

EDM Games List: 1st GRADE

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

LSN	GAME	GLE	COMMENTS	MASTERS	GAME DIRECTIONS
1.2	Monster Squeeze	N-1		MM 4-5	TLG 21
1.3	Penny-Dice Game	N-1	See Coin-Dice in 3.12		TLG 27
1.5	Bunny Hop ☺	N-6		MM 341	TLG 35
1.6	Top-It	N-2	variations TLG 58		SRB 154, TLG 39
1.8	Dice-Roll and Tally	S&P-2, 5	probability		TLG 48
1.8	Rock, Paper Scissors ☺	S&P-2	enrichment	MM 352	TLG 50-51
2.1	Rolling for 50	N-1			SJ1 7
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
2.10	Penny-Nickel Exchange	M-2			TLG 143
2.12	High Roller E&C-3	F&R-3, N-6		MM 344	TLG 153
2.13	Coin Top-It	M-2, N-1, 8	prep stamped cards		TLG 159
3.1	Before and After				TLG 185
3.7	Hickory, Dickory, Dock ☺	M-4	readiness-clock/time		TLG 218
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
3.14	Domino Top-It	N-6, F&R-3, E&C-3		SJ1, Activity Sheets 4 - 5	TLG 253
4.4	Time Match	M-4, 2 nd M-7		MM 354-355	SRB 152, TLG 295
4.10	Time Match (to ¼ hour)	2 nd M-7		MM 356	“ “
4.12	Shaker Addition Top-It	E&C-3		MM 353	TLG 337
5.1	The Digit Game	N-1			SRB 132, TLG 361
5.1	Guess My 2-Digit Number ☺	N-2	enrichment	MM 121	TLG 362
5.3	Base-10 Exchange	N-1		SJ1, MM 339	TLG 371
5.3	Top-It with Relation Symbols	N-2, F&R-5		MM 321	TLG 370
5.5	Animal Weight Top-It	2 nd M-2, 2 nd E&C-5	enrichment	SJ1 Activity Sheets 7-8	TLG 383
5.7	Difference Game	N-6			SRB 130, TLG 390
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
5.13	Penny-Nickel-Dime Exchange	M-8			TLG 421
6.1	Addition Top-It	F&R-3	+ Fact Table inside	cover of SJ2	SRB 122, TLG 539
6.4	Fact Power Game	E&C-3		MM 343	TLG 556
6.8	Tric-Trac ☺	F&R-3		MM 360	SRB 156, TLG 577
6.9	Quarter-Dime-Nickel-Penny Grab ☺	M-2	enrichment	MM 351	TLG 248
6.10	Coin Exchange	M-8			SRB 128, TLG 591
7.1	Make my Design ☺	G-2, G-5			SJ2 137
7.2	Attribute Train Game	F&R-1	Exploration A		TLG 629
8.2	One-Dollar Exchange	2 nd M-12		MM 224	SRB 144-145
8.5	3,2,1 Game	E&C-3			SRB 150-151
9.2	Number-Grid Game	N-6	variations-TLG 749	MM 249	SRB 142-143
10.2	Beat the Calculator	E&C-3	w/facts extensions		TLG 809
10.4	\$1, \$10, \$100 Exchange	2 nd N-2	See One-Dollar Exch	MM 331-334	SRB 144-145

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