

Dear Teacher,



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DIRECTIONS FOR GAME ASSEMBLY

Each take-home game consists of teacher directions, parent directions, and/or game boards and game cards. You do not need to copy the teacher directions, as this is only a reference/suggestion page. Copy the other pages onto sturdy paper and/or laminate them. All of the games were made to fit in a gallon-size plastic bag to send home.

Available items are:

- **Teacher Tam's Beginning Readers**
Phonics-based E-Books for Beginning and Emergent Readers
3 Sets of 10 Books each
Set 1: Focuses on CVC words and beginning sight words, preschool/kindergarten level
Set 2: Reviews skills from set 1 and adds blends/digraphs, and harder sight words, kindergarten/first grade level
Set 3: Reviews skills from sets 1 and 2 and adds long vowels, first grade level
- **Teacher Tam's Reading Games for preschool to first grade**
The games can be adjusted to accommodate various skill levels because most come with blank game boards and/or blank game cards.
Bunny Hop—A board game with cards to practice CVC words
Making Words—A card game where students match an initial consonant with an ending to form various three-letter words
Sight Word Matching—A matching game where the cards have sight words
Letter Sound Games—A **set of 6** games where students sort picture cards according to beginning letter sounds

The Path to Reading—A board game where students must name words beginning with the consonant they land on

Hop to It! Reading—Students must think of words beginning with various blends and digraphs

Zoom!—A game with three levels of cards to read which uses die cast cars for additional fun!

- **Teacher Tam's Math Games for preschool to first grade**

The games can be adjusted to accommodate various skill levels because most come with blank game boards and/or blank game cards.

Addition Journey—An addition game with game boards

Count, Count, Count—A counting and estimation game

Finish My Pattern—A pattern game using cubes

Hop to It! Math—A subtraction board game

Mitten Match—A matching game using the "count on" strategy of addition

Name That Number—A number identification game using cards

Roll With It!—A graphing and probability game

Sharks and Minnows Math—An addition game with cards

Sort it Out!—A game which has students sort objects

Subtraction Tic-Tac-Toe—Students practice subtraction skills

Where is that Number?—A number identification and place value game using cards

All of the materials were created for my own classroom. They are appropriate for use in preschool through first grade. There are short, phonics-based books with simple pictures to help students focus on decoding words. You will also find reading and math games that provide students with extra basic skills practice. Using the books, reading, and math games in my classroom has certainly made my students more successful. I hope that you can use the materials to help your own students succeed.

Have a great school year!
Teacher Tam



Name That Number

Teacher Directions

Materials Needed

- *Up to 4 cubes or other items to use as game pieces
- *A cube with different colors on each side to match the colors used for the game spaces, a number cube, or die
- *Copies of the game board and directions

What to Do

1. Copy the game board and directions page. Use the board with numbers included, or fill in the blank board with your own. Color the game board if you choose. Copy onto tag board or other sturdy paper for extra durability.
2. Laminate the game board and directions.
3. Include a die, colored cube, or number cube. If you make your own number cube using only numbers 1-3, then play will last longer and the child will have to name more numbers.
4. Include the desired number of game pieces. 4 is a good number to use if you are sending the game home. It allows for the student to play the game with 3 other family members. You may want to use fewer game pieces for classroom use.

Name That Number

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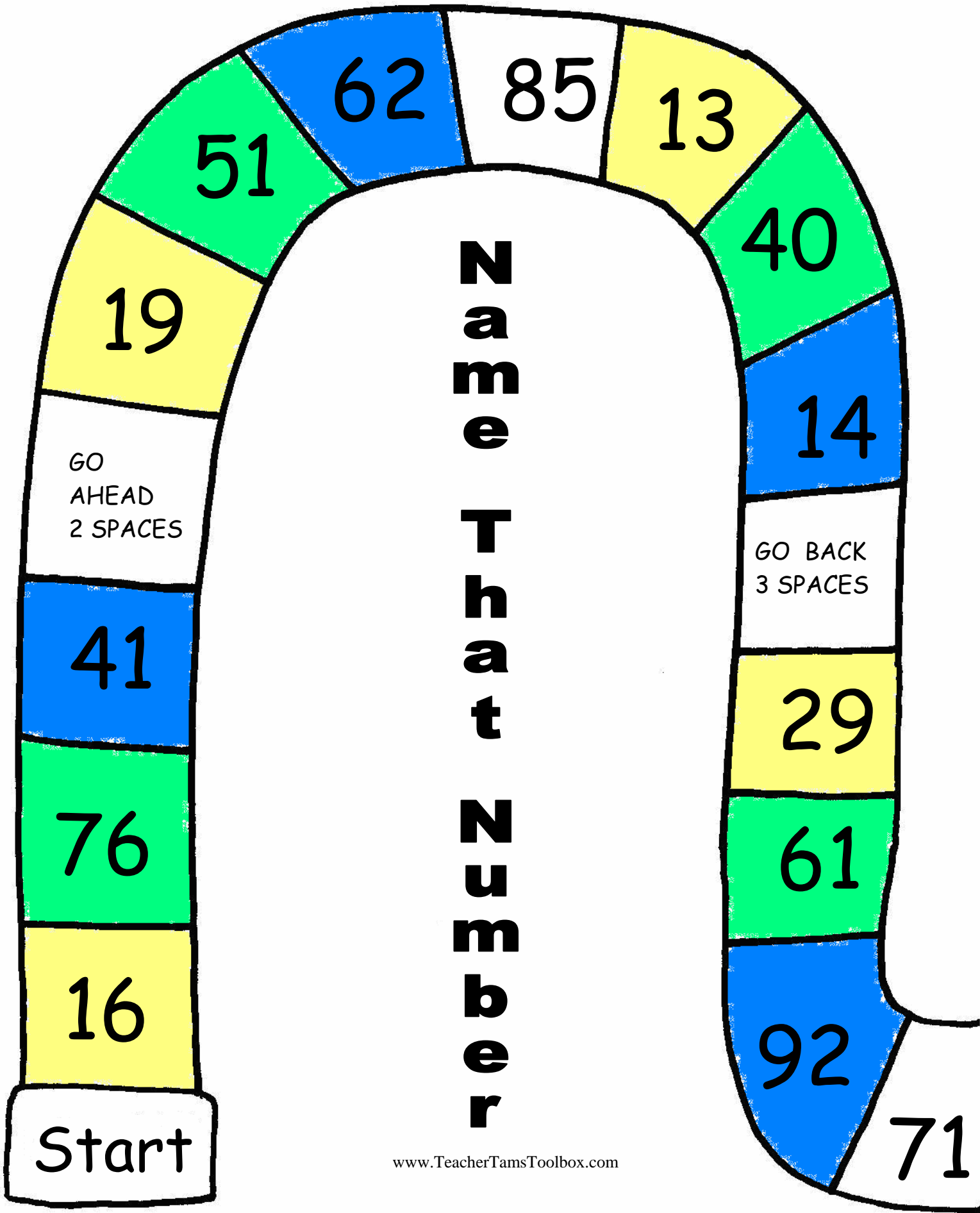
This is a number identification game that you can play with your child. It helps him/her practice identifying the numbers in the teens through the 90s. Please show him/her how to play by taking your turn first.

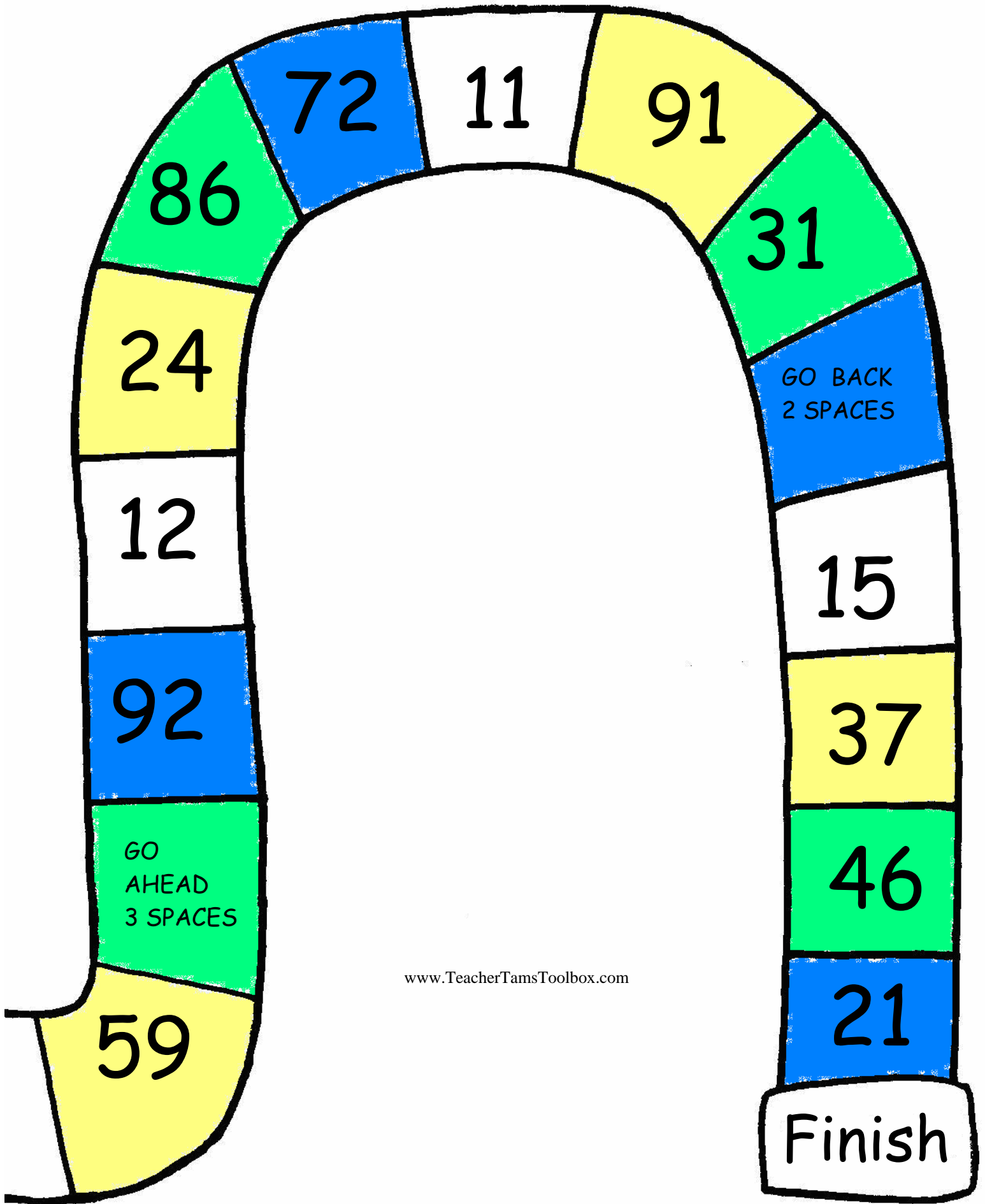
Directions

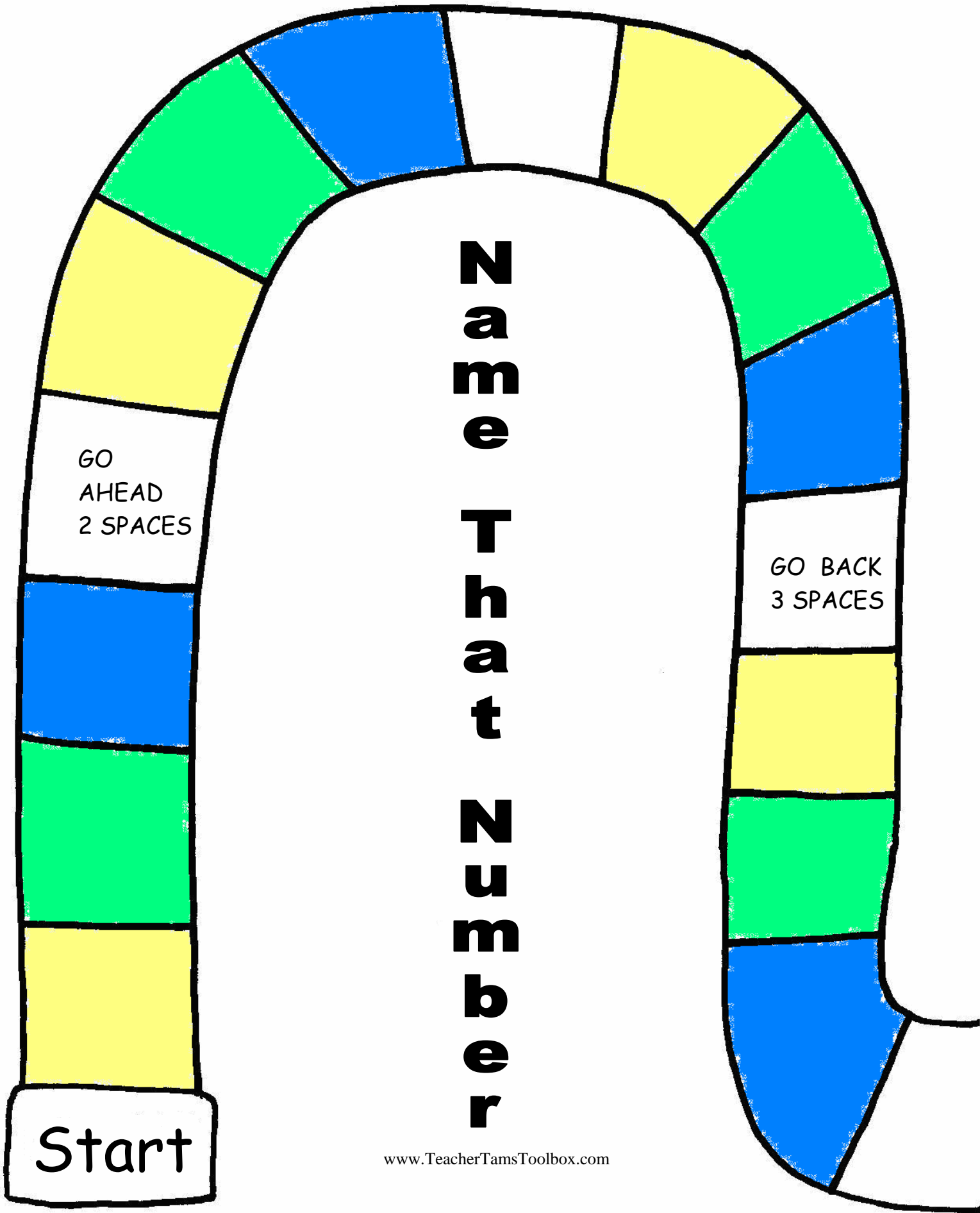
1. Choose a marker for each player and place them on "Start."
2. On your turn, roll the colored cube, die, or number cube. If using a colored cube, advance to the closest space that is the same color you rolled on the cube.
3. Identify the number on your space or follow the directions shown there.
4. If the player cannot identify the number, he or she has to move backwards, one space at a time, until he/she finds a number that he/she can identify. (If a particular number seems difficult, be sure to repeat the number and practice it a lot so that your child will know the number on his/her next roll.)
OR, You can give your child 3 choices, such as: Is the number 11, 21, or 31?
5. The first person to make it to the finish line wins!

Have fun!

Please return this game to school as soon as possible so that another child may play it. Please help your child return the game pieces, directions, and bag.







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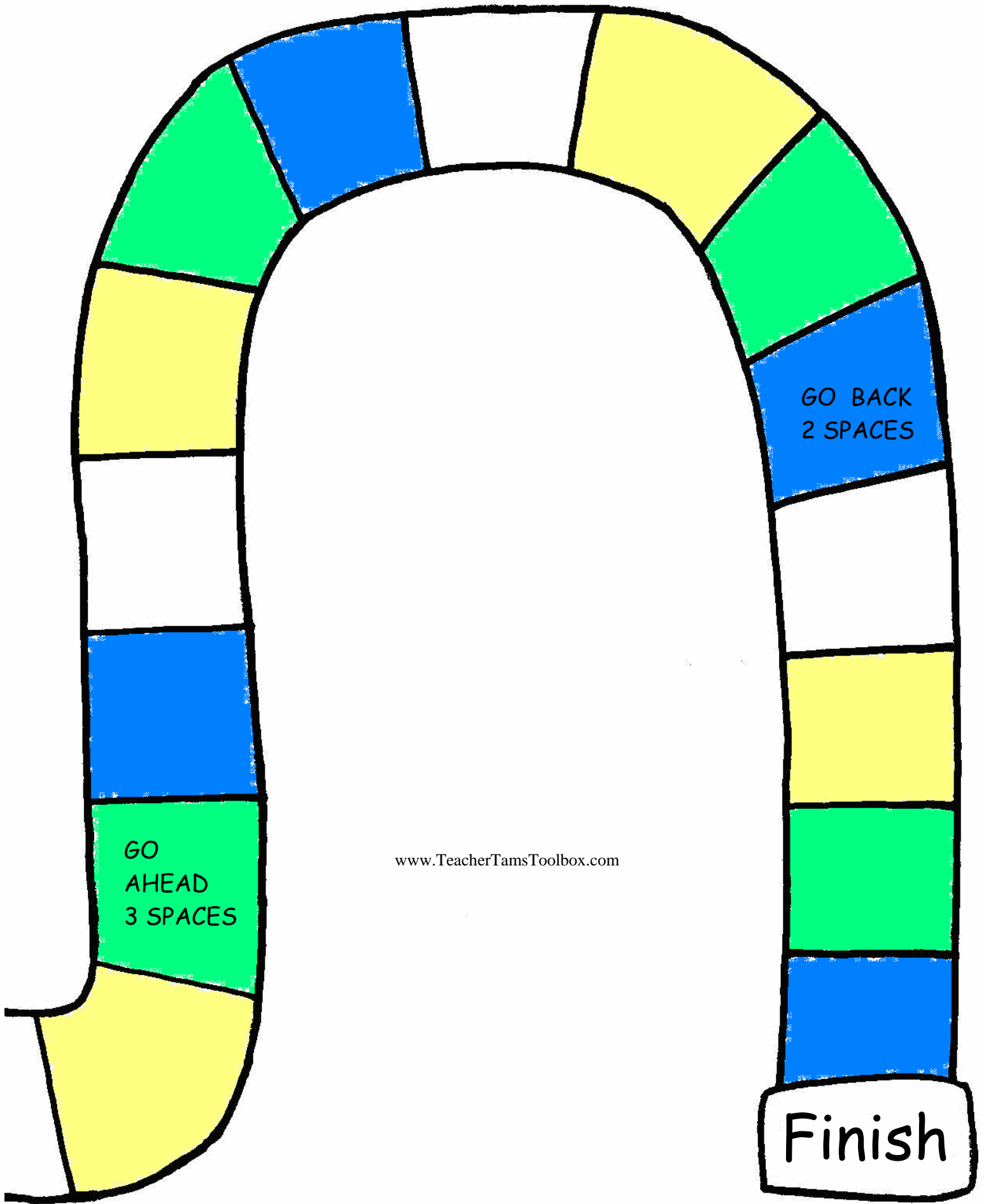
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GO
AHEAD
2 SPACES

GO BACK
3 SPACES

Start



GO
AHEAD
3 SPACES

GO BACK
2 SPACES

Finish