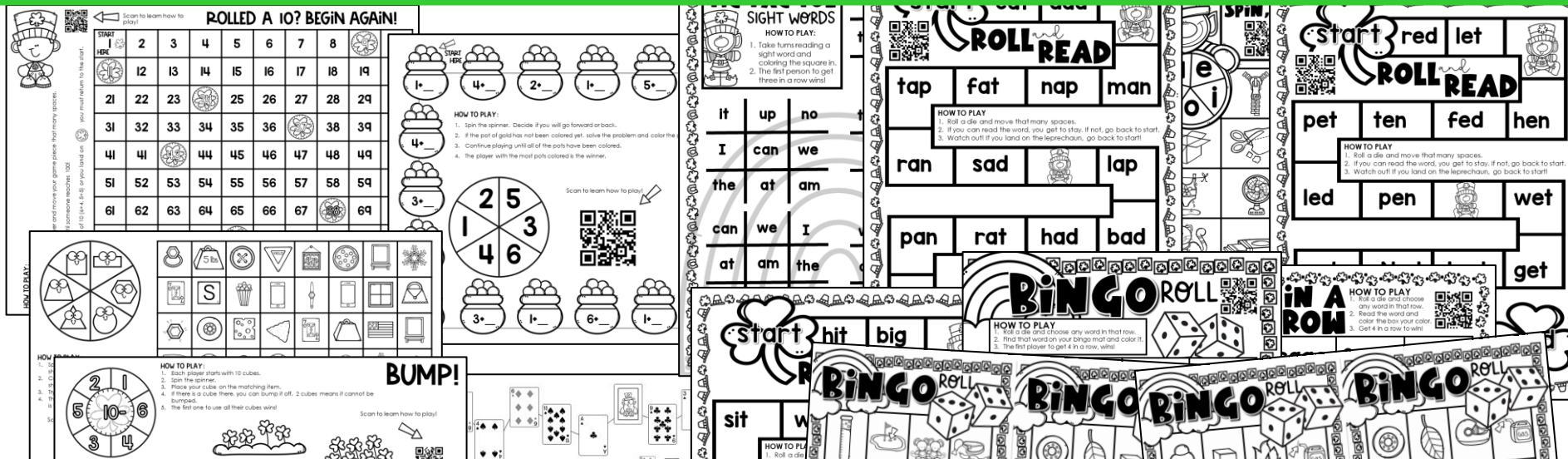


LET'S PLAY A GAME

MATH & LIT



NO PREP: FREE FILES FOR HOME STUDY OR
EXTRA PRACTICE

Deedee Wills & Elizabeth Collier

HOW TO PLAY THESE GAMES!

You will find a QR code on each of these pages. This code can be scanned with your phone (open your camera app) and it will take you to the video directions that are on YouTube.

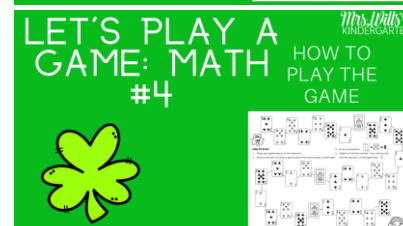
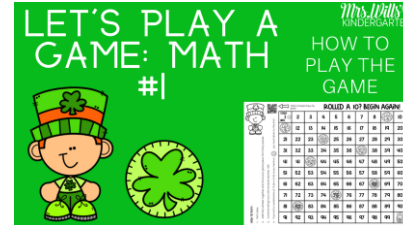


WHY GAMES?

Research supports the use of games in learning. We want practice to be FUN!

In the event you have trouble with the QR codes, you can click on these covers. They will take you to the videos on YouTube!

MATH GAMES



ELA GAMES
















Scan to learn how to play!

ROLLED A 10? BEGIN AGAIN!

HOW TO PLAY:

1. Roll 2 dice.
2. Add the numbers together and move your game piece that many spaces.
3. Continue taking turns until someone reaches 100!
4. If you roll a combination of 10 (6+4, 5+5) or you land on  you must return to the start.

START HERE 	2	3	4	5	6	7	8		10
	12	13	14	15	16	17	18	19	20
21	22	23		25	26	27	28	29	30
31	32	33	34	35	36		38	39	40
41	41		44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67		69	70
71	72	73	74		76	77	78	79	80
81		83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	

START
HERE

1+__

4+__

2+__

1+__

5+__

3+__

5+__

4+__

3+__

6+__

2+__

3+__

1+__

6+__

1+__

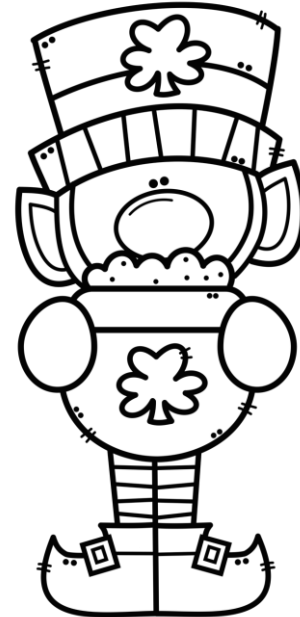
2+__

5+__

HOW TO PLAY:

1. Spin the spinner. Decide if you will go forward or back.
2. If the pot of gold has not been colored yet, solve the problem and color the pot.
3. Continue playing until all of the pots have been colored.
4. The player with the most pots colored is the winner.

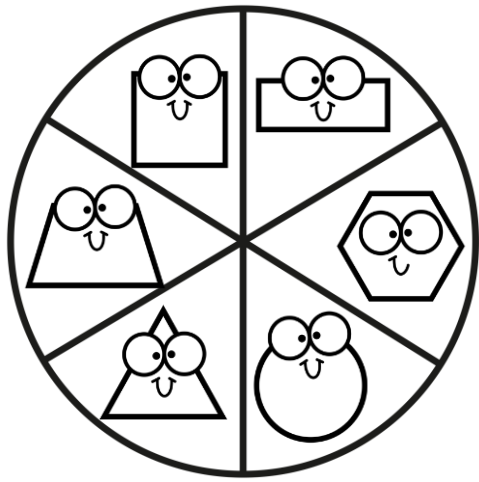
Scan to learn how to play!



6+__

4+__

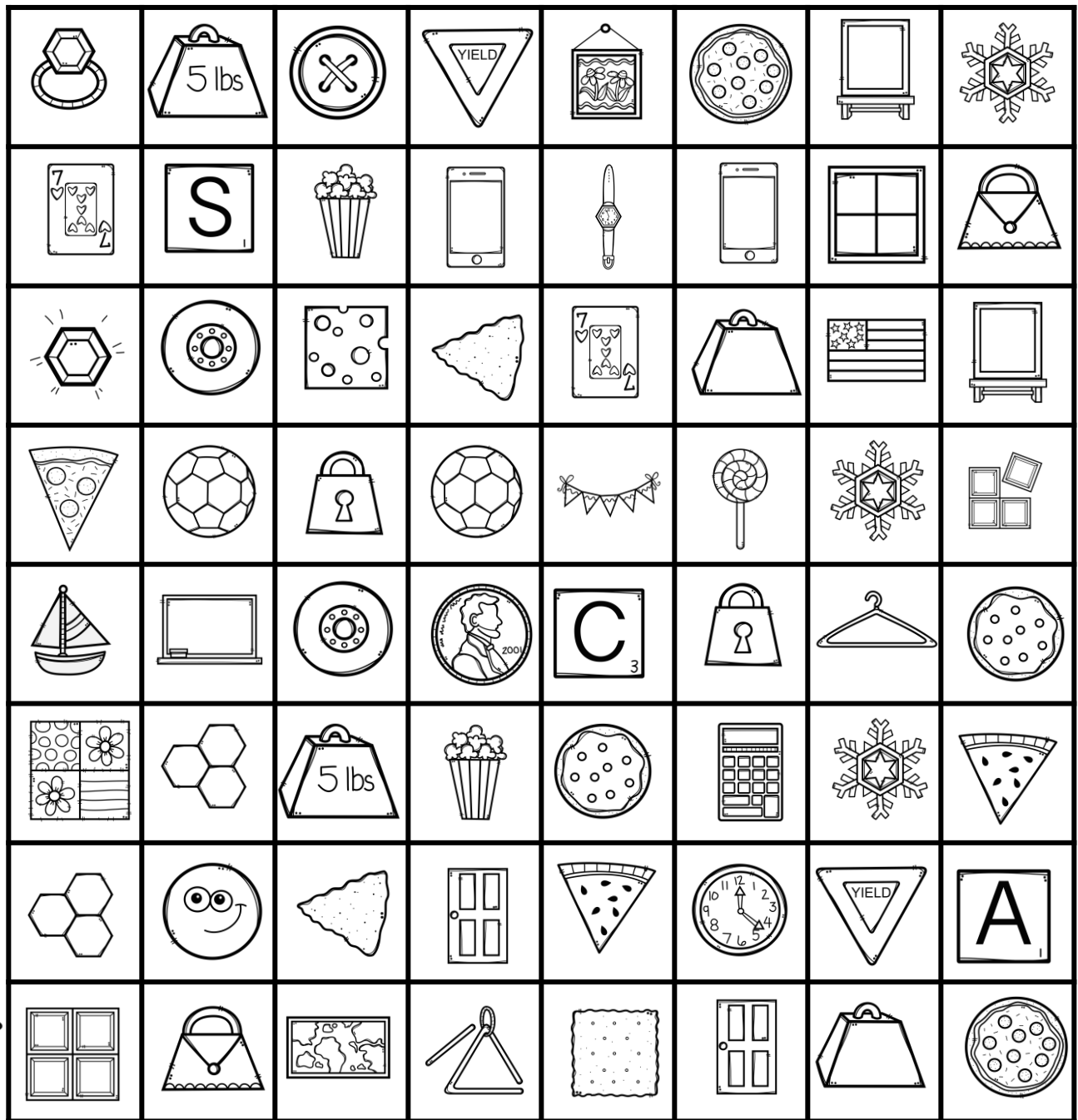
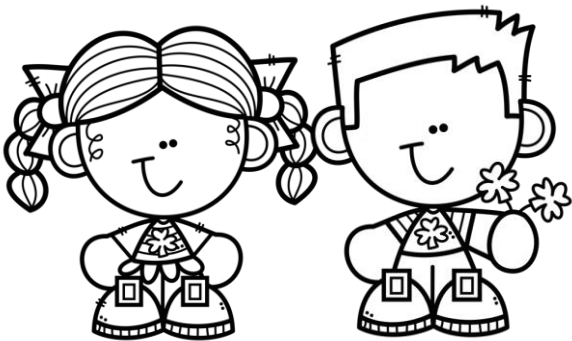
2+__

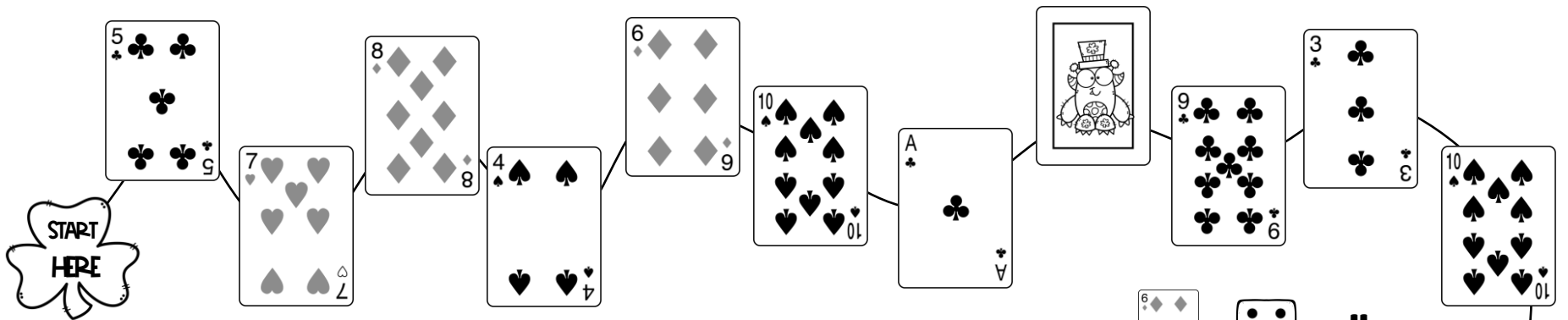


HOW TO PLAY:

1. Spin the spinner and name the shape.
2. Color a square that has a matching shape.
3. Try to get 4 in a row!
4. The player with the most groups of 4 is the winner!

Scan to learn how to play!

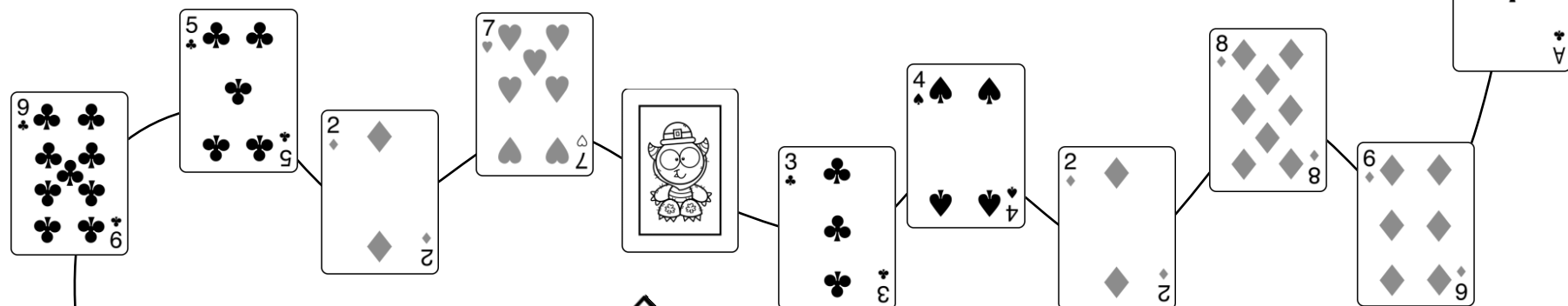




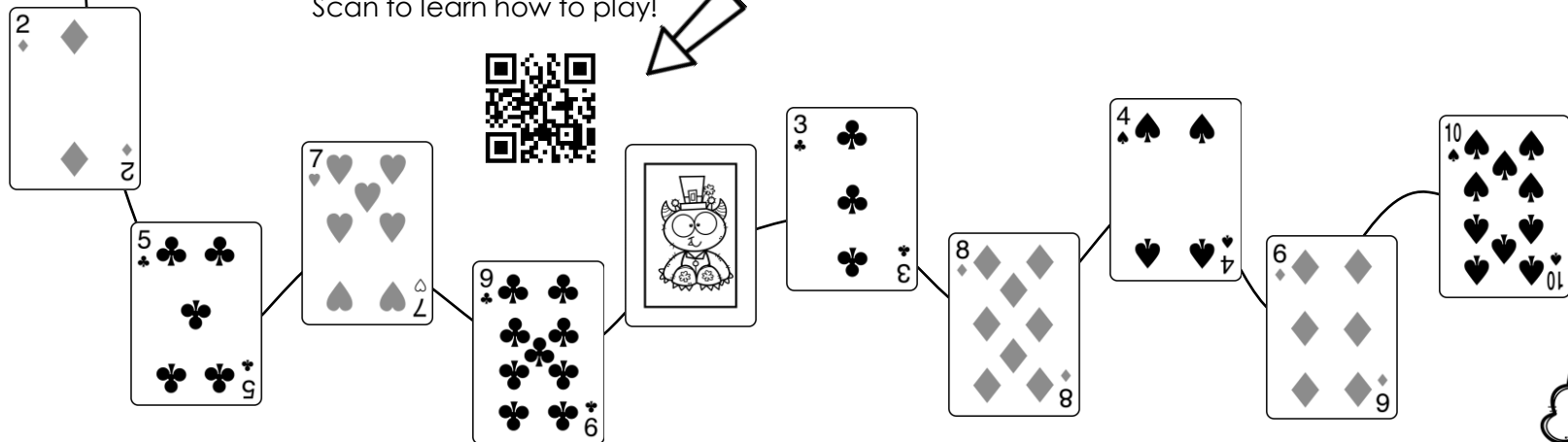
HOW TO PLAY:

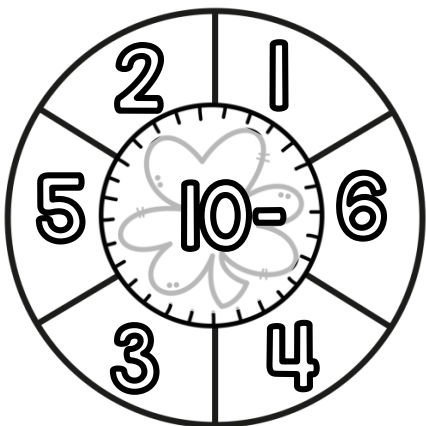
1. Place your game piece on the shamrock.
2. Roll and die and move your game piece that many places to that card.
3. Solve the equation.
4. Watch out for the monster! If you land on the monster, go back to the beginning.

$$\begin{array}{|c|} \hline 6 \\ \hline \end{array} + \begin{array}{|c|} \hline \bullet \\ \hline \end{array} = \parallel$$



Scan to learn how to play!



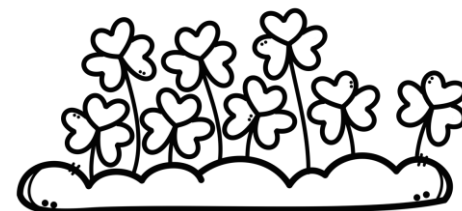
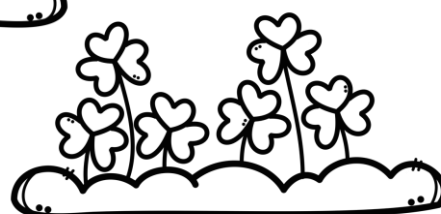
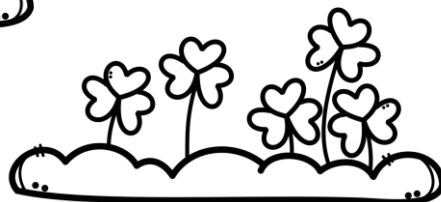
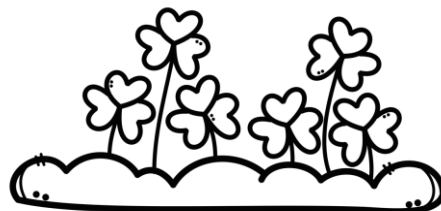
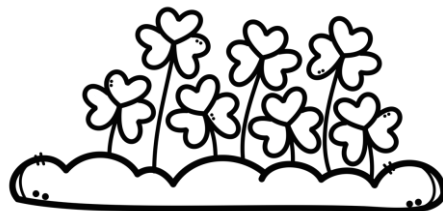
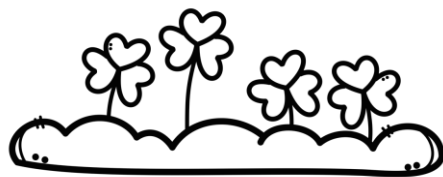


HOW TO PLAY:

1. Each player starts with 10 cubes.
2. Spin the spinner.
3. Place your cube on the matching item.
4. If there is a cube there, you can bump it off. 2 cubes means it cannot be bumped.
5. The first one to use all their cubes wins!

BUMP!

Scan to learn how to play!



TIC TAC TOE

SIGHT WORDS



HOW TO PLAY:

1. Take turns reading a sight word and coloring the square in.
2. The first person to get three in a row wins!

I	can	we
the	at	am
it	up	no

it	up	no
I	can	we
the	at	am
can	we	I
at	am	the
up	no	it

the	at	am
it	up	no
I	can	we
we	I	can
am	the	at
no	it	up

Sight Word List:

I, can, we, the, at, am, it, up, no, yes

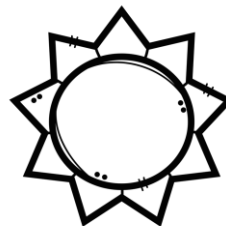
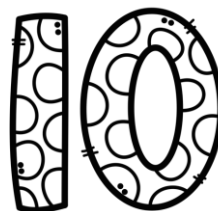
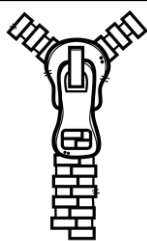


SPIN, COLOR, & WRITE



HOW TO PLAY:

1. Use a paper clip to spin the spinner.
2. Color in a word that has the vowel.
3. Write the word in the boxes below.
4. Don't stop until the boxes are filled.



1.

2.

3.

4.

5.

6.

7.

8.

9.

start

cat

dad



ROLL *and* READ

tap

fat

nap

man

HOW TO PLAY

1. Roll a die and move that many spaces.
2. If you can read the word, you get to stay. If not, go back to start.
3. Watch out! If you land on the leprechaun, go back to start!

ran

sad



lap

pan

rat

had

bad

fan



can

end

start

red

let



ROLL *and* **READ**

pet

ten

fed

hen

HOW TO PLAY

1. Roll a die and move that many spaces.
2. If you can read the word, you get to stay. If not, go back to start.
3. Watch out! If you land on the leprechaun, go back to start!

led

pen



wet

set

Ned

bed

get

pet



net

end

start

hit

big



ROLL *and* **READ**

sit

win

kid

fin

HOW TO PLAY

1. Roll a die and move that many spaces.
2. If you can read the word, you get to stay. If not, go back to start.
3. Watch out! If you land on the leprechaun, go back to start!

fix

did



bin

hid

rid

gig

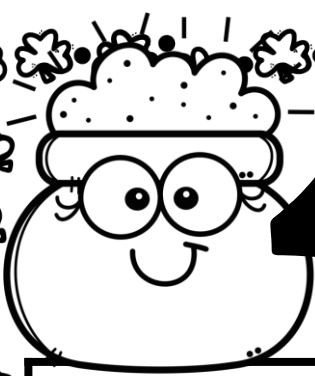
dig

fit



mit

end



























4 in A Row

HOW TO PLAY

1. Roll a die and choose any word in that row.
2. Read the word and color the box your color.
3. Get 4 in a row to win!



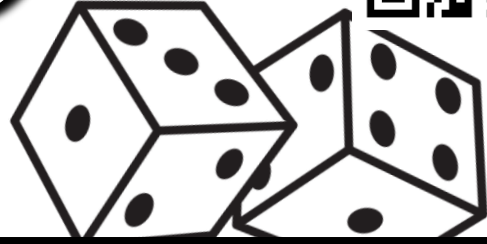
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made 	race 	sale 	tape 
bike 	dive 	mine 	kite 
pile 	ride 	tire 	wipe 
bone 	code 	dome 	hose 
nose 	rode 	poke 	vote 






















BINGO ROLL



HOW TO PLAY

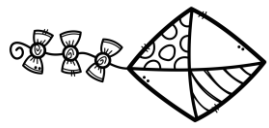
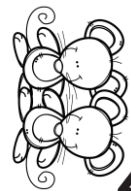
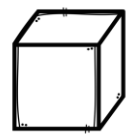
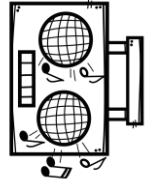
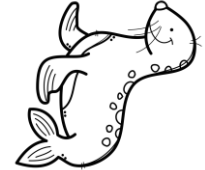
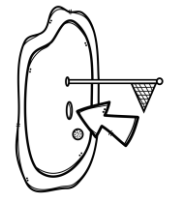
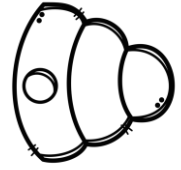
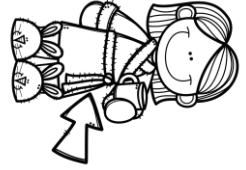
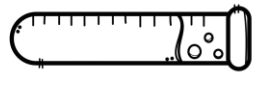
1. Roll a die and choose any word in that row.
2. Find that word on your bingo mat and color it.
3. The first player to get 4 in a row, wins!



cage 	tape 	cave 	cake 
bean 	leaf 	seal 	tea 
meat 	mice 	kite 	hive 
fire 	tire 	bone 	cone 
rope 	hole 	robe 	tube 
fume 	cube 	tune 	flute 

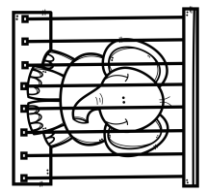
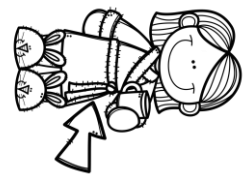
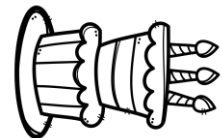
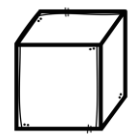
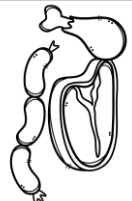
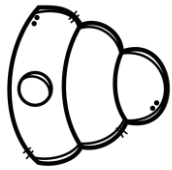
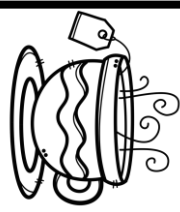
BINGO

Roll



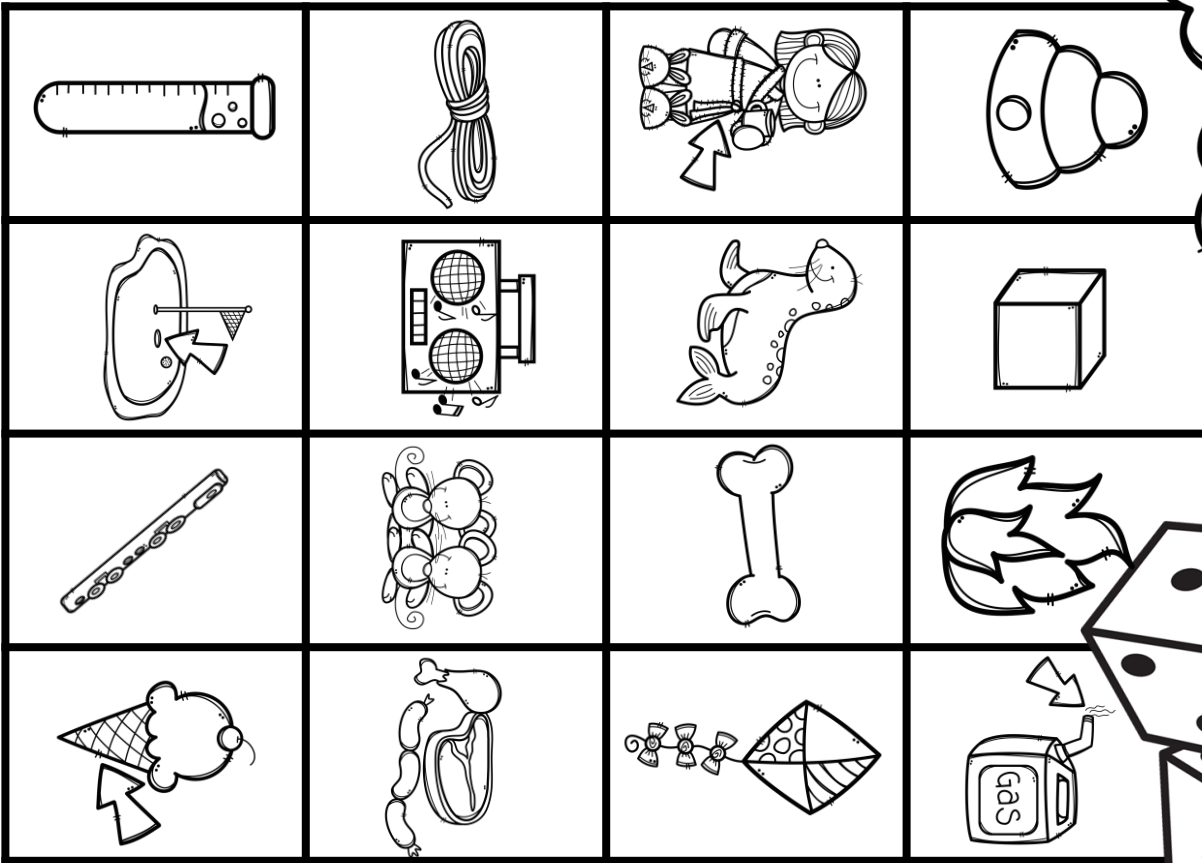
BINGO

Roll



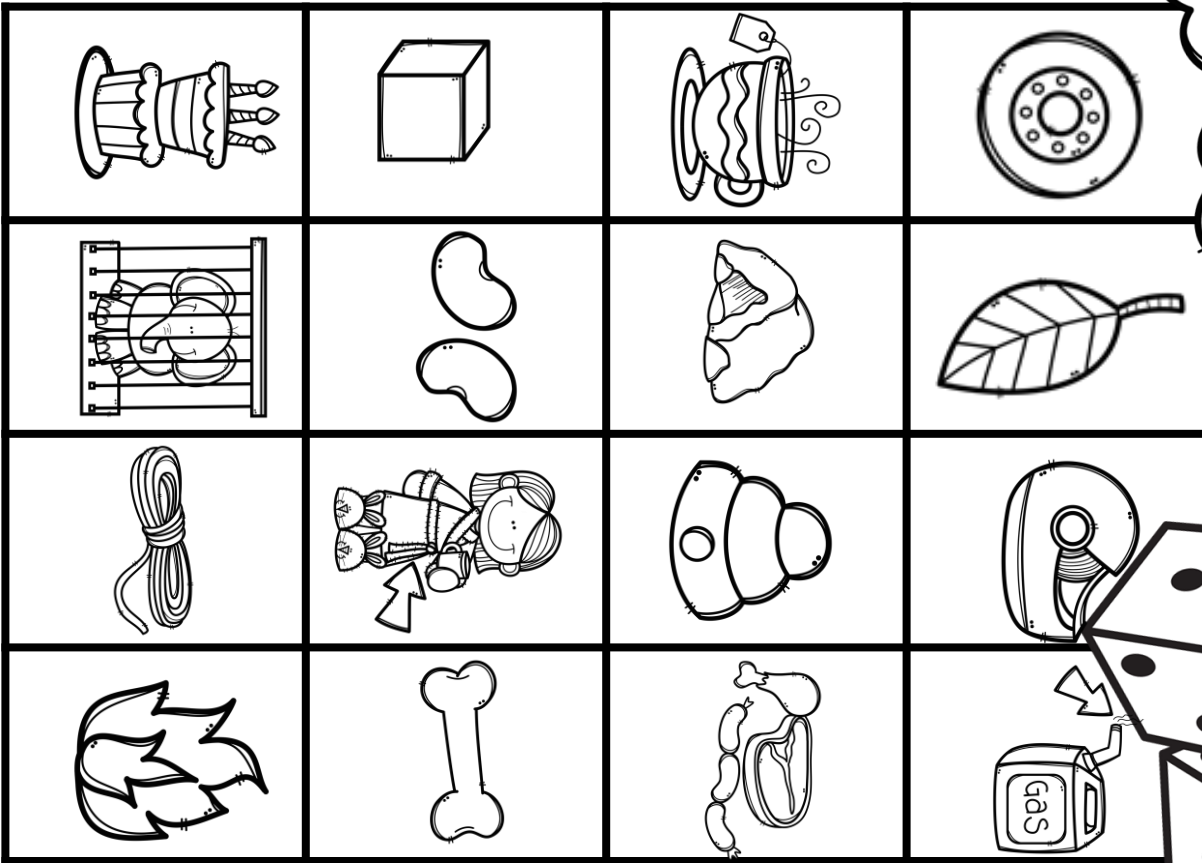
BINGO

Roll



BINGO

Roll

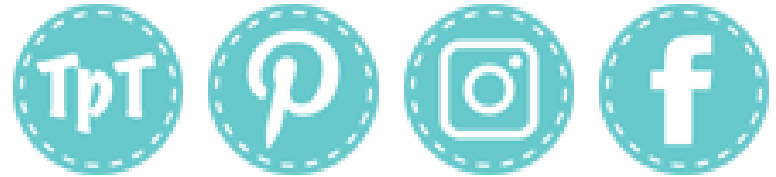


We LOVE pictures! Please share them with us!

Clickable LINKS!



Mrs. Wills'
KINDERGARTEN



THE **KINDERHEARTED**
CLASSROOM



deedee@mrswillskindergarten.com

Please Read... It is boring... BUT it is important!

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