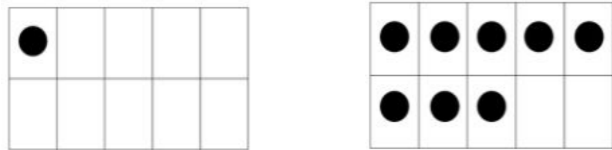
Who has

10 + 6

I have

6

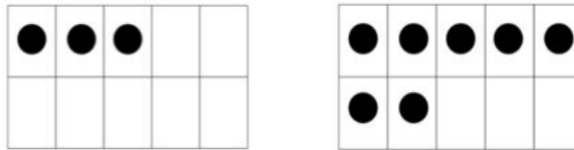
Who has



I have

9

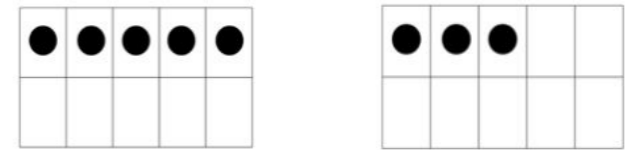
Who has



I have

10

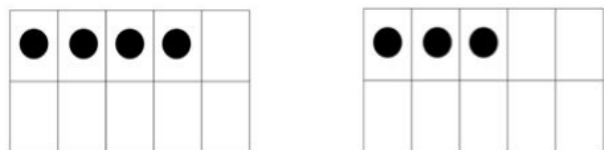
Who has



I have

8

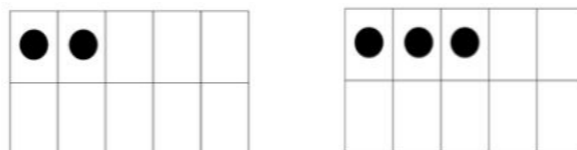
Who has



I have

7

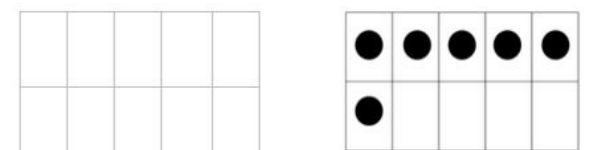
Who has



I have

5

Who has



Capture 4

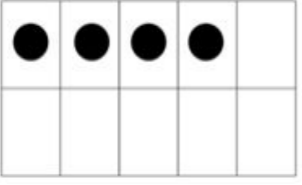
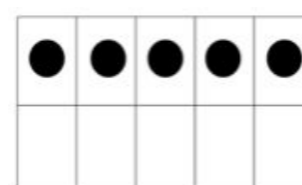
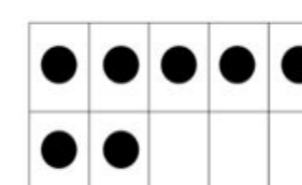
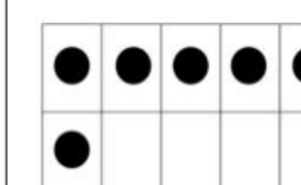
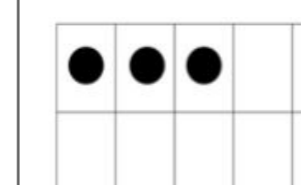
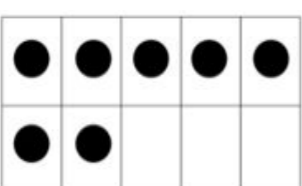
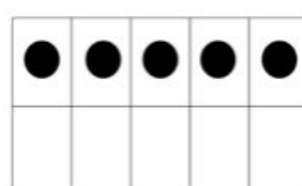
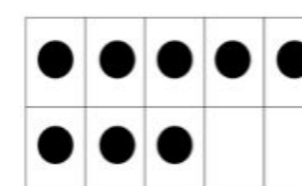
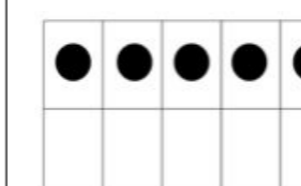
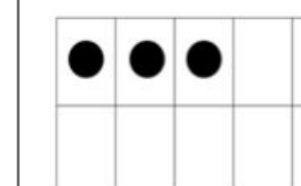
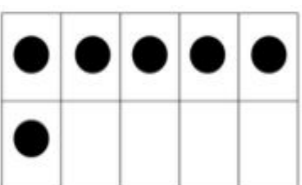
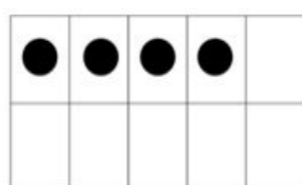
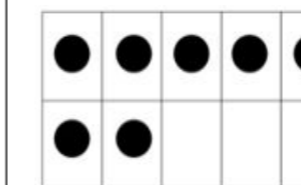
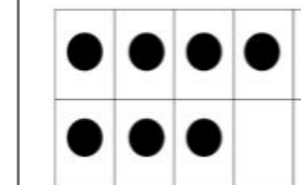
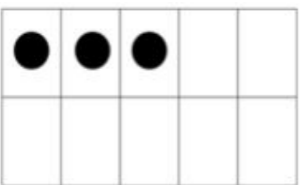
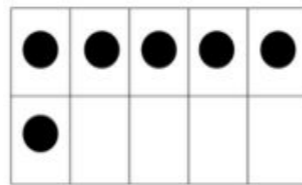
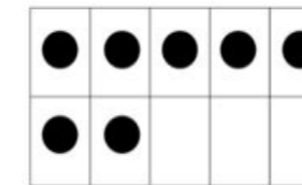
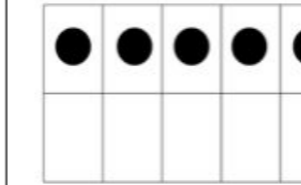
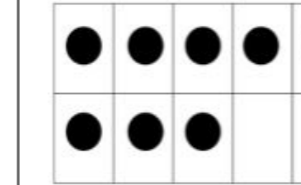
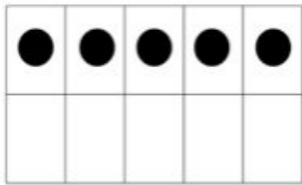
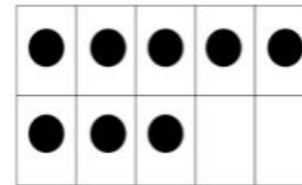
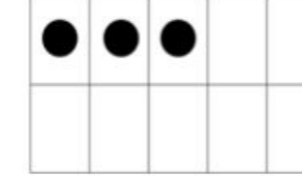
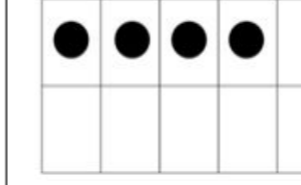
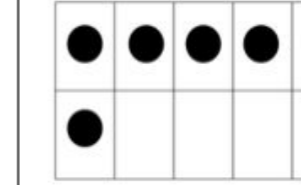
Directions

These are meant to be played with a partner, but you could also do students versus teacher.

Students have to think strategically to capture 4 spaces in a row, either horizontally, diagonally, or vertically.

*Print these off and then students can place cubes on the spots they capture (each student would need their own color) or you can put it in a sheet protector and have them mark off the spots they capture with whiteboard markers (each student would need their own color).

Capture 4: Add 2

				
				
		FREE		
				
				

Roll the die. Then, put your marker on the spot that is “2 more than” the amount you rolled.

Capture 4: Add 10

		<h2>FREE</h2>		

Roll a regular die, then add 10 to the amount you rolled. Then place your marker on that amount to capture it. Play moves to the other player. First person to capture 4 in a row (horizontal, vertical, or diagonal) wins.

Capture 4: Roll two, Add 20

24	26	29	26	31
22	27	32	25	28
28	29	FREE	24	30
25	26	27	23	29
32	28	29	30	27

Roll 2 regular dice, then add 20 to it. Place your marker on that amount to capture it. Play moves to the other player. First person to capture 4 in a row (horizontal, vertical, or diagonal) wins.

Difference To...

Directions

Students roll dice, add amounts together, and then find the difference to a predetermined number.

The sheets for this game are designed to be printed out and slipped into sheet protectors.

There are blank parts in the directions of each game to allow you to change certain parts of the game depending upon what you want your students to focus on. Plus, students can write on the sheet protector with whiteboard markers and wipe it off for each new game.

Player 1

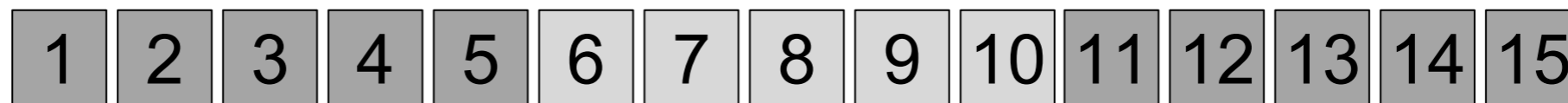


Player 2



- 1) **Roll the dice _____ times.**
- 2) **Use the number path to record the amount you rolled.**
- 3) **Find the difference from _____.**
- 4) **The player with the smallest difference wins.**
- 5) **Wipe off your work and PLAY AGAIN.**

Player 1



Example

Player 2



- 1) Roll the dice 1 times.
- 2) Use the number path to record the amount you rolled.
- 3) Find the difference from 8.
- 4) The player with the smallest difference wins.
- 5) Wipe off your work and **PLAY AGAIN**.

Player 1



Player 2



- 1) **Roll the dice ____ times.**
- 2) **Use the number path to record the amount you rolled.**
- 3) **Find the difference from ____.**
- 4) **The player with the smallest difference wins.**
- 5) **Wipe off your work and PLAY AGAIN.**

Player 1

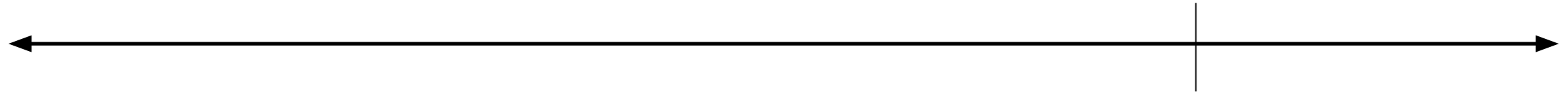


Player 2

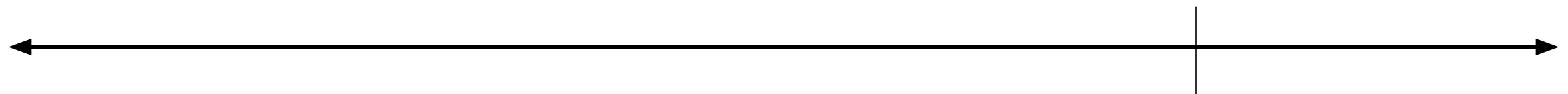


- 1) Roll the dice 2 times.
- 2) Use the number path to record the amount you rolled.
- 3) Find the difference from 10.
- 4) The player with the smallest difference wins.
- 5) Wipe off your work and **PLAY AGAIN**.

Player 1

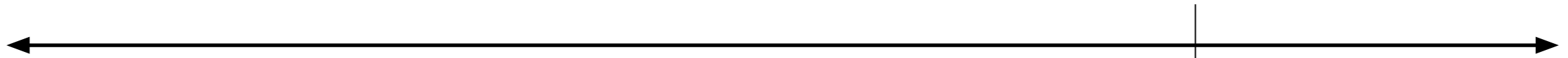


Player 2



- 1) **Roll the dice ____ times.**
- 2) **Use the number line to record the amount you rolled.**
- 3) **Find the difference from ____.**
- 4) **The player with the smallest difference wins.**
- 5) **Wipe off your work and PLAY AGAIN.**

Player 1



Player 2



- 1) Roll the dice 3 times. *Add them, then add 50.*
- 2) Use the number line to record your total amount.
- 3) Find the difference from 100.
- 4) The player with the smallest difference wins.
- 5) Wipe off your work and **PLAY AGAIN.**