

### EDM Games List: 5<sup>th</sup> GRADE

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

LSN	GAME	GLE	COMMENT	MASTERS	GAME DIRECTIONS
2.7	Multiplication Bull's-Eye	E&C-1			SRB 323
7.8	Credits/Debits Game (advanced)	8 <sup>th</sup> E&C-2	Readiness	MM 450	SRB 301
7.8	500	8 <sup>th</sup> E&C-2	Enrichment		SJ2 235
7.10	Top-It	8 <sup>th</sup> E&C-2	w/+ and -	numbers	SRB 335-336
7.11	Broken Calculator	8 <sup>th</sup> E&C-2	Enrichment		MM 216
1.3	Multiplication Top-It	E&C-2			SRB 333-334
1.9	Name That Number	E&C-2			SRB 325
1.7	Factor Bingo	E&C-2, N-10		MM 452	TLG 50
4.2	Division Dash	E&C-4			SRB 303
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
3.6	Triangle Sort ☺	G-1	Readiness	MM 504	TLG 188
3.6	Sides and Angles: Triangles ☺	G-1	Enrichment	MM 502	MM 502
3.6	Where Do I Fit In? ☺	G-1	Extra Practice	MM 510	SRB 144
3.7	Polygon Capture	G-1		SJ1 Activity Shts 3-4	SRB 328
3.7	What's My Attribute Rule?	G-1	Readiness	MM 509	MM 508
11.2	3-D Shape Sort	G-2		MM 505-507	SRB 332
11.4	Rugs and Fences ☺	G-7		MM 498-501	SRB 380
12.8	Coordinate Search ☺	G-8		MM 448	MM449
5.5	Estimation Squeeze	6 <sup>th</sup> N-1			SRB 304
8.1	Build-It	6 <sup>th</sup> N-1		MM 446-447	SRB 300, 399
1.4	Factor Captor	N-10		MM 453-454	SRB 306
4.4	Divisibility Dash ☺	N-10			SRB 302
4.5	Division Top-It	N-10			SRB 334
2.2	Addition Top-It	N-2			SRB 333
2.5	High Number Toss: Decimals	N-2			SRB 321
2.10	High Number Toss	N-2	large numbers	MM 487	SRB 321
2.10	Number Top-It (7-digit numbers)	N-2	Readiness	MM 491-492	SRB 326
5.6	Number Top-It (3-place decimals)	N-2	Readiness		SRB 327
7.10	High-Number Toss	N-2	decimals and	scientific notation	
9.1	Hidden Treasure	N-3		SJ2 293, MM485	SRB 319
5.7	2-4-5-10 Frac-Tac-Toe	7 <sup>th</sup> N-4		MM 472, 474	SRB 309-311
5.8	2-4-5-10 Frac-Tac-Toe (percents)	7 <sup>th</sup> N-4		MM 472, 476	SRB 309-311
12.6	Spoon Scramble	7 <sup>th</sup> N-4		MM 503 SJ2 Activity Sheet 8	SRB 330
5.11	Fraction Of ☺	N-4		MM 464-466, 469	SRB 313
7.1	Exponent Ball	8 <sup>th</sup> N-5		MM 451	SRB 305
7.3	Scientific Notation Toss	8 <sup>th</sup> N-5			SRB 329
5.1	Fraction Top-It	N-5		MM 462-463	SRB 316
6.9	Fraction Capture	N-5		MM 460	SJ1 198
8.3	Mixed-Number Spin	6 <sup>th</sup> N-7		MM 488-489	SJ2 255
8.4	Fraction Action, Fraction Friction	6 <sup>th</sup> N-7		MM 459	SRB 312
8.5	Fraction Spin	6 <sup>th</sup> N-7		MM 471	SJ2 262
5.3	Fraction Top-It (addition)	N-7		MM 462-463	SRB 316
5.8	Fraction/Percent Concentration	7 <sup>th</sup> N-8	Readiness	MM 467-468	SRB 315
6.6	Frac-Tac-Toe	7 <sup>th</sup> N-8		MM 472, 474	SRB 309-310
2.3	Subtraction Target Practice	N-8, E&C-3			SRB 331
3.6	Angle Tangle	no GLE for	estimating and	measuring angles	SRB 296
6.2	Finish First ☺	S&P-1			SJ1 170-171

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