

EDM Games List: Functions and Relationships

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

LSN	GAME	GLE	COMMENTS	MASTERS	GAME DIRECTIONS
Kindergarten					
3.13	Growing/Disappearing Train ☺	N-1, E&C-3, F&R-5			TGA 166-167
4.14	“What’s My Rule” Fishing	F&R-2			TGA 217 w/Attribute Blks
4.14	Who Am I Thinking Of?	F&R-2			TGA 217 Enrichment
4.5	Pattern Cover Up ☺	F&R-3			TGA 197 Enrichment
5.10	The Raft Game N-10	N-11, E&C-1, F&R-5			TGA 254 need Exch. Tble
5.14	Attribute Spinner Game Spinners ☺	F&R-2			MM 118-119
5.3	Find the Block ☺	F&R-2			TGA 240-241
6.12	Read My Mind ☺	F&R-2			TGA 306
6.2	Penny-Nickel Exchange Game	M-2, N-12, F&R-5			TGA 285 Extra Practice
6.7	Penny-Dime Exchange	M-2, N-12, F&R-5			TGA 297 Extra Practice
1st Grade					
2.12	High Roller E&C-3	F&R-3, N-6		MM 344	TLG 153
3.14	Domino Top-It	N-6, F&R-3, E&C-3		SJ1, Activity Sheets 4 - 5	TLG 253
3.14	Domino Top-It	N-6, F&R-3, E&C-3		SJ1, Activity Sheets 4 - 5	TLG 253
5.3	Top-It with Relation Symbols	N-2, F&R-5		MM 321	TLG 370
5.3	Top-It with Relation Symbols	N-2, F&R-5		MM 321	TLG 370
6.1	Addition Top-It	F&R-3	+ Fact Table inside	cover of SJ2	SRB 122, TLG 539
6.8	Tric-Trac ☺	F&R-3		MM 360	SRB 156, TLG 577
7.2	Attribute Train Game	F&R-1	Exploration A		TLG 629
2nd Grade					
1.6	Penny Plate ☺	E&C-4, F&R-3		MM 468	SRB 146
1.6	Two-Fisted Penny Addition	F&R-3	Readiness		TLG 45
5.1	What’s My Attribute Rule?	F&R-5	exploration	MM 109	MM 120-121
3rd Grade					
2.5	Missing Terms (not in lesson)	F&R	mental +/- skills		SRB 292
4th Grade					
1.1	Top-It (w/relation symbols)	3 rd F&R-5	Readiness	MM 6	SRB 263
3.3	Multiplication Top-It	F&R-2	Extra Practice	MM 506	SRB 264
3.6	Seega (World Tour)	F&R-3, PS-5	Enrichment	MM 503	SRB 309
5th Grade					
4.7	First to 100	F&R-5		MM 456-458	SRB 308
4.7	Algebra Election	F&R-5, PS-5	Enrichment	MM 442-443, 456-457	SJ1 118-119
6th Grade					
6.11	Algebra Election	F&R-5, 7 th F&R5	uses different cards than 5 th grade	SJ1 Activity Shts 3-4, MM 434-435	SRB 304-305
6.12	Solution Search	7 th F&R-5		MM 473	SRB 332
8.12	First to 100	F&R-5, 7 th F&R5		SJ2 Activity Sheets 5-6	SRB 313

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