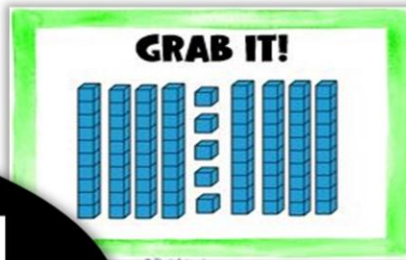


GRAB IT GAMES



**1st
math**

**25+
games**

WHAT'S INCLUDED?

- 25 GAMES
- 25 SKILLS
- EASY TO PLAY
- EASY TO DIFFERENTIATE
- COLOR & BLACK/WHITE
- ANSWER KEYS
- MULTIPLE WAYS TO PLAY

GRAB IT!

9

GRAB IT!

$2 \cdot 5 \cdot 2$

GRAB IT!

18

GRAB IT!

$5 \cdot 6 \cdot 7$

GRAB IT!

18

GRAB IT!

$4 \cdot 10 \cdot 4$

WHAT IS THIS?



This is a game where students race to find the answer first. Whenever they see the correct card, they grab it!

HOW TO PLAY

STEP 1

GRAB IT!

61

GRAB IT!

67

GRAB IT!

72

STEP 1

82

Lay out all circle cards

GRAB IT!

68

GRAB IT!

109

GRAB IT!

80

GRAB IT!

85

GRAB IT!

53

GRAB IT!

86

GRAB IT!

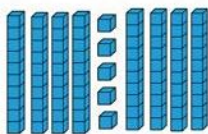
91

GRAB IT!

77

Put all rectangle cards in a stack with students sitting right in front of the stack.

GRAB IT!

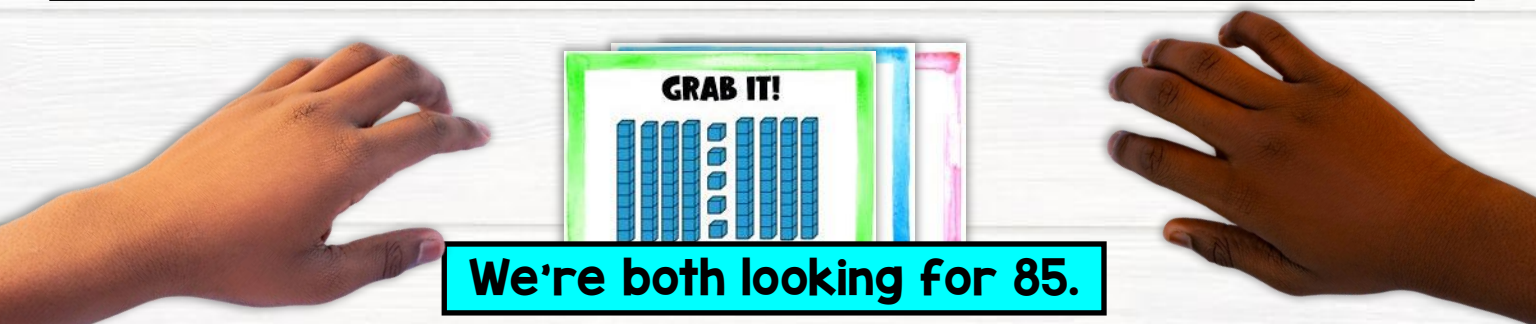


HOW TO PLAY

STEP 2



Students race to grab the card that is on top FIRST!



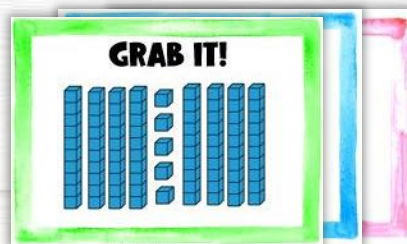
We're both looking for 85.

STEP 3

HOW TO PLAY



The person who finds the answer first gets to keep it as a point.



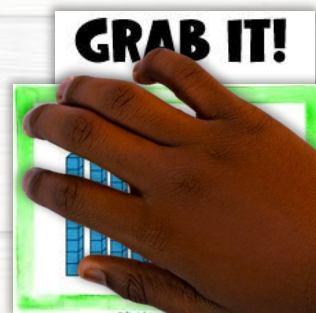
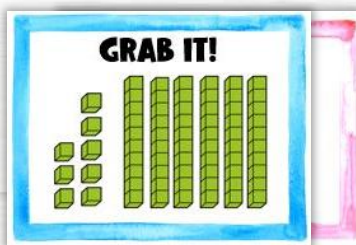
I grabbed the card first so I win the round.
I keep the match.

HOW TO PLAY

STEP 4



Play continues until you run out of rectangle cards.
The person with the most cards at the end wins.



25 SKILLS:

- 3D SHAPES
- 10 MORE 10 LESS
- ADD 2 DIGIT PLUS 1 DIGIT
- ADD 2 DIGIT PLUS MULTIPLE OF 10
- ADD 3 NUMBERS
- ADD WITHIN 10
- ADD WITHIN 20
- ADD & SUBTRACT WORD PROBLEMS
- COMPARE 2 DIGIT NUMBERS
- COMPARE 3 OBJECT LENGTHS
- COUNTING TO 120
- FIND THE MISSING NUMBER



25 SKILLS:

- GEOMETRY
- GRAPHING
- HALVES AND FOURTHS
- NONSTANDARD MEASUREMENT
- PLACE VALUE TO 100
- PROPERTIES OF ADDITION
- RELATE COUNTING TO ADD/SUBTRACT
- SUBTRACT MULTIPLES OF 10
- SUBTRACT WITHIN 10
- SUBTRACT WITHIN 20
- SUBTRACTION AS UNKNOWN ADDENDS
- TELLING TIME TO THE HALF HOUR
- TRUE OR FALSE EQUATIONS

GRAB IT!

$$7+8=9+5$$

GRAB IT!

false

GRAB IT!

fourths

GRAB IT!



GRAB IT!

Start at 55 and
count up 10.

GRAB IT!

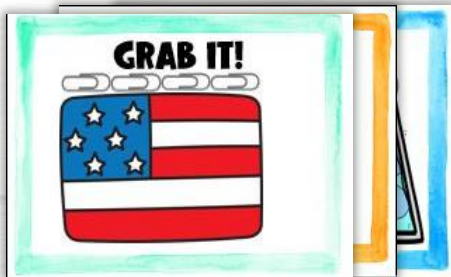
65

OTHER IDEAS

Alternative Ways to Play:

1. Instead of each kid looking for the same card, divide the rectangle cards in half and have students race to find their match before their partner does.
2. Students work together to match all the cards.
3. Students can play in teams instead of individually.
4. Students play twice. They time themselves to see if they can match up all cards in a quicker amount of time the second time.
5. Students both get their own matching card to look for, but a player cannot move on till their partner has found their match too.
6. Lay out the circle cards all over the room. Give each child in your class a rectangle card and they need to go all around the room to find their match. When they find it, give them another rectangle card.

2 VERSIONS

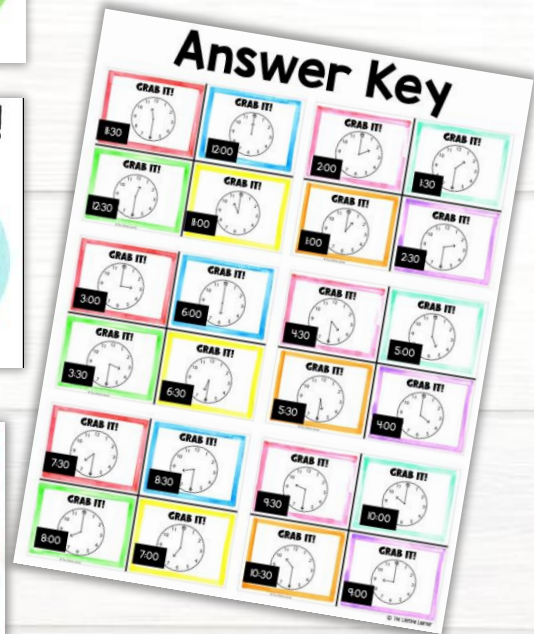
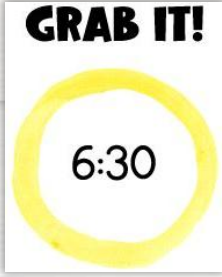


COLOR

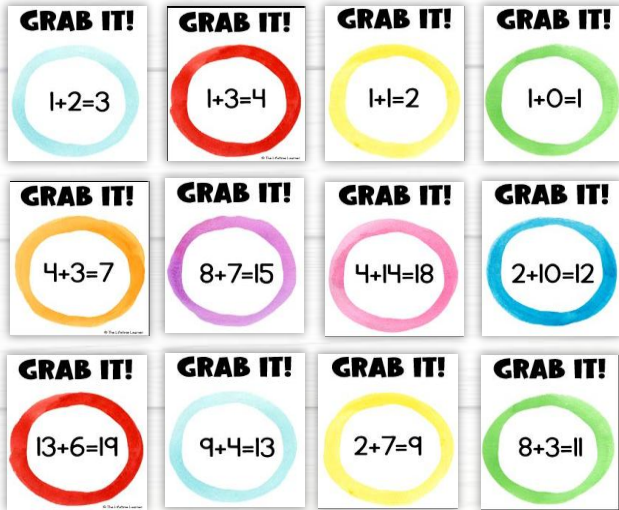


BLACK & WHITE

ANSWER KEYS

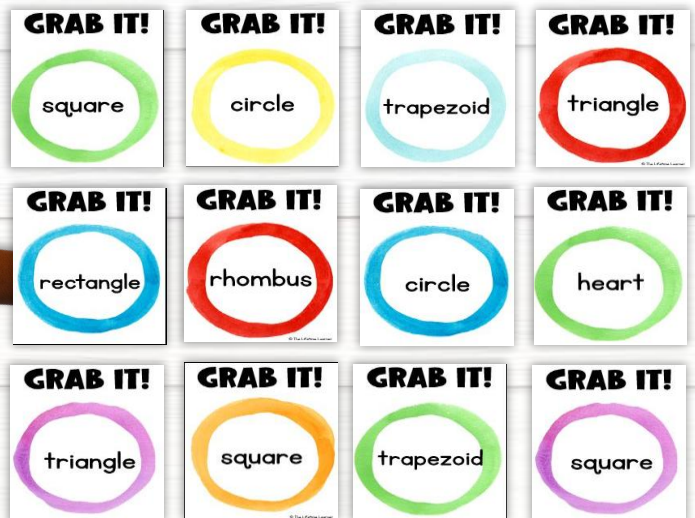


EXAMPLES

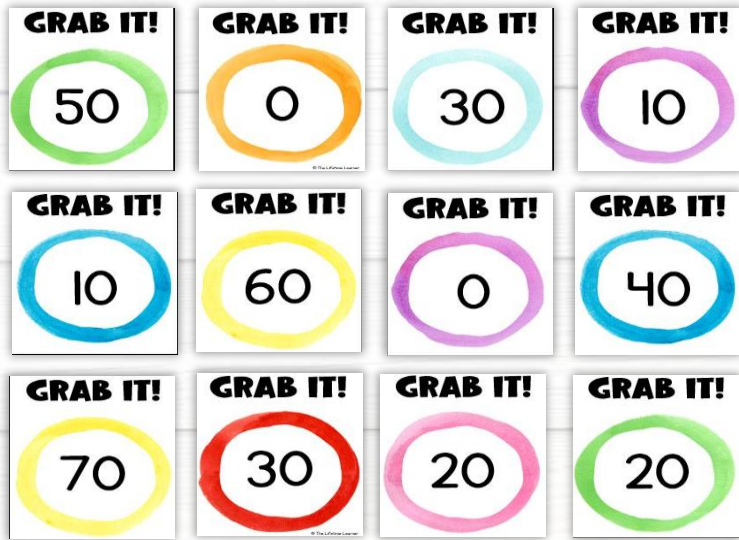


Properties of Addition

Geometry



EXAMPLES



**Compare 2
Digit Numbers**



**Subtract
Multiples of 10**

