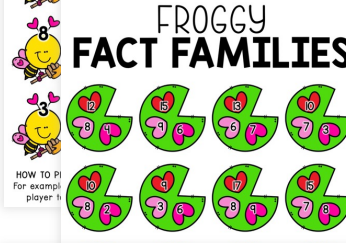


CONTENTS

**10 games x 2 levels
= 20 total games!**

- ✓ Add/sub facts within 20
 - ✓ Place value to 100 & 1,000
 - ✓ Addition & subtraction
 - ✓ 2D shapes
- *zero prep required***

BUMBLEBEE FACTS



0 + 7 =	6 + 5 =	5 + 4 =	8 + 2 =	9 + 6 =
1 + 6 =	7 + 8 =	3 + 7 =	7 + 8 =	0 + 2 =
8 + 2 =	3 + 7 =	7 + 8 =	0 + 2 =	6 + 8 =
7 + 8 =	0 + 2 =	6 + 8 =	7 + 8 =	0 + 2 =
0 + 2 =	6 + 8 =	7 + 8 =	0 + 2 =	6 + 8 =

HOW TO PLAY:
Roll the dice and move on the game board. Solve the problem. Find and cover the 3 numbers on a lily pad that make the fact family. The first player to get three lily pads in a row (horizontal, vertical, or diagonal) is the winner!

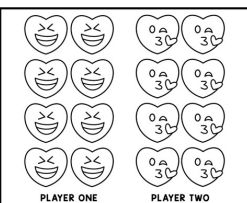


8 + 4	5 + 7	10 + 6	7 + 7	6 + 3	5 + 9	8 + 6	9 + 2	7 + 6
6 + 8	5 + 7	10 + 6	7 + 7	6 + 3	5 + 9	8 + 6	9 + 2	7 + 6
10 + 4	5 + 7	10 + 6	7 + 7	6 + 3	5 + 9	8 + 6	9 + 2	7 + 6

FILL THE CANDY JAR

HOW TO PLAY: Roll a die and move on the game board. For each math fact you land on that equals 10, cover a heart in your candy jar. The first player to collect all the hearts in their candy jar is the winner! Be careful! If you land on a space with an empty jar, you must remove all pieces from your candy jar!

HAPPY HEARTS ADDITION



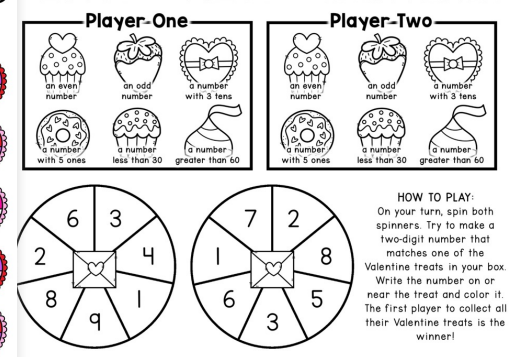
HOW TO PLAY:
Before each round, players will decide if they need to have the larger sum or smaller sum to win the round.
Then, roll three dice and make your first number 3-digit number. Then, roll 3 dice again and make a 2nd number. The other player will do the same thing. Find the sum of your 3-digit numbers. Compare the sums. The player who wins the round colors one of their hearts.
The first player to color all their hearts is the winner! If no one colors all their hearts, the player with the most at the end of 5 rounds is the winner.

Player One:	Player Two:
___ + ___ =	___ + ___ =
___ + ___ =	___ + ___ =
___ + ___ =	___ + ___ =
___ + ___ =	___ + ___ =
___ + ___ =	___ + ___ =
___ + ___ =	___ + ___ =
___ + ___ =	___ + ___ =
___ + ___ =	___ + ___ =
___ + ___ =	___ + ___ =
___ + ___ =	___ + ___ =

CHOCOLATE BOX COVER UP

three hundred ninety-two	2 hundreds 5 tens 7 ones	300 + 40 + 8
300 + 10 + 9	200 + 60 + 2	four hundred seventy-five
1 hundred 5 tens 9 ones	two hundred twenty-four	2 hundreds 9 tens 6 ones
100 + 80 + 6	1 hundred 3 tens 8 ones	three hundred forty-three
one hundred seventy-three	300 + 80 + 4	4 hundreds 6 tens 3 ones

PLACE VALUE VALENTINES

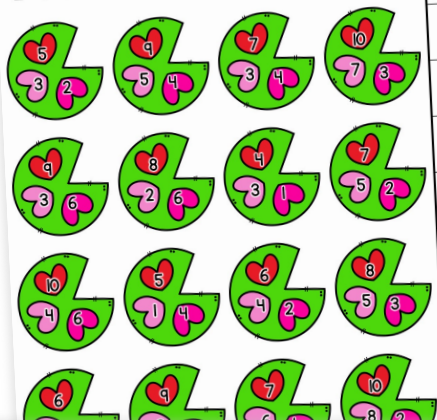


HOW TO PLAY:
On your turn, spin both spinners. Try to make a two-digit number that matches one of the Valentine's treats in your box. Write the number on or near the treat and color it. The first player to collect all their Valentine's treats is the winner!

ZERO PREP!

Just add dice & game pieces like mini erasers or small manipulatives!

FROGGY FACT FAMILIES



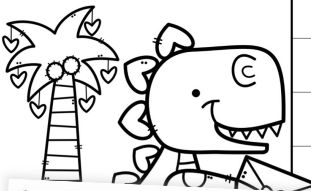
6 + 1 =
 3 + 2 =
 2 + 4 =
 5 - 4 =
 8 + 2 =
 10 - 2 =
 6 + 2 =
 7 + 3 =
 9 - 5 =
 4 + 6 =
 7 + 2 =
 10 - 3 =
 3 + 4 =
 6 - 3 =
 5 + 4 =
 7 - 1 =
 6 - 2 =
 4 + 1 =
 6 - 2 =
 7 - 3 =
 10 - 4 =
 8 - 1 =
 5 + 1 =
 6 - 1 =

HOW TO PLAY:
Roll the dice and move on the game board. Solve the problem. Find and cover the 3 numbers on a lily pad that make the fact family. The first player to get three lily pads in a row (horizontal, vertical, or diagonal) is the winner!

DINOSAUR DIFFERENCES

HOW TO PLAY: Take turns finding two touching numbers (horizontal or vertical) that have a difference of 4 when subtracted. Color those two numbers. The player to find the last subtraction fact with a difference of 4 is the winner!

Can you find facts with a difference of 4?

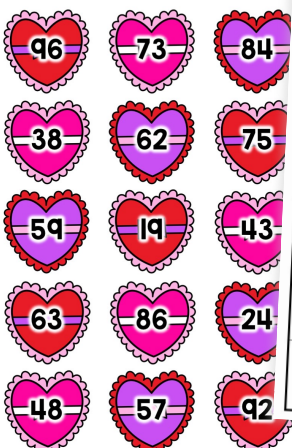


7	3	4	7	5	6	2
3	10	6	3	1	9	5
7	6	8	4	7	8	3
3	5	1	5	4	4	10
6	9	3	5	6	2	6
2	5	8	9	7	3	8
8	4	5	10	6	4	

CHOCOLATE BOX COVER UP

DIRECTIONS: Players take turns to roll 2 dice. When a player rolls a sum of 7 (example: rolling a 4 and 3), they can cover a chocolate box number and its matching place value space in the table. The player who covers the most spaces in the table once they're all covered is the winner!

ninety-two	5 tens 7 ones	40 + 8
10 + 9	60 + 2	seventy-five
5 tens 9 ones	twenty-four	9 tens 6 ones
80 + 6	3 tens 8 ones	forty-three
seventy-three	80 + 4	6 tens 3 ones



VALENTINE'S DAY RESCUE

START

25 + 43
34 + 52
63 + 15
17 + 22
56 + 43
31 + 26
25 + 21
54 + 12
73 + 15
36 + 43
67 + 31
35 + 13

HOW TO PLAY:
At the same time, each player will roll a die and move on their board. Add your numbers and compare the sums. The player with the bigger sum gets to cover one of their stars. The first superhero to cover all 12 of their stars is the winner!

PLAYER ONE

31 + 26
53 + 26
23 + 24
56 + 43
46 + 40
34 + 52
17 + 22
36 + 43
63 + 15
73 + 15
35 + 13
67 + 31

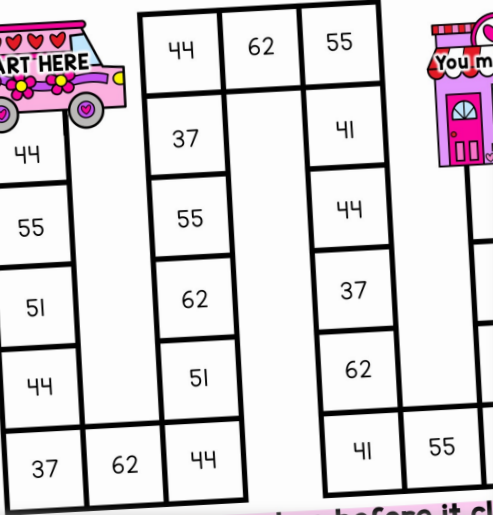
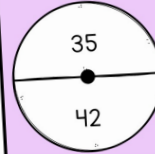
START

PLAYER TWO

FUN GAMES

RACE TO THE FLOWER SHOP

HOW TO PLAY:
Spin each spinner to make a subtraction problem. Solve it and move to that difference on the game board. The first player to make it to the flower shop is the winner. You must get the difference needed at the flower shop to win!



PLAYER ONE



PLAYER TWO



start here
8 + 4
6 + 8

5 + 7 10 + 6 7 + 7 6 + 3 5 + 9 8 + 6 9 + 2 7 + 6



8 + 3

FILL THE CANDY JAR

HOW TO PLAY: Roll a die and move on the game board. For each math fact you land that equals 14, cover a heart in your candy jar. The first player to collect all the hearts in their candy jar is the winner! Be careful! If you land on a space with an empty jar, you must remove all pieces from your candy jar!

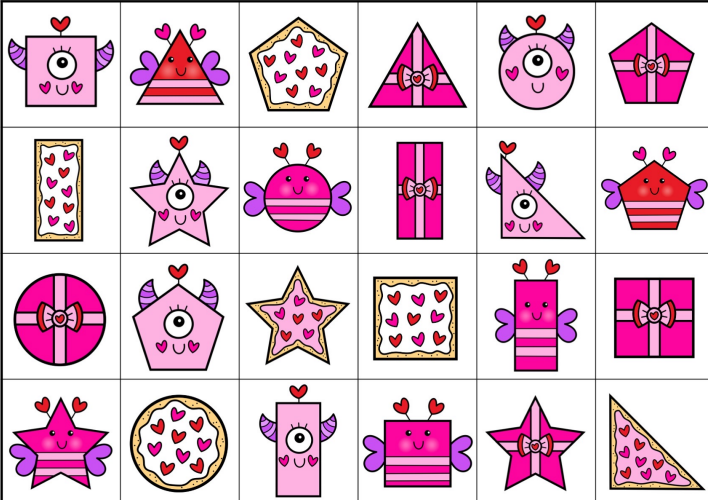
7 7 + 7 5 + 6 8 + 10 8 + 6 5 + 9 7 + 7 4 + 8

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LOVELY SHAPES ROLL & COVER

DIRECTIONS: Each player should take 10 colored game pieces. Roll a die (1-6). Using the key on the left, find the 2D shape on the gameboard that matches your roll. If the other player has already covered the shape, you may "bump" it off. You can lock the space by placing two game pieces on a shape. The player who uses all their game pieces first is the winner!

- ROLL**
- circle
 - triangle
 - square
 - rectangle
 - pentagon
 - star



© Simply Creative Teaching

Your students will LOVE playing these games with classmates during the month of February!

PRINT & PLAY

Print the games & be ready to play in minutes!



PLAYER ONE



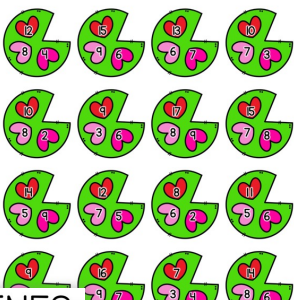
PLAYER TWO

FILL THE CANDY JAR

HOW TO PLAY: Roll a die and move on the game board. For each math fact you are on that equals 10, cover a heart in your candy jar. The first player to collect all hearts in their candy jar is the winner! Be careful! If you land on a space with an empty jar, you must remove all pieces from your candy jar!

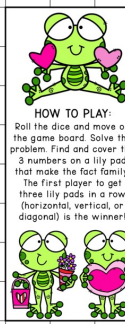
start here	8 + 4	5 + 7	10 + 6	7 + 7	6 + 3	5 + 9	8 + 6	9 + 2
	6 + 8							
	10 + 4							
	7 + 8	9 + 7	7 + 7	5 + 6	8 + 10		8 + 6	5 + 9

FROGGY FACT FAMILIES



Game board with 12 frog illustrations, each with a math fact on its body. Facts include: 12 + 2 = 14, 12 + 3 = 15, 12 + 4 = 16, 12 + 5 = 17, 12 + 6 = 18, 12 + 7 = 19, 12 + 8 = 20, 12 + 9 = 21, 12 + 10 = 22, 12 + 11 = 23, 12 + 12 = 24, 12 + 13 = 25.

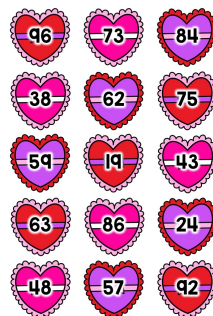
HOW TO PLAY: Roll the dice and move on the game board. Solve the problem. Find and cover the 3 numbers on a lily pad that make the fact family. The first player to get three lily pads in a row (horizontal, vertical, or diagonal) is the winner!



CHOCOLATE BOX COVER UP

DIRECTIONS: Players take turns to roll 2 dice. When a player rolls a sum of 7 (example: rolling a 4 and 3), they can cover a chocolate box number and its matching place value space in the table. The player who covers the most spaces in the table once they're all covered is the winner!

ninety-two	5 tens 7 ones	40 + 8
10 + 9	60 + 2	seventy-five
5 tens 9 ones	twenty-four	9 tens 6 ones
80 + 6	3 tens 8 ones	forty-three
seventy-three	80 + 4	6 tens 3 ones



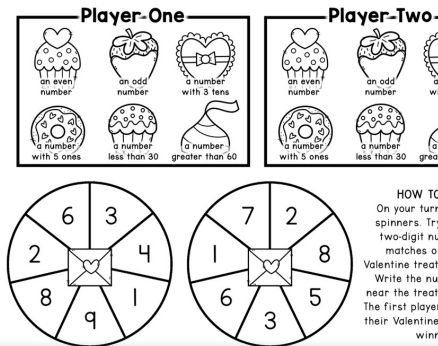
Game board with 18 heart-shaped chocolate boxes, each with a number and its place value. Numbers include: 96, 73, 84, 38, 62, 75, 59, 19, 43, 63, 86, 24, 48, 57, 92.

PLACE VALUE VALENTINES

Player-One

Player-Two

HOW TO PLAY: On your turn, spin the spinners. Try to find two-digit numbers that match one Valentine's treat. Write the number near the treat on the first player to win.



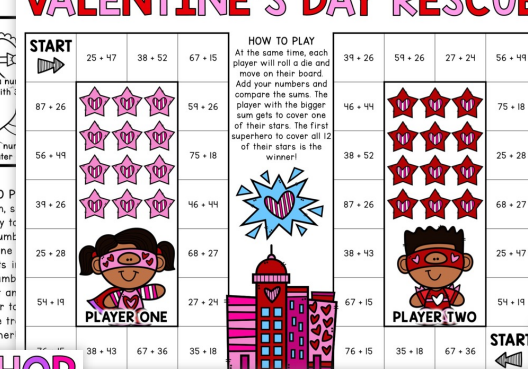
VALENTINE'S DAY RESCUE

HOW TO PLAY: At the same time, each player will roll a die and move on their board. Add your numbers and compare the sums. The player with the biggest sum gets to cover one of their stars. The first superhero to cover all 12 of their stars is the winner!

START

PLAYER ONE

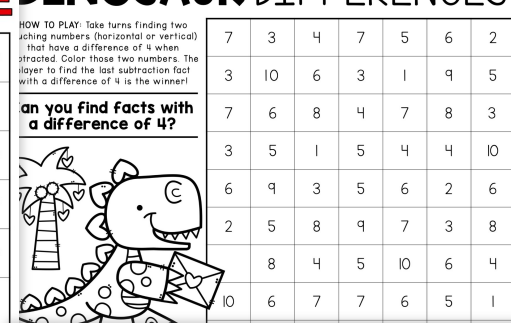
PLAYER TWO



DINOSAUR DIFFERENCES

HOW TO PLAY: Take turns finding two matching numbers (horizontal or vertical) that have a difference of 4 when subtracted. Color those two numbers. The player to find the last subtraction fact with a difference of 4 is the winner!

an you find facts with a difference of 4?

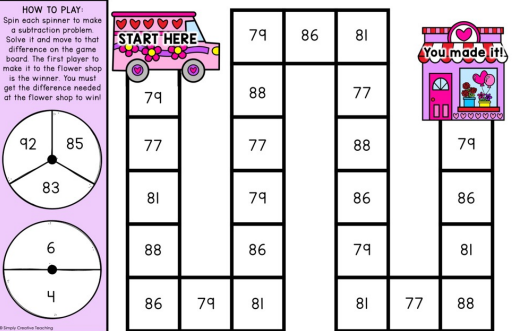


RACE TO THE FLOWER SHOP

HOW TO PLAY: Spin each spinner to make a subtraction problem. Solve it and move to that difference on the game board. The first player to make it to the flower shop is the winner. You must get the difference needed at the flower shop to win!

START HERE

You made it!



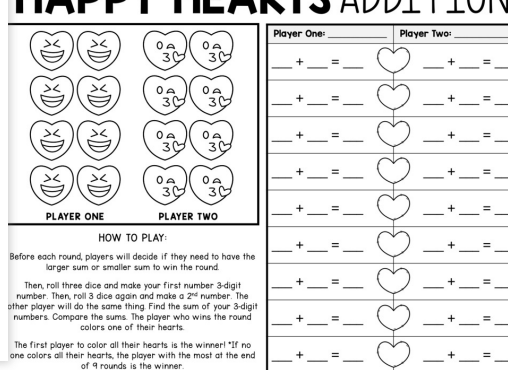
HAPPY HEARTS ADDITION

HOW TO PLAY: Before each round, players will decide if they need to have the larger sum or smaller sum to win the round. Then, roll three dice and make your first number 3-digit number. Then, roll 3 dice again and make a 2nd number. The other player will do the same thing. Find the sum of your 3-digit numbers. Compare the sums. The player who wins the round colors one of their hearts.

PLAYER ONE

PLAYER TWO

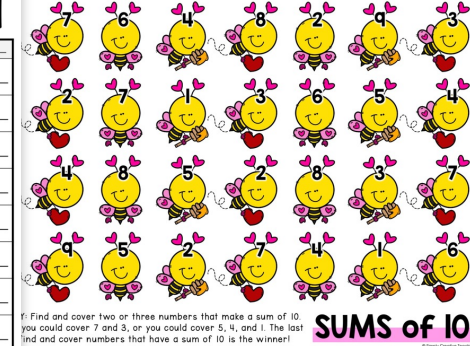
HOW TO PLAY: The first player to color all their hearts is the winner! If no one colors all their hearts, the player with the most at the end of 4 rounds is the winner.



BUMBLEBEE FACTS

Find and cover two or three numbers that make a sum of 10. You could cover 7 and 3, or you could cover 5, 4, and 1. The last find and cover numbers that have a sum of 10 is the winner!

SUMS of 10



Can you make it to the flower shop before it closes?

EVERY GAME COMES IN 2 LEVELS!

CHOCOLATE BOX COVER UP

DIRECTIONS: Players take turns to roll 2 dice. When a player rolls a sum of 7 (example: rolling a 4 and 3), they can cover a chocolate box number and its matching place value space in the table. The player who covers the most spaces in the table once they're all covered is the winner!

ninety-two	5 tens 7 ones	40 + 8
10 + 9	60 + 2	seventy-five



CHOCOLATE BOX COVER UP

DIRECTIONS: Players take turns to roll 2 dice. When a player rolls a sum of 7 (example: rolling a 4 and 3), they can cover a chocolate box number and its matching place value space in the table. The player who covers the most spaces in the table once they're all covered is the winner!

three hundred ninety-two	2 hundreds 5 tens 7 ones	300 + 40 + 8
300 + 10 + 9	200 + 60 + 2	four hundred seventy-five



VALENTINE'S DAY RESCUE

START	25 + 43	34 + 52	63 + 15
17 + 22	53 + 26	75 + 12	46 + 40
56 + 43	31 + 26	25 + 21	62 + 27

HOW TO PLAY
At the same time, each player will roll a die and move on their board. Add your numbers and compare the sums. The player with the bigger sum gets to cover one of their stars. The first superhero to cover all 12 of their stars is the winner!

31 + 26	53 + 26	23 + 24	56 + 43
46 + 40	34 + 52	17 + 22	36 + 43
75 + 12	25 + 21	62 + 27	25 + 4

VALENTINE'S DAY RESCUE

START	25 + 47	38 + 52	67 + 15
87 + 26	59 + 26	75 + 18	46 + 44
56 + 49	39 + 26		

HOW TO PLAY
At the same time, each player will roll a die and move on their board. Add your numbers and compare the sums. The player with the bigger sum gets to cover one of their stars. The first superhero to cover all 12 of their stars is the winner!

39 + 26	59 + 26	27 + 24	56 + 49
46 + 44	38 + 52		
75 + 18	25 + 28		

FROGGY FACT FAMILIES



HOW TO PLAY:
Roll the dice and move on the game board. Solve the problem. Find and cover the 3 numbers on a lily pad that make the fact family. The first player to get three lily pads in a row (horizontal, vertical, or diagonal) is the winner!

FROGGY FACT FAMILIES



HOW TO PLAY:
Roll the dice and move on the game board. Solve the problem. Find and cover the 3 numbers on a lily pad that make the fact family. The first player to get three lily pads in a row (horizontal, vertical, or diagonal) is the winner!



10 games x 2 levels = 20 total!

MORE PRINT & PLAY

Click any of the images below to find more!

NO PREP MATH GAMES BUNDLE

BASE TEN BASKETS of BERRIES

HOW TO PLAY: Take turns rolling a die and moving on the board. Take the number of base ten blocks on your space. Each time you move, your pile of base ten blocks will get bigger. The player with the most base ten blocks at the end of the game is the winner!

Zero prep!
Print & play!

2 levels for every game

1st grade & 2nd grade

ADDITION & SUBTRACTION MATH FACTS NO PREP MATH GAMES

MERMAID FACT PRACTICE

Zero prep!
Print & play!

2 levels for every game

2-DIGIT & 3-DIGIT ADDITION NO PREP MATH GAMES

A DOZEN DONUTS

Zero prep!
Print & play!

2 levels for every game

PLACE VALUE NO PREP MATH GAMES

PLACE VALUE PANDAS

POOL PARTY PLACE VALUE

Zero prep!
Print & play!

2 levels for every game