Number Sense Games

by Donna Whyte

~ Build Basic Number Sense with Fun Games~

Number sense, like common sense, is challenging to define. Most people in education refer to it as an intuitive feel for numbers and their various uses and interpretations. People with number sense are able to understand numbers and use them effectively in numerous situations. Students will gain understanding of various ways of representing numbers through fun games. Each game can be differentiated to meet the various levels of your students.

Fun + EVERYONE can play + practice = Successful Learning!

Each number from **1-10** is represented in the following ways:

Numeral
Number Name
Coins
Tally Marks
Dominoes
*Roman Numerals

Object Group (s)
Hour on Clock Face
Fingers
Dice
Ordinal Position
*Before #, _____, After #

* Challenging Sets

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Each number 11-20 is represented in the following ways:

Numeral	Object Group (s)
Number Name	Dominoes
Coins	Tens & Ones
Tally Marks	Dice
Before #, _____, After #	Roman Numerals

Before you begin:

These cards are formatted to be printed on Avery #8371 or compatible Business Cards (2"X3 1/2"). **To ensure proper alignment choose "Actual Size" in the Page Sizing and Handling section of the print properties.** You can also print on paper, cut them apart and laminate them or glue them onto index cards for more durability.

Remember only print the pages that you feel are most appropriate for the level of your students.

For game 1 Smartie Martie can be found on page 31. One extra is included.

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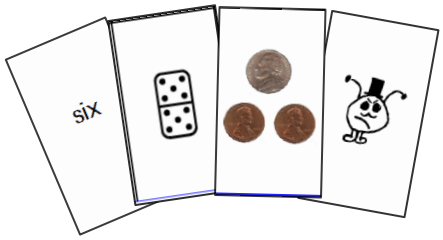
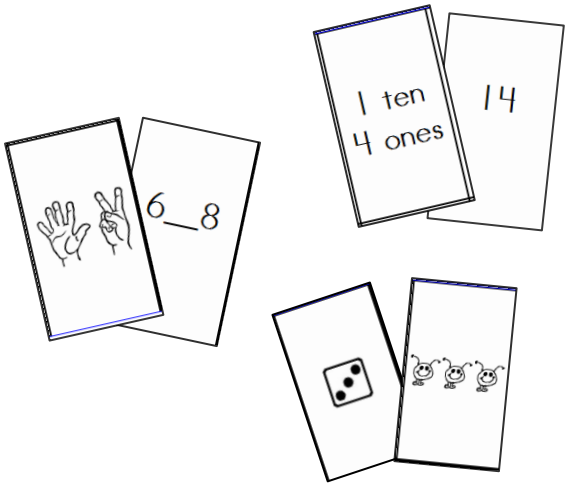
Game #1 ~ Smartie Martie!

Number of Players ~ 2 or more

Object of the Game:
To find and remove as many pairs of cards with the same number meaning as possible and not be left with the Smartie Martie card.

To Play:
This game is a new version of the traditional game "Old Maid". All of the cards are dealt out to the players, so that each player has as equal a number (as possible) as all the other players. Once the cards are dealt, players lay down any pair of cards that represent the same number in their hands. The pairs are placed face-up on the table so that other players can verify the match. If the player has 3 cards that represent a number, they may only lay down the pair and then must wait for another card for a match to the third card. Play begins with the dealer, players take turns picking a card from the player on their left. If the card results in another match to any card in the player's hand, he places them face up with his other pairs. If it does not match play continues to the next player. The game is over when one player has no cards remaining in their hand. The person with the "Smartie Martie" card must organize and clean up the cards. That "Smartie Martie"!





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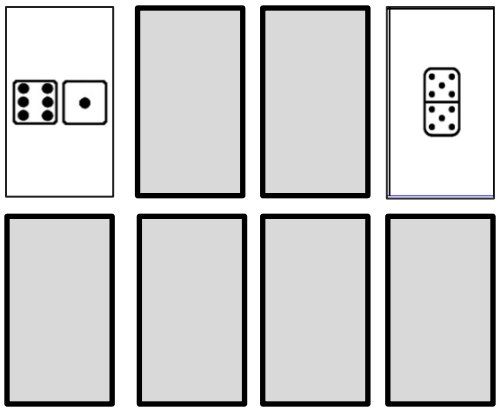
Game #3 ~ Concentration

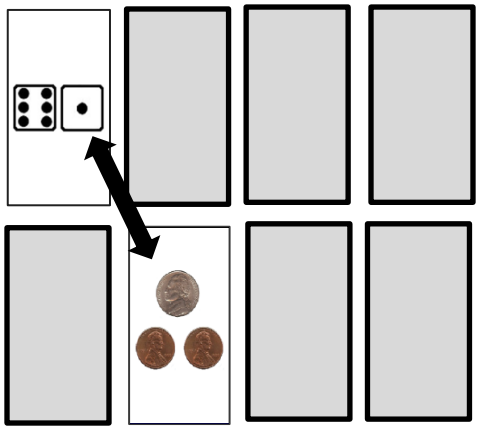
Number of Players ~ 2 or more

Object of the Game:
To collect matched sets of the number cards.

To Play:
Choose a number of pairs of cards from the deck. Make sure that you have a pair to represent each number that you use. Start with 7 pairs and work your way up to playing with more. Shuffle the cards and lay each one face down on the floor in a grid pattern. Each player takes a turn flipping over 2 cards. If the cards represent the same number, the player removes them from the grid and places the pair in front of them. The player continues to turn 2 cards over until no match is found. When the cards do not represent the same number the player must turn them back over on the grid. Remember to allow all players a chance to view the cards. Play then goes to the next player.



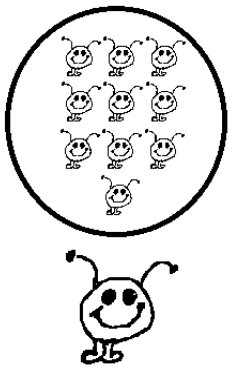
No Match

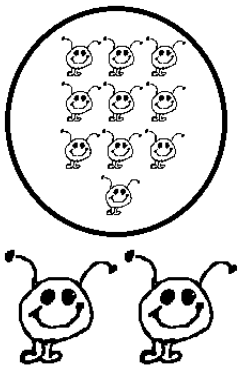


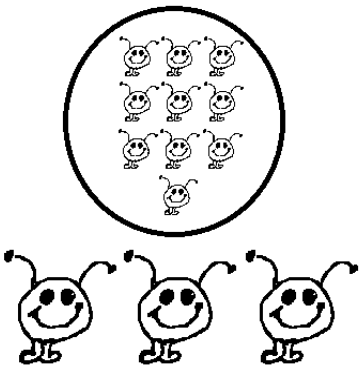
Match

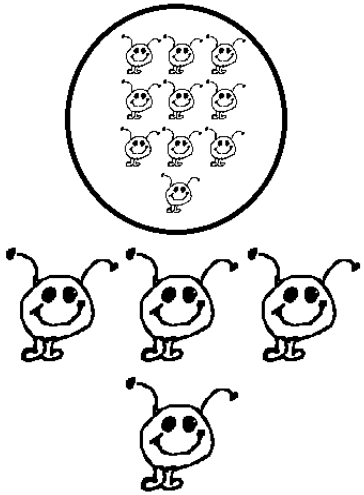
six six seven seven eight

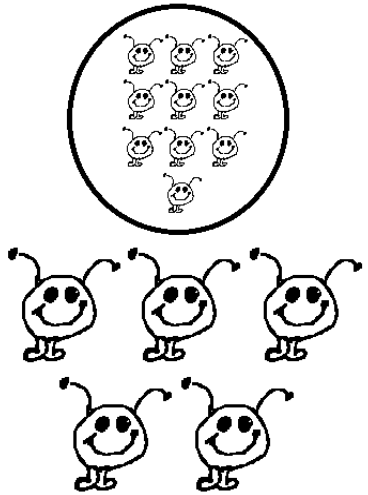
eight nine nine ten ten

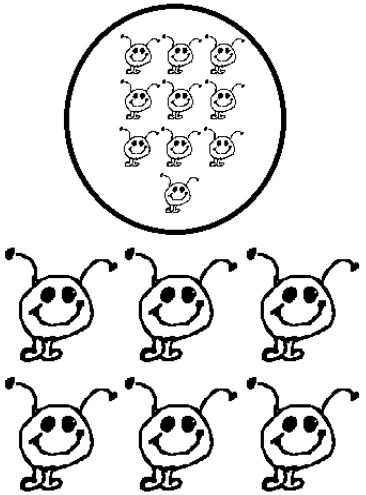


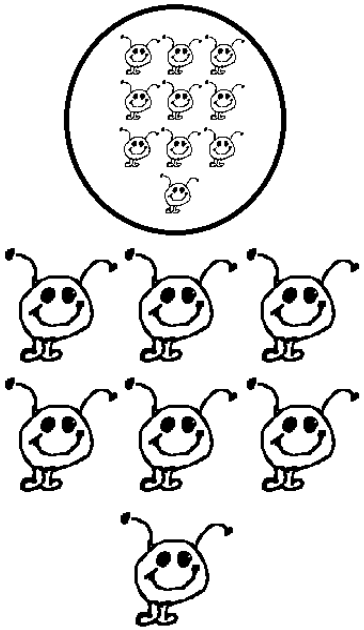


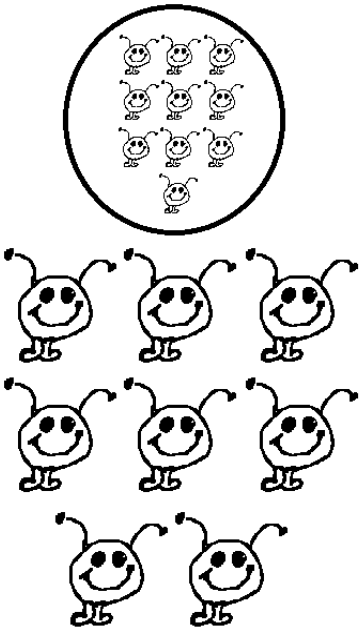


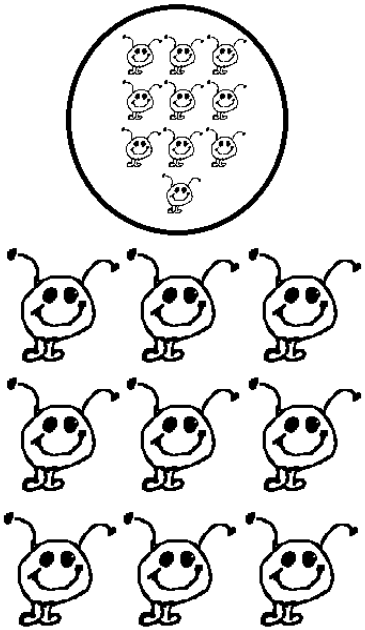


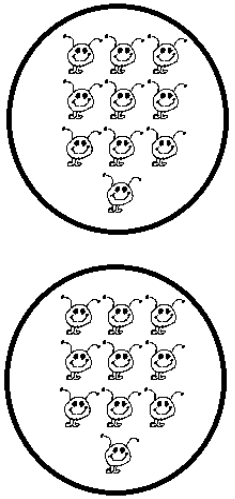


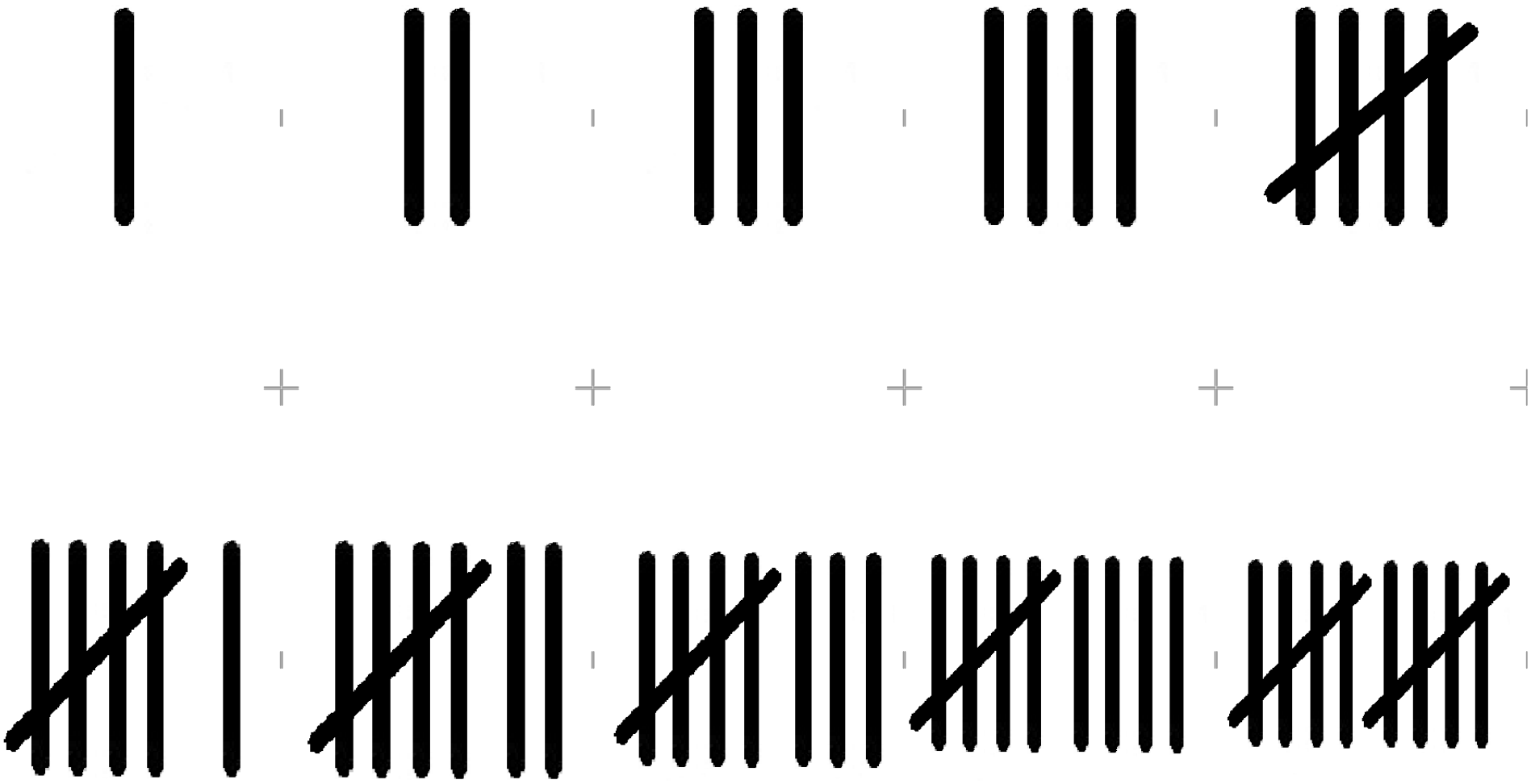


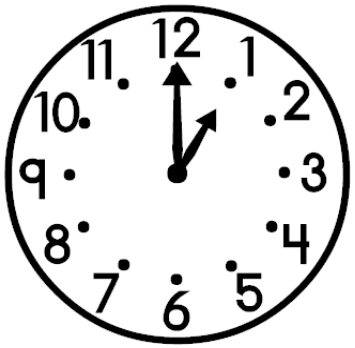
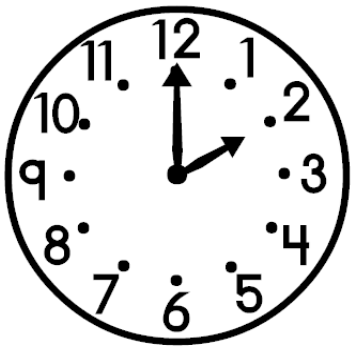
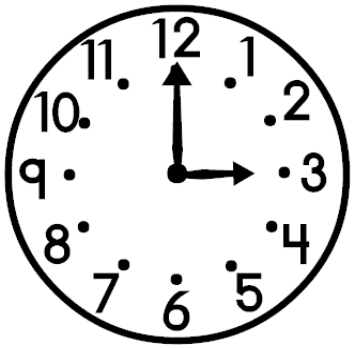
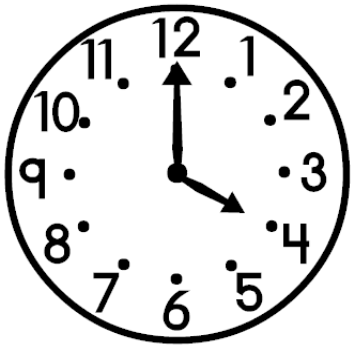
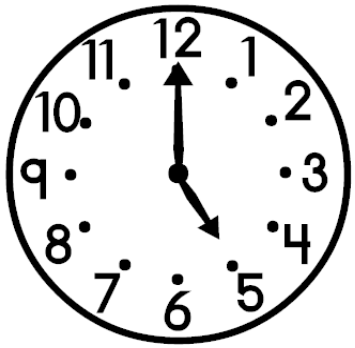
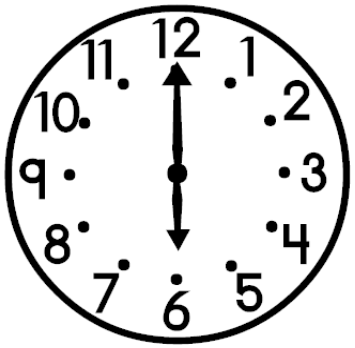
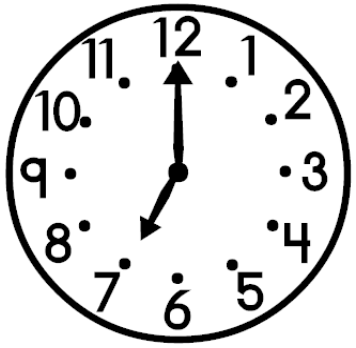
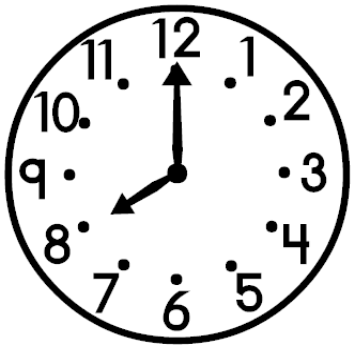
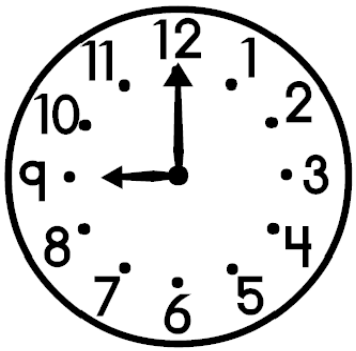
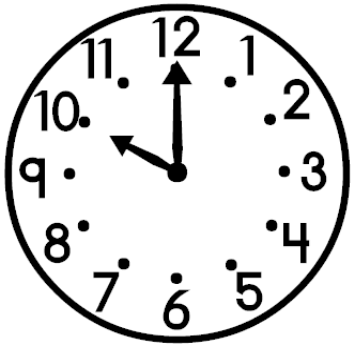










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16__18 17__19 18__20