

### EDM Games List: Estimation and Computation

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

LSN	GAME	GLE	COMMENTS	MASTERS	GAME DIRECTIONS
<b>Kindergarten</b>					
3.13	Growing/Disappearing Train ☺	N-1, E&C-3, F&R-5			TGA 166-167
4.1	Go Forward, Back Up ☺	N-1, E&C-3			MM 124
4.2	Addition Top-It	N-2, E&C-1			MM 105-107
5.10	The Raft Game N-10	N-11, E&C-1, F&R-5			TGA 254 need Exch. Tble
5.4	Guess My Number ☺	E&C-1			TGA 242-243
7.12	Plus or Minus Game	N-9, E&C-3			MM 135
7.6	Dice Addition ☺	N-10, E&C-3			TGA 344
8.4	High Roller	N-2, N-10, E&C-1			TGA 388
8.6	Number Gymnastics ☺	1 <sup>st</sup> N-1, E&C-3			TGA 392
<b>1<sup>st</sup> Grade</b>					
2.12	High Roller	E&C-3 F&R-3, N-6		MM 344	TLG 153
2.8	Penny Grab ☺	N-1, E&C-1		MM 350	MM 350
2.8	Penny Plate ☺	N-6, E&C-3			SRB 146, TLG 132
3.14	Domino Top-It	N-6, F&R-3, E&C-3		SJ1, Activity Sheets 4 - 5	TLG 253
4.12	Shaker Addition Top-It	E&C-3		MM 353	TLG 33
5.10	Hopping to Roll ☺	E&C-3	readiness-Commutative		TLG 407
5.11	Beat the Calculator	E&C-3	use Fact Power Table	SJ2 116	SRB 124
5.5	Animal Weight Top-It	2 <sup>nd</sup> M-2, 2 <sup>nd</sup> E&C-5	enrichment	SJ1 Activity Sheets 7-8	TLG 383
6.4	Fact Power Game	E&C-3		MM 343	TLG 556
8.5	3,2,1 Game	E&C-3			SRB 150-151
10.2	Beat the Calculator	E&C-3	w/facts extensions		TLG 809
<b>2<sup>nd</sup> Grade</b>					
1.4	Addition Top-It	E&C-2	Readiness-use pennies	MM 449	SRB 122
1.6	Penny Plate ☺	E&C-4, F&R-3		MM 468	SRB 146
2.2	Beat the Calculator	E&C-4			SRB 124
2.2	Domino Top-It	E&C-4	Readiness		TLG 104
2.3	Doubles or Nothing ☺	E&C-4		MM 465, SJ1 29	TLG 108
2.9	Name That Number	E&C-4		MM 462	SRB 138
3.5	Dollar Rummy (advanced too)	E&C-5		MM 454-455	SJ1 65
3.7	High Roller	E&C-4, N-5	Readiness		TLG 223
4.2	Addition Spin	E&C-5		MM 447-448	SRB 120-121
4.8	Fact Extension Game ☺	E&C-5			SRB 134-135
5.1	Sharing Equally ☺	E&C-7	exploration		MM 122
6.1	Three Addends	E&C-4, 5	directions also SJ1 131		MM 473
6.8	Simon Says ☺	E&C-6	Readiness		TLG 423
6.9	Array Bingo	E&C-6		MM 450	SJ1 154-155
7.2	Hit the Target	E&C-5		MM 418, 457	SRB 136-137
7.3	Basketball Addition	E&C-4, 5	use # Grid from 7.2	MM 200, 418	SJ2 166-167
12.5	Addition Card Draw	E&C-4, 5		MM 446	SJ2 300
<b>3<sup>rd</sup> Grade</b>					
“	Multiplication Bingo	4 <sup>th</sup> E&C-2	all facts		SRB 295
“	Baseball Multiplication	4 <sup>th</sup> E&C-3	advanced version		SRB 276-277
1.3	Less Than You	E&C-3, N-1			SRB 289
1.4	Addition Top-It	E&C-3		MM 440	SRB 270
1.6	Name That Number	E&C-3, N-3		MM 451	SRB 299-300
1.8	Number Grid Difference ☺	M-3, E&C-4		MM 396, 452	SRB 301
1.9	Beat the Calculator	E&C-3	from 2 <sup>nd</sup> – addition		SRB 278
2.1	Roll to 100 ☺	E&C-3	Enrichment	MM 456	SRB 307-308

2.7	Target 50 ☺	E&C-3,4, N-6		MM 465	SRB 312-313
2.9	Three Addends	E&C-1	adding 2 & 3-digit #s	MM 465	SRB 314
3.7	Subtraction Top-It	E&C-3	record on ½ sheet		SRB 310-311
4.3	Division Arrays	E&C-6		MM 418	SRB 282
4.5	Multiplication Draw (not in lsn)	E&C	x facts	MM 450	SRB 296
4.7	Baseball Multiplication	4 <sup>th</sup> E&C-2		MM 443	SRB 274-275
7.3	Multiplication Bingo	4 <sup>th</sup> E&C-2	easy facts		SRB 293-294
7.6	Beat the Calculator	E&C-2	multiplication		SRB 276
9.6	Finding Factors ☺	4 <sup>th</sup> N-12, 4 <sup>th</sup> E&C-2	Enrichment		MM 287
10.7	Multiplication Top-It	4 <sup>th</sup> E&C-2			SRB 297-298
10.8	Memory Addition/Subtraction	E&C-4			SRB 290-291
<b>4<sup>th</sup> Grade</b>					
1.2	Addition Top-It	3 <sup>rd</sup> E&C-3		MM 506	SRB 263
1.4	Subtraction Top-It	3 <sup>rd</sup> E&C-3&4		MM 506	SRB 263-264
2.9	Subtraction Target Practice	E&C-3, N-2		MM 504	SRB 262
3.3	Multiplication Baseball	E&C-2		MM 460	SRB 231-232
3.5	Beat the Calculator	E&C-2		MM 461	SRB 233
4.3	Product Pile-Up ☺	E&C-2			SRB 259
5.2	Multiplication Wrestling	5 <sup>th</sup> N-3, 5 <sup>th</sup> E&C-4, 6 <sup>th</sup> N-10		MM 488	SRB 253
6.3	Division Dash	5 <sup>th</sup> E&C-4	Extra Practice	MM 471	SRB 241
7.10	Getting to One	E&C-1	Enrichment		SRB 248
10.6	Credits/Debits Game	8 <sup>th</sup> E&C-8	Lsn 11.6 Advanced	MM 468	SRB 238
<b>5<sup>th</sup> Grade</b>					
1.3	Multiplication Top-It	E&C-2			SRB 333-334
1.7	Factor Bingo	E&C-2, N-10		MM 452	TLG 50
1.9	Name That Number	E&C-2			SRB 325
2.3	Subtraction Target Practice	N-8, E&C-3			SRB 331
2.7	Multiplication Bull's-Eye	E&C-1			SRB 323
4.2	Division Dash	E&C-4			SRB 303
7.10	Top-It	8 <sup>th</sup> E&C-2	w/+ and -	numbers	SRB 335-336
7.11	Broken Calculator	8 <sup>th</sup> E&C-2	Enrichment		MM 216
7.8	Credits/Debits Game (advanced)	8 <sup>th</sup> E&C-2	Readiness	MM 450	SRB 301
7.8	500	8 <sup>th</sup> E&C-2	Enrichment		SJ2 235
<b>6<sup>th</sup> Grade</b>					
1.8	Name That Number	E&C-3, 4, PS-1		MM 462	SRB 329
2.5	Multiplication Bull's-Eye	E&C-1, E&C-4			SRB 328
2.6	Divisibility Dash	E&C-4		MM 432	SRB 309, 11
2.7	Division Top-It	E&C-1, E&C-4	advanced version	MM 478	SRB 336
3.7	Credits/Debits Game	8 <sup>th</sup> E&C-2	readiness	MM 430	MM 429
4.4	Fraction Action, Fraction Friction	N-5, E&C-3		MM 446	SRB 317
4.7	Mixed-Number Spin	E&C-1		MM 458-459	SRB 327
4.8	2-4-8 Frac-Tac-Toe and 3-6-9 Frac-Tac-Toe (dec. version)	7 <sup>th</sup> E&C-5		MM 439-441, 444	SRB 314-316
4.9	3-6-9 Frac-Tac-Toe (% version)	7 <sup>th</sup> E&C-5		MM 439, 442-443, 445	SRB 314-316
5.4	Spoon Scramble	7 <sup>th</sup> E&C-4, 5		SJ1 Activity Sheets 1-2	SRB 333
6.4	Top-It (with +/- numbers)	8 <sup>th</sup> E&C-2		MM 478	SRB 337-338
9.1	Multiplication Wrestling	N-10, E&C-4	readiness	MM 461	MM 460

**KEY:** MM = Math Masters; SRB = Student Reference Book; TLG = Teacher Lesson Guide; SJ1 = Student Jrnl. 1; SJ2 = Student Jrnl. 2; ☺ **NEW** EDM Games