

## EDM Games List: 2<sup>nd</sup> GRADE

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

LSN	GAME	GLE	COMMENTS	MASTERS	GAME DIRECTIONS
1.1	Number-Line Squeeze	N-1	Readiness		MM 464
1.4	Addition Top-It	E&C-2	Readiness-use pennies	MM 449	SRB 122
1.4	Coin Top-It	M-10	Enrichment (quarters)	MM 452-453	TLG 37
1.5	Money Exchange Game	N-2		MM 458-461	TLG 40
1.5	Penny-Nickel Exchange	M-12	Readiness		TLG 41
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
1.8	Number-Grid Game	N-1		MM 418	SRB 142-143
1.11	Number Top-It	3 <sup>rd</sup> N-2	Enrichment (5-digits)	MM 465-466	TLG 70
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
2.12	Difference Game ☺	1 <sup>st</sup> N-6, N-5	Readiness		SRB 130-131
2.12	Number-Grid Difference Game	N-5	☺ Enrichment	MM 463	SRB 140-141
3.1	The Digit Game	N-2			SRB 132
3.2	Spinning for Money	M-4, M-12, S&P-5		MM 472	SJ1 55
3.2	Penny-Dime-Dollar Exchange	M4	☺ Readiness	MM 428	TLG 194
3.4	Base-10 Exchange	N-2		MM 427	TLG 206
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	What's My Attribute Rule?	F&R-5	exploration	MM 109	MM 120-121
5.1	Sharing Equally ☺	E&C-7	exploration		MM 122
5.1	Clock Concentration	M-7	exploration	MM 125	MM 123-124
6.1	Three Addends	E&C-4, 5	directions also SJ1 131		MM 473
6.5	Base-10 Trading Game ☺	N-2	Readiness	MM 427	TLG 406
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
7.8	Soccer Spin ☺	S&P-4		MM 470-471	SJ2 179
8.5	Equivalent Fractions Game	3 <sup>rd</sup> N-5			SJ2 198-199
8.6	Fraction Top-It	3 <sup>rd</sup> N-5	Cards are in SJ2	SJ2 Activity Sheets 5-6	SJ2 203-204
10.3	Pick-a-Coin	3 <sup>rd</sup> N-5		MM 469	SJ2 236
12.5	Addition Card Draw	E&C-4, 5		MM 446	SJ2 300

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