

### EDM Games List: Statistics and Probability

\*Games are listed within the lesson in which they **first** appear.

LSN	GAME	GLE	COMMENTS	MASTERS	GAME DIRECTIONS
<b>Kindergarten</b>					
3.3	Dice Race ☺	S&P-2			MM 26-27 Extra Practice
3.11	Stick Pick-Up ☺	S&P-2, S&P-4			TGA 163 Extra Practice
7.14	High Low ☺	N-2, N-3, S&P-4			TGA 361 Enrichment
<b>1<sup>st</sup> Grade</b>					
1.8	Rock, Paper Scissors ☺	S&P-2	enrichment	MM 352	TLG 50-51
1.8	Dice-Roll and Tally	S&P-2, 5	probability		TLG 48
<b>2<sup>nd</sup> Grade</b>					
3.2	Spinning for Money	M-4, M-12, S&P-5		MM 472	SJ1 55
7.8	Soccer Spin ☺	S&P-4		MM 470-471	SJ2 179
<b>3<sup>rd</sup> Grade</b>					
8.2	The Block Drawing Game ☺	S&P-5			SRB 280-281
11.3	Soccer Spin ☺	S&P-5	Extra Practice	MM 460-461	MM 459
11.4	Spinning to Win	S&P-5		MM 464	SRB 209
<b>4<sup>th</sup> Grade</b>					
7.6	Grab Bag ☺	S&P-4	Lsn 7.3 Ext Prac	MM 483-485	SRB 249
7.11	Chances Are ☺	S&P-4		MM 462-466	SRB 236-237
<b>5<sup>th</sup> Grade</b>					
6.2	Finish First ☺	S&P-1			SJ1 170-171
<b>6<sup>th</sup> Grade</b>					
1.5	Landmark Shark	S&P-3		MM 456-457	SRB 325-326
7.1	Grab Bag	5th S&P-4	extra practice	MM 450-452	MM 449
7.1	Carnival Games	S&P-4	enrichment	MM 218-219	TLG 626
7.6	Venn Diagram Challenge ☺	S&P-1	enrichment	MM 480-481	MM 479
7.7	Greedy	5 <sup>th</sup> S&P-4		MM 453	SRB 322

**KEY:** MM = Math Masters; SRB = Student Reference Book; TLG = Teacher Lesson Guide;

SJ1 = Student Jrnl. 1; SJ2 = Student Jrnl. 2; ☺ **NEW** EDM Games