

EDM Games List: Measurement

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

LSN	GAME	GLE	COMMENTS	MASTERS	GAME DIRECTIONS
Kindergarten					
2.8	Matching Coin Game	Readiness for M-2			MM 104
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
7.1	Money Cube Game ☺	M-2			TGA 330
7.1	Money Grid ☺	M-2, N-12			MM 125 Enrichment
8.12	Time Match	M-4			MM 140-143
8.3	Walk Around the Clock ☺	M-5			MM 56 Extra Practice
8.8	One-Dollar Game	1 st M-2, M-3, 2 nd M-2			MM 115-116
1st Grade					
2.10	Penny-Nickel Exchange	M-2			TLG 143
2.13	Coin Top-It	M-2, N-1, 8	prep stamped cards		TLG 159
3.1	Before and After	M-5			TLG 185
3.12	Coin-Dice Game	M-2	adv vrsn of Penny-Dice		TLG 244
3.13	Dime-Nickel-Penny Grab ☺	M-2, N-1, 8		MM 342	TLG 248
3.7	Hickory, Dickory, Dock ☺	M-4	readiness-clock/time		TLG 218
4.10	Time Match (to ¼ hour)	2 nd M-7		MM 356	“ “
4.4	Time Match	M-4, 2 nd M-7		MM 354-355	SRB 152, TLG 295
5.13	Penny-Nickel-Dime Exchange	M-8			TLG 421
5.5	Animal Weight Top-It	2 nd M-2, 2 nd E&C-5	enrichment	SJ1 Activity Sheets 7-8	TLG 383
6.10	Coin Exchange	M-8			SRB 128, TLG 591
6.9	Quarter-Dime-Nickel-Penny Grab ☺	M-2	enrichment	MM 351	TLG 248
8.2	One-Dollar Exchange	2 nd M-12		MM 224	SRB 144-145
2nd Grade					
1.4	Coin Top-It	M-10	Enrichment (quarters)	MM 452-453	TLG 37
1.5	Penny-Nickel Exchange	M-12	Readiness		TLG 41
3.2	Penny-Dime-Dollar Exchange	M4	☺ Readiness	MM 428	TLG 194
3.2	Spinning for Money	M-4, M-12, S&P-5		MM 472	SJ1 55
5.1	Clock Concentration	M-7	exploration	MM 125	MM 123-124
3rd Grade					
6.9	Angle Race	7 th M-5	can use circular geo-boards OR MM 430	MM 430, 441	SRB 271-272
1.11	Spinning for Money	M-5	Readiness	MM 463	MM 462
1.8	Number Grid Difference ☺	M-3, E&C-4		MM 396, 452	SRB 301
5.7	Pick-a-Coin (not in lesson)	M-5	\$, decimal place value	MM 455	SRB 306
4th Grade					
4.3	Coin Top-It	2 nd M-4	Readiness	MM 467, 506	TLG 253
5th					
3.6	Angle Tangle	7 th M-5			SRB296
6th					
5.1	Angle Tangle	7 th M-5		MM 426	SRB 306

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