

EDM Games List: 3rd GRADE

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

LSN	GAME	GLEs	COMMENTS	MASTERS	GAME DIRECTIONS
4.5	Multiplication Draw (not in lsn)	E&C	x facts	MM 450	SRB 296
2.9	Three Addends	E&C-1	adding 2 & 3-digit #s	MM 465	SRB 314
4.7	Baseball Multiplication	4 th E&C-2		MM 443	SRB 274-275
7.3	Multiplication Bingo	4 th E&C-2	easy facts		SRB 293-294
“	Multiplication Bingo	4 th E&C-2	all facts		SRB 295
7.6	Beat the Calculator	E&C-2	multiplication		SRB 276
10.7	Multiplication Top-It	4 th E&C-2			SRB 297-298
“	Baseball Multiplication	4 th E&C-3	advanced version		SRB 276-277
1.4	Addition Top-It	E&C-3		MM 440	SRB 270
1.9	Beat the Calculator	E&C-3	from 2 nd – addition		SRB 278
2.1	Roll to 100 ☺	E&C-3	Enrichment	MM 456	SRB 307-308
3.7	Subtraction Top-It	E&C-3	record on ½ sheet		SRB 310-311
1.3	Less Than You	E&C-3, N-1			SRB 289
1.6	Name That Number	E&C-3, N-3		MM 451	SRB 299-300
2.7	Target 50 ☺	E&C-3,4, N-6		MM 465	SRB 312-313
10.8	Memory Addition/Subtraction	E&C-4			SRB 290-291
4.3	Division Arrays	E&C-6		MM 418	SRB 282
2.5	Missing Terms (not in lesson)	F&R	mental +/- skills		SRB 292
6.5	Touch and Match Quadrangles	G-1,2	Readiness	MM 467	TLG 430
6.5	Shading Shapes ☺	G2, 5 th G-1	Enrichment	MM 458	MM 457
1.8	Number Grid Difference ☺	M-3, E&C-4		MM 396, 452	SRB 301
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
5.7	Pick-a-Coin (not in lesson)	M-5	\$, decimal place value	MM 455	SRB 306
5.2	Number Top-It (7-digits)	N-1		MM 423-424	SRB 304
6.1	Number Top-It	6 th N-1	decimals	MM453-454	SRB 305
1.1	Number Line Squeeze	N-1	Readiness - need brackets to cover #s		TLG 21
5.2	Number Top-It (5-digits)	N-1		MM 421-422	SRB 302-303
9.6	Factor Bingo	4 th N-12	SJ2 219 or MM 448	MM 448	SRB 285-286
9.6	Finding Factors ☺	4 th N-12, 4 th E&C-2	Enrichment		MM 287
5.10	Decimal Solitaire ☺	5 th N-2	Enrichment		MM 447
5.8	Base 10 Decimal Exchange ☺	N-2	Readiness	MM 146	TLG 362
6.3	Robot Game	N-4	rotations		TLG 419
8.6	Fraction Top-It	N-4	save cards	SJ2 Activity Sheets 5 - 8	SRB 287-288
8.5	Equivalent Fractions Game	N-5	save cards	SJ2 Activity Sheets 5 - 8	SRB 283
“	Equivalent Fractions Game	N-5	advanced	SJ2 Activity Sheets 5 - 8	SRB 284
9.6	Array Bingo	4 th N-6	Readiness	MM 442	SRB 273
2.8	Base-10 Trading Game	6 th N-6		MM 411	TLG 145-146
8.2	The Block Drawing Game ☺	S&P-5			SRB 280-281
11.3	Soccer Spin ☺	S&P-5	Extra Practice	MM 460-461	MM 459
11.4	Spinning to Win	S&P-5		MM 464	SRB 209

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