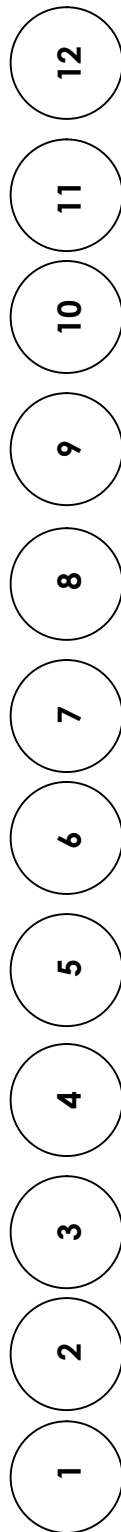


# TRIC-TRAC



# Math Games to Play at Home



Mrs. Tappen's 2<sup>nd</sup> Grade Class  
2016-2017

## Bank – Coin Exchange

**Materials:** 20 pennies, 10 nickels, 10 dimes, 2 quarters, 2 dice, one piece of paper labeled “Bank”

**Players:** 2

**Skill:** Coin Equivalencies

**Object:** To have the most money

### Directions

- Place all of the coins in the “Bank.”
- Players take turns. When it’s your turn, roll both dice and collect from the bank the amount shown on the dice.
- Whenever you go to the bank to...
  - exchange 5 pennies for a nickel.
  - exchange 2 nickels, or 5 pennies and 1 nickel for a dime.
  - exchange a combination of nickels and dimes for a quarter.
- The game ends when there are **no more quarters in the bank.**
- The player with the most money wins.

## Tric-Trac

**Materials:** 2 dice, 24 pennies or buttons, and 1 Tric-Trac game mat per player (see the back of this booklet)

**Players:** 2

**Skill:** Addition Facts up to 12

**Object:** To have the lowest sum

### Directions

- Cover the empty spaces on your game mat with pennies or buttons.
- Players take turns. When it’s your turn:
  - Roll the dice. Find your sum (the number of dots on the dice added together).
  - Move 1 of your pennies/buttons to cover your sum on the game mat. Or you can move two of your pennies/buttons and cover any numbers that can be added together to equal your sum.
- Play continues for each player until no more numbers on the mat can be covered. **The game is over when no player can cover any more numbers.**
- Find the sum of your uncovered numbers. The player with the **lowest** sum wins.

## Subtraction Top-It

**Materials:** Deck of playing cards Ace through 10  
(The Ace = 1)

**Players:** 2 to 4

**Skill:** Subtraction facts 0-10

**Object:** To collect the most cards

### Directions

- Shuffle the cards and place the deck face down on the table.
- Each player draws 2 cards, subtracts the smaller number from the larger number, then calls out the difference.
- The player with the largest difference wins the round and takes all of the cards.
- In case of a tie for the largest difference, each player turns over 2 more cards and calls out the difference of the numbers. The player with the largest difference then takes all of the cards from both plays.
- The game is over when there are not enough cards for each player to have another turn.
- The player with the most cards wins.

★ *Note: **Addition Top-It** is played the same way, but the 2 cards drawn are added together.* ★

## The Digit Game

**Materials:** Deck of playing cards Ace through 9  
(The Ace = 1)

**Players:** 2

**Skill:** Making and comparing numbers

**Object:** To collect the most cards

### Directions

- Shuffle the cards and place the deck face down on the table.
- Each player draws 2 cards and uses them to make a 2-digit number. If playing to make 3-digit numbers, each player draws 3 cards.
- The player with the larger number takes all of the cards.
- The game is over when all of the cards have been used.
- The player with the most cards wins.

**Example:** Sam's cards are a 3 and a 5. He makes the number 53. Maria's cards are a 1 and a 4. She makes the number 41. Sam's number is larger, so he takes all 4 cards.