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Game	Objective	Note
<b>NUMBER</b>	<b>Whole Number</b>	
<a href="#">+/-24</a>	Integer operations mixed plus order of operations	Based on the commercial game 24 but with playing cards.
<a href="#">Break Up</a>	2 digit multiplication, mental math	Doesn't quite work well as a competitive game, but good for a cooperative activity. Area representation to get at partial products.
<a href="#">Close to Zero</a>	Two digit integer addition, especially positive + negative	Variation of Investigations Close to Zero games. Use cards dealt to get as close to a zero pair as possible. Keep a running score.
<a href="#">Last One Loses</a>	prime factorization	Not a deep game, but a really nice context to introduce prime factorization. Raises questions about which numbers are winners, do the in between choices matter, etc. <i>Bonus</i> : based on a great word game.
<a href="#">Make and Take</a>	whole number computation, extendable	Strong game for whole number computation practice, scales well from mid elementary through middle school. Fun and strategy.
<a href="#">Mathzee</a>	number and operations	An example for adapting Yahtzee (an all time classic) to different
<a href="#">Monopoly Money Madness</a>	2 digit addition	Sometimes simple is best. Money is engaging, offers opportunities to unitize, and access to lots of worthwhile addition strategies.
<a href="#">Multiplying Game Possibilities</a>	single digit multiplication	Students design their own multiplication games using a choice of mechanics.
<a href="#">Pick on someone your own size</a>	3-digit number sense	Dead easy game, no materials, lots of play value. Offers opportunity to work on decomposition, addition, subtraction, calculator use. Easily adaptable to other number ranges. I also use this with decimals and fractions (quite challenging, that).
<a href="#">Power Up</a>	Exponents	Fun game with story elements to introduce or practice with exponents. Integrates well with reading and especially writing lessons.
<a href="#">Product Game</a>	Multiplication facts	Best math game ever. Playable just for fun, encourages fact formation in multiple ways, leads to even deeper relationships and content. The math game grail, currently in <i>Connected Math Project</i> , maybe originally for the Middle Grades Mathematics Project. Would love to know who designed it, and shake their hand. Has an <a href="#">online version</a> from NCTM.
<a href="#">Safe or Sorry</a>	Two Digit Addition, probability & expected value	A push your luck game that's an opportunity to keep score and practice addition, especially with an eye on landmark 5s and 10s.



NUMBER	Integers	
<a href="#">Consecutive Capture</a>	Integer representation on the numberline	Comparing and ordering plus numberline use. Surprisingly fun.
<a href="#">Greater Than</a>	Integer addition and multiplication	A game that gets at the effect of integer operations on inequalities, and provides practice with signed computation and a context for order of operations.
<a href="#">Gridfight</a>	Integer multiplication with area representation	Seems cool - a couple twists keep it interesting for repeated play.
<a href="#">Honeycomb</a>	Integer multiplication and addition	Co-developed with Nick Smith, neat multiplication mechanic for signed numbers.
<a href="#">Product Game: Integers</a>	Integer multiplication practice.	Variation on the classic. Maybe now you're getting how much I like this game.
<a href="#">Treasure Hunt</a>	Introduction to integers	higher/lower guessing game
<a href="#">Tug of War</a>	Integer small number addition, especially positive + negative.	Addition of positive and negatives on the number line.
<a href="#">Zero Rummy</a>	Integer addition with more than two summands, especially zero pairs and sums.	Rummy variation using color of cards for signed numbers.
NUMBER	Decimals	
<a href="#">Burger Time</a>	decimal modeling and adding	Decimal modeling with a link to measuring in mm, this one was a surprise hit and very popular with students. More creative than competitive.
<a href="#">Decimal Point Pickle</a>	decimal comparison with different number of places	One of my best games. Many opportunities to meet objective and has exciting gameplay.
<a href="#">Decimal Race</a>	decimal addition	A race game where kids make their own spinners, with money connections.
<a href="#">Division into Decimals</a>	Introduces decimals as quotient of whole numbers using area as a context.	A race game that supports decimals, area representation of multiplication and division and recognition of common decimal fractions.
<a href="#">Product Game: Decimals</a>	Practice multiplying decimals with connection to multiplication facts.	Variation on the classic.
NUMBER	Fractions	
<a href="#">Find It</a>	decimal multiplication	Precursor to area model for dividing fractions. Also has a creative story component that engages a wider range of students.
<a href="#">Fraction Catch</a>	fraction comparison	Nice set of fraction cards and fun comparison game that also provides practice for equivalent fractions. One of my best games.



<a href="#">Product Game: Fractions</a>	Fraction multiplication practice with simplification.	Variation on the classic.
<a href="#">Size the Day</a>	Size the Day	Introduction to fraction multiplication and division. Practice and some intuition building with a scaling model.
<b>NUMBER</b>	<b>Money</b>	
<a href="#">Change for the Better</a>	money values, logic	game for familiarizing young kids with coins, with a surprising amount of strategy to use as problem solving or logic material for older students. Based on a free game by James Ernest, bonus Shel Silverstein companion poem.
<a href="#">Make It, Take It</a>	money values, computation, addition	Very good game for kids learning coin values and computation, easily customizable to your students.
<a href="#">Monopoly Money Madness</a>	2 digit addition	Intended to work on multiple digit addition, but works as a money game also.

<b>GEOMETRY</b>		
<a href="#">Angle Acquisition</a>	angle recognition, parallel properties	Puzzle like game that looks for angles based on parallel line and other plane geometry properties.
<a href="#">Area Block</a>	area	Strategy game that's a little like Blokus and a little like Nim. Nice extension where students can make their own boards.
<a href="#">Coordinate Connect</a>	graphing points	Tic Tac Toe variant that practices graphing points. Can extend to linear patterns.
<a href="#">Four Corners</a>	graphing points	Simple and clear, while giving an opportunity to discover characteristics of graphing as well as practice plotting. This is a good one!
<a href="#">In or Out</a>	sorting	Characteristics, venn diagrams. Also use to introduce functions with the in/out rules providing examples of functions and non-functions.
<a href="#">Michigan Smith</a>	ruler measurement	Easy race game for ruler practice, with a little bit of strategy. Name is a joke about some Hoosier movie.
<a href="#">Polygon Capture</a>	polygon recognition and characteristics	Adaptation of a very good game by William Carrol in <i>Math Teaching in the Middle School</i> . Highly adaptable by which shapes and characteristic cards you include. Enough reasoning to be good for people who know the content. NCTM's inferior (IMHO) <a href="#">version</a> .
<a href="#">Prism Power Game</a>	volume of a prism, 3-D characteristics	Encourages understanding of the volume formula by considering layers and encourages quantity understanding through gameplay.



<a href="#">Quadrilateral Concentration</a>	quadrilateral types	The cards for this are also usable for rummy or Quadrilateral Euchre, the world's geekiest game. Lots of border cases to cause player deliberation and discussion.
<a href="#">Rope Charades</a>	shape recognition and properties	Very kinesthetic, fun and a little silly
<a href="#">Spiral So-So</a>	angle concept and addition	A good context that was an okay game. A later use of this game revolved around the students adding to the board, and that was more successful.
<a href="#">Triangle Detective</a>	triangle characteristics and recognition	A simplification of polygon capture that makes it usable down to 4th grade, with enough math to be usable in high school
<a href="#">Triangle Rummy</a>	triangle types and characteristics	By Sarah Cavazos. Suitable and adaptable to elementary-high school.
<a href="#">Unit Rummy</a>	measurement unit type and conversions	A card game to encourage reasoning with measured quantities to find equivalence and practice unit fluency. Bonus concentration game.

ALGEBRA	& OTHER	
<a href="#">Greater Than</a>	inequalities, signed numbers	Game that uses playing cards to model what happens to inequalities under various operations.
<a href="#">Guess My Rule</a>	evaluating expressions, solving equations, symbolic encoding	Zero materials, classic game for algebra, adaptable for K-16 math. Loads of opportunity for discussion and symbolic development.
<a href="#">Linear War</a>	lines, graphing, linear characteristics	Very promising game where students make the cards.
<a href="#">Modular Skirmish</a>	modular arithmetic	Fun war variant that helps students gain facility and discover interesting modular strategies. (Bonus history on Gauss in the post.)
<a href="#">Trig Rummy</a>	trigonometric functions	Designed for calculus students struggling with trigonometric familiarity, good review.
<a href="#">SPQR</a>	logical calculus	Pretty good game where players evaluate composite statements for true or false to make a score.
<a href="#">Shopping &amp; Errands</a>	traveling salesman problem	The start of a game, suitable for further development by students.