

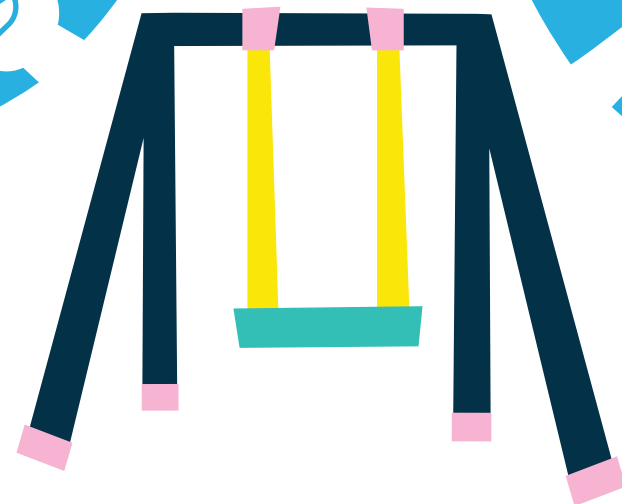
2



4



1

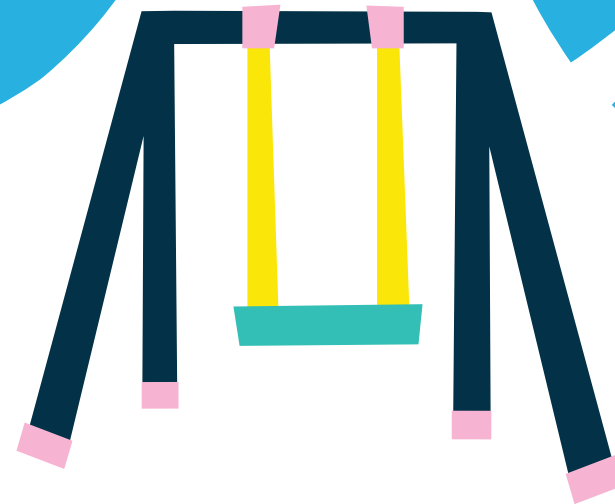
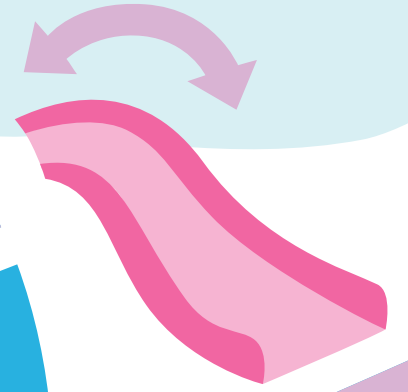
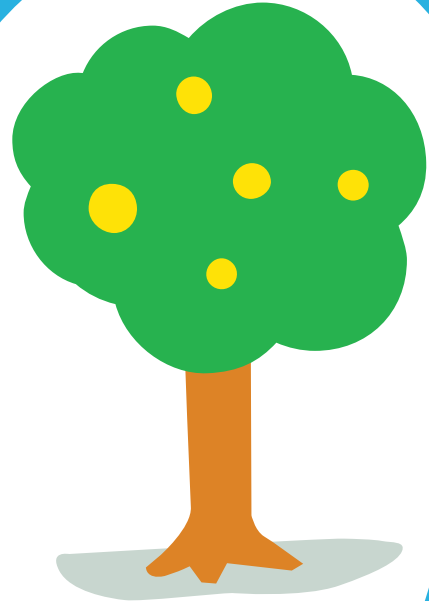
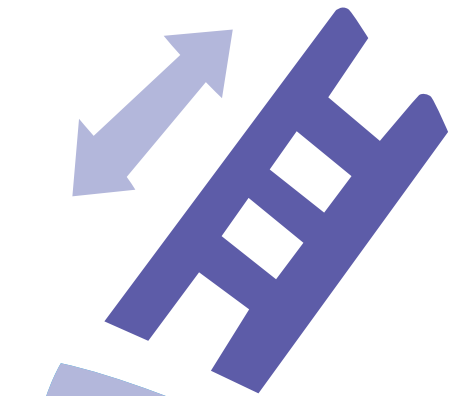
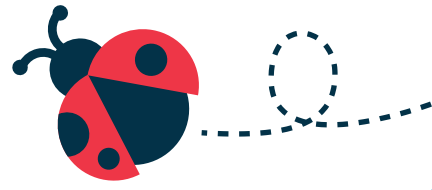


5



3







# Math Playground Instructions

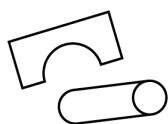
Age range: 4+

Topic: Number sense and counting

**Learning goal:** In this game, children will practice counting and identifying numbers and will see that numbers can be represented in many ways.

## Before You Play

1. Begin by taping page 1 and 2 together to set up the game board. Start on the side with the filled in spaces facing up.
2. Collect your game pieces:



### Player Pieces

Use any small figures or toys as player pieces. One figure for each player.



### Counters

Print and cut the 25 counters from page 3 OR collect 25 counters (i.e., blocks, beads, or similar objects). Place them beside the board and within easy reach.

3. Construct your dice. Choose one side of the die to play with and follow the instructions.
4. Choose a game mode to play:

### Cooperative

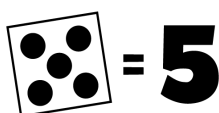
All players work together to collect 25 counters.

### Competitive

Players compete to see who can collect the most counters.

5. Place your player piece on any space on the board and choose the starting player.  
→ To choose the starting player, each person will roll the dice and the person with the lowest number will go first.

## Play the game



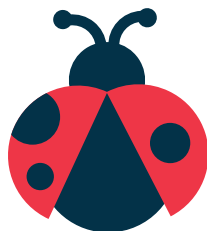
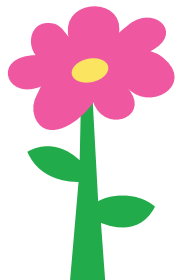
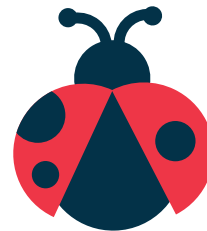
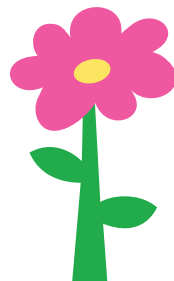
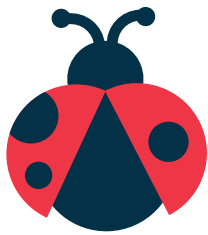
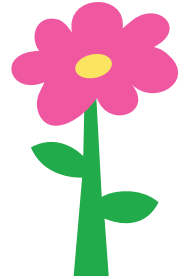
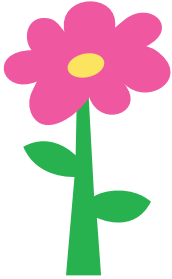
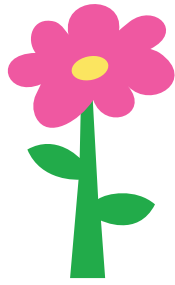
1. Roll the die to start your move.
2. Move your player piece in any direction according to the number shown on the dice. If you land on a space with a number, that number will determine the total counters you collect.  
→ Once you've collected your counters, it's the next player's turn.
3. Continue playing the game until all 25 counters have been collected.

## Talk together

- How many counters do you have? Can you show that number in a different way?
- How many counters do we have left?
- Did you collect more or fewer counters than I did?

## Design your own game

Flip the gameboard to the blank side and design your game by drawing numbers and dots in the blank spaces.



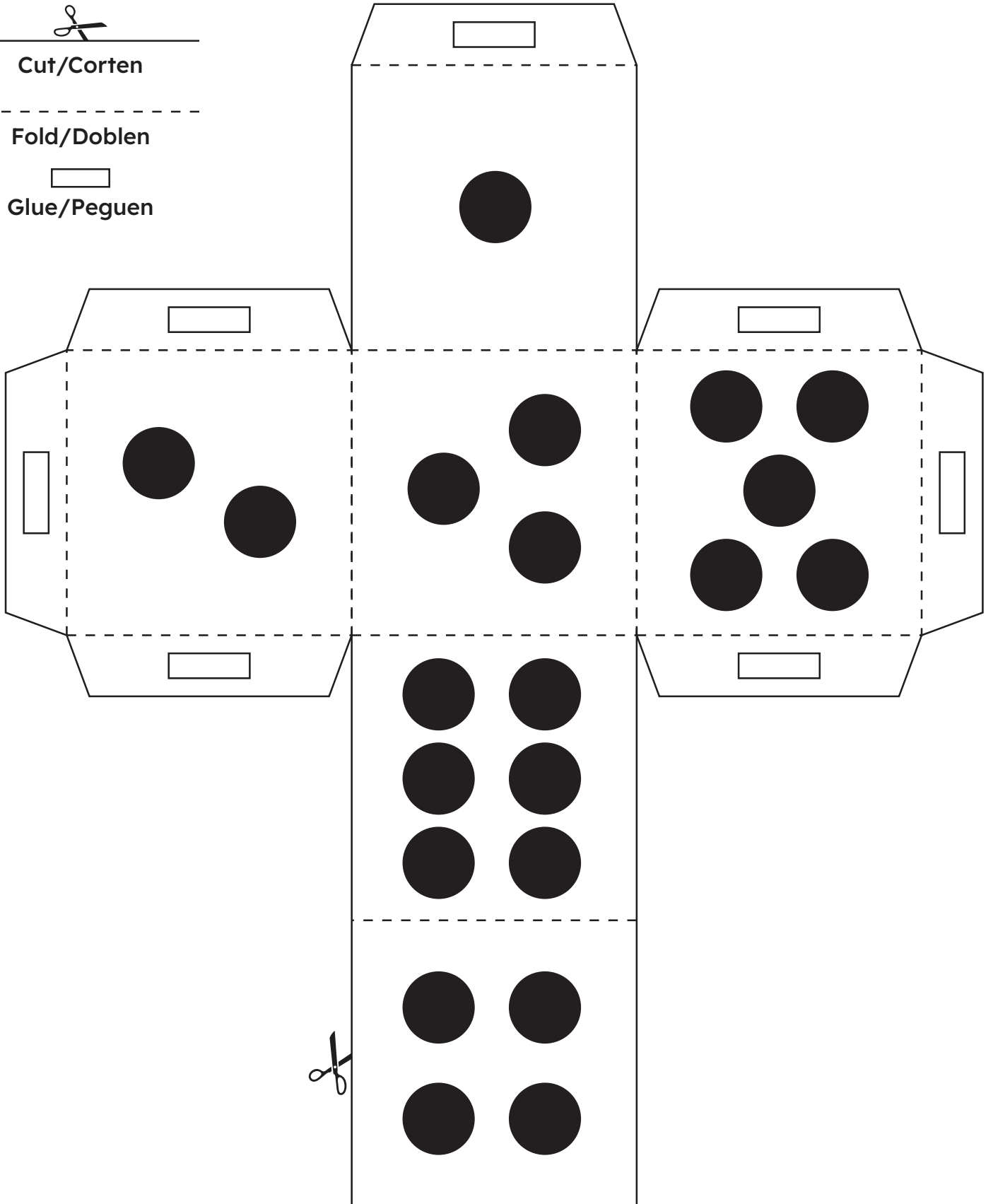


Cut/Corten

Fold/Doblen



Glue/Peguen



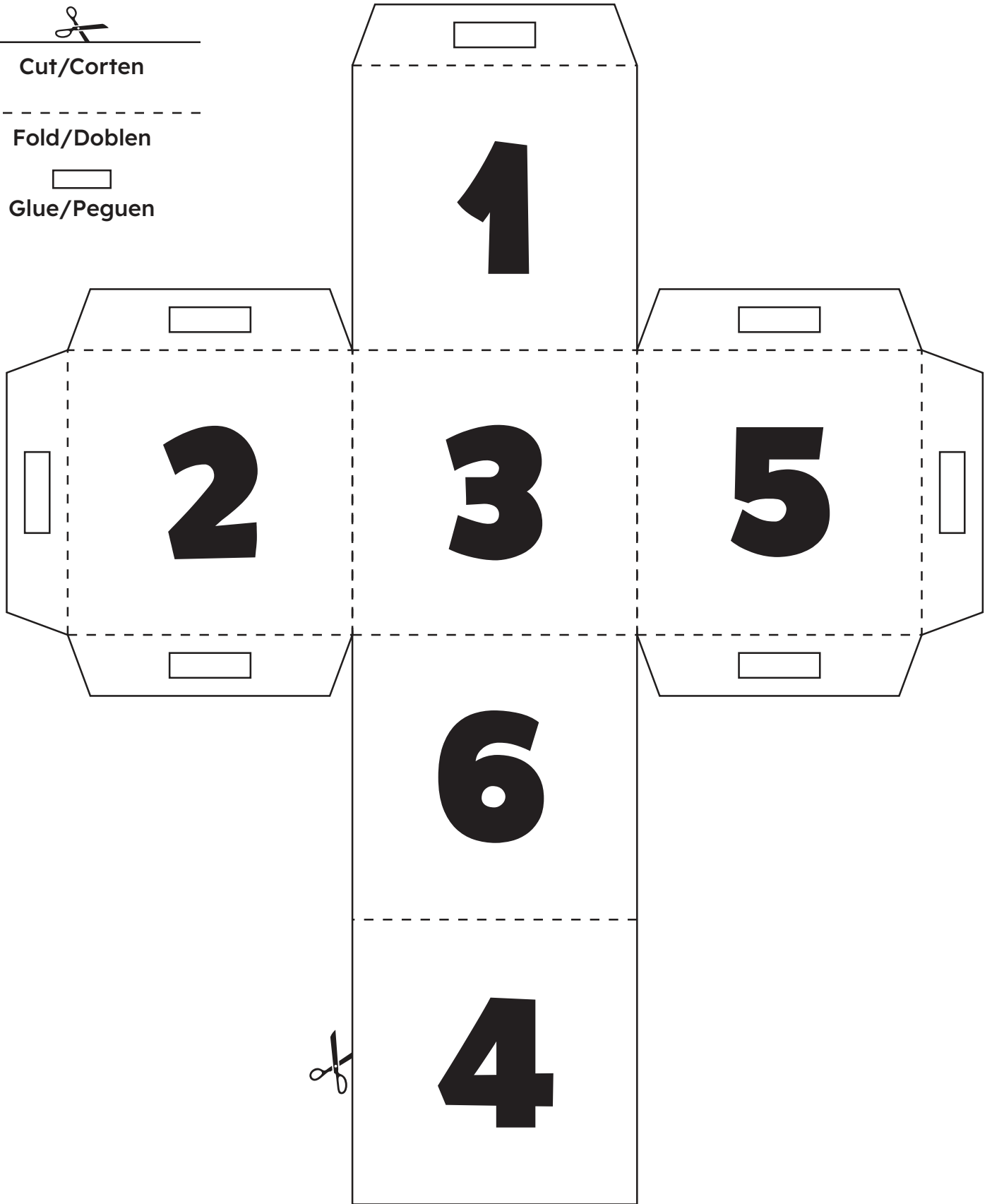


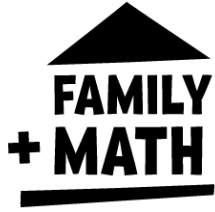
Cut/Corten

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Glue/Peguen





# Educator Expansion Instructions

**Grade range:** PK-1

**Topic:** Number sense and counting, geometric shapes

**Learning goal:** In this expansion, your students will practice counting, identifying numbers, and recognizing geometric shapes.

**Note:** This expansion builds on the Math Playground base game.

## Before You Play

1. Choose whether you'd like to incorporate the shapes expansion, the educator expansion, or both into your game.
2. Follow the main game instructions to complete the setup process.
  - Ensure all materials are ready and prepared for the activity.

## As you play the game

- As your students collect counters, encourage them to practice filling in their ten-frame box and write the number of counters they've collected. This will help reinforce their number recognition and numeracy skills.

## Talk together

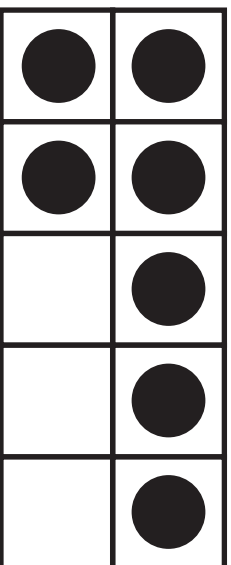
- After collecting counters, ask your students to add them up. "How many counters do you have in total?"
- Encourage students to count aloud and use the ten-frame to visualize the number. You can also ask, "How many more counters do you need to reach 10?"

# Ten Frame Counting

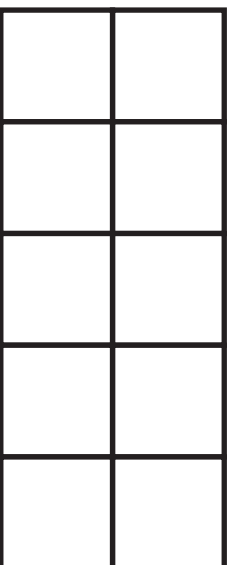
Count the counters in the ten-frame boxes below.

**Example**

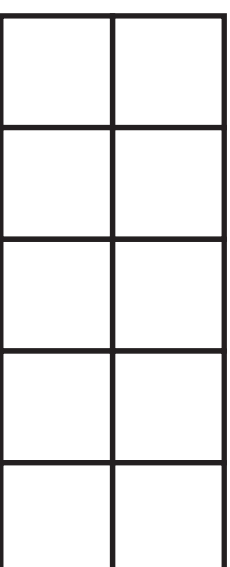
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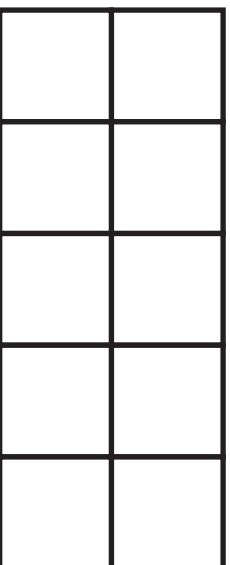
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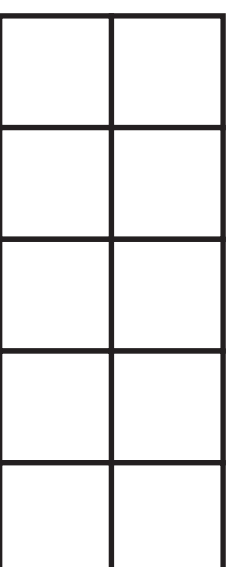
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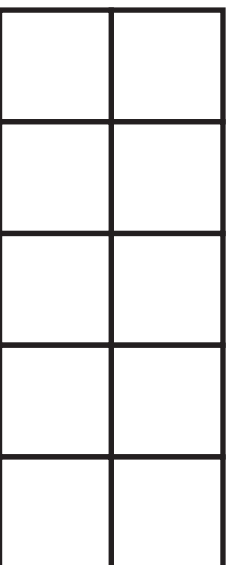
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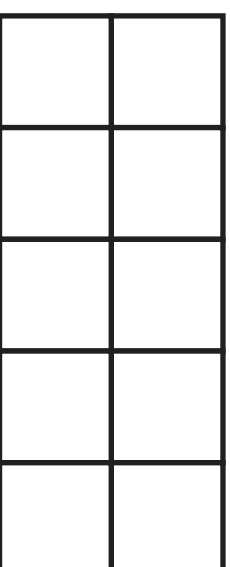
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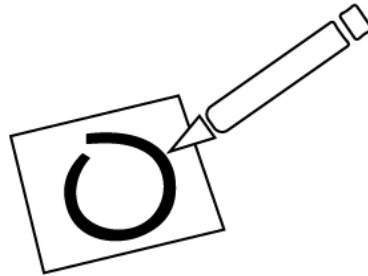
# Shapes Expansion Instructions

**Age range:** 6+

**Topic:** Geometric shapes

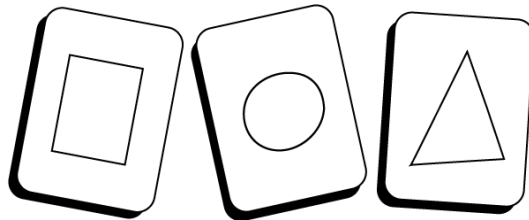
**Learning goal:** In this expansion, children will practice identifying geometric shapes.

**Note:** This expansion builds on the Math Playground base game



## Before You Play

1. Draw two **triangles**, two **squares**, and two **circles** in any blank spaces of the board game path (one shape in each space).
2. On the following pages, cut out the playing cards along the dotted lines.
3. After cutting, group the cards by shape into separate piles



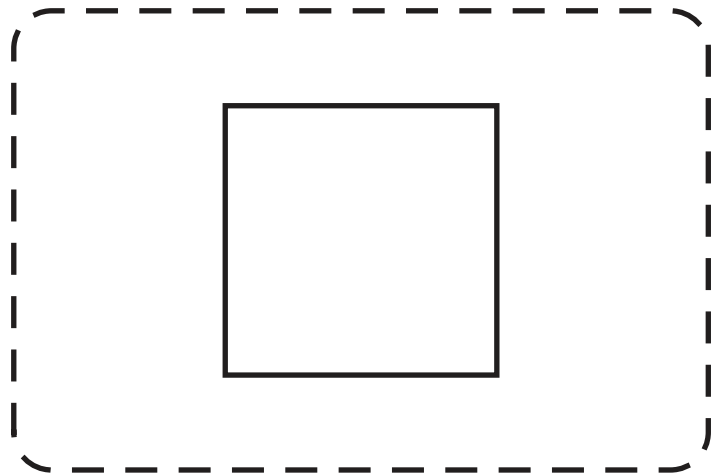
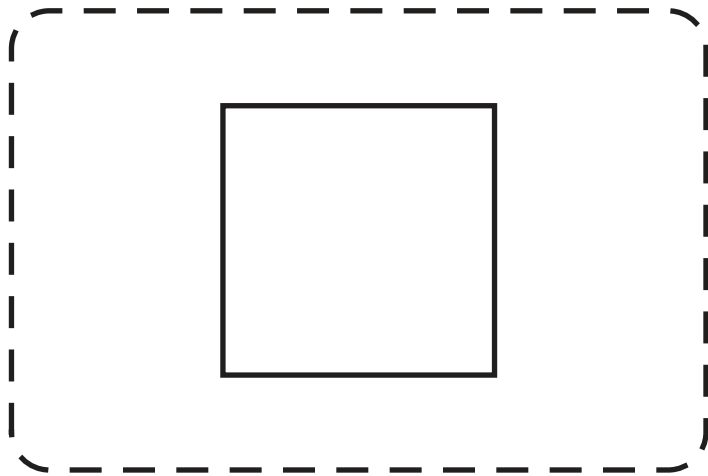
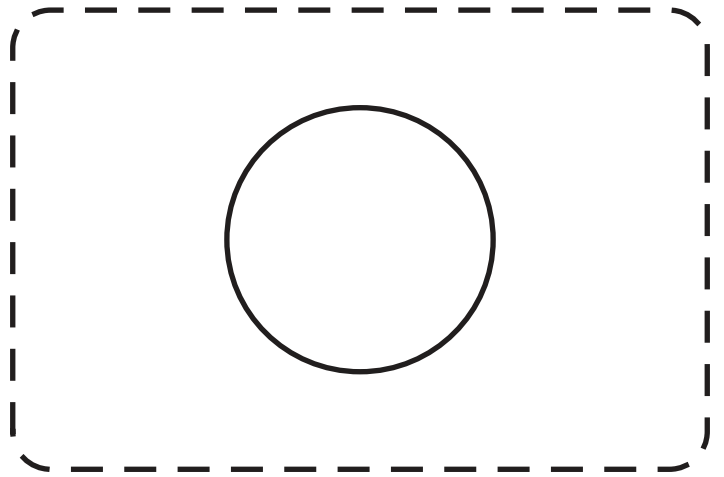
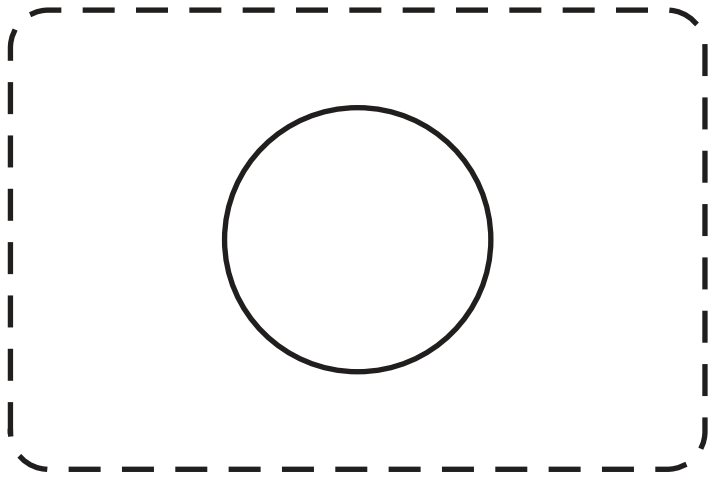
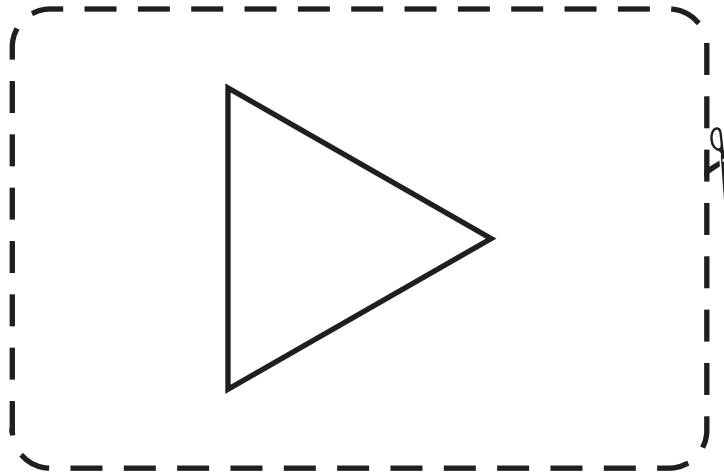
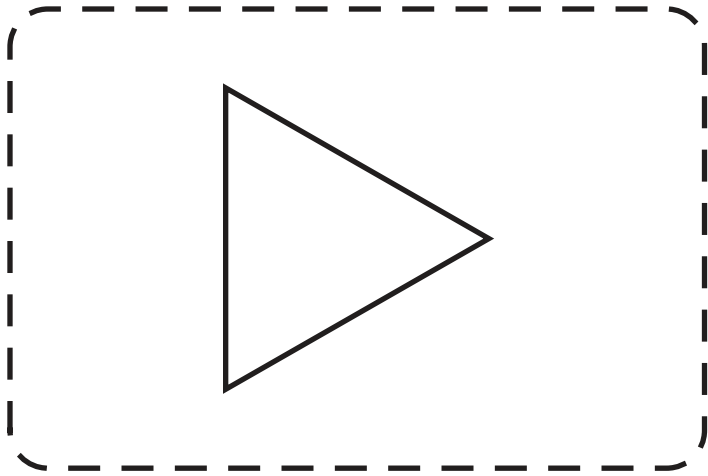
4. Follow the game instructions to complete the setup.

## As you play the game

- If you land on a shape space, grab one card from the corresponding pile (matching shape) and follow the instructions on the card.

## Talk together

- How do you know that shape is a (triangle, square, or circle)?
- How many sides does the shape have? How many corners?
- Are there any other shapes that look similar to this one?





**Move one  
extra space**



**Avanza un  
espacio**

**Take one  
counter**



**Toma una  
ficha**

**Put back  
one counter**



**Devuelve  
una ficha**

**Move two  
extra spaces**



**Avanza dos  
espacios**

**Take two  
counters**

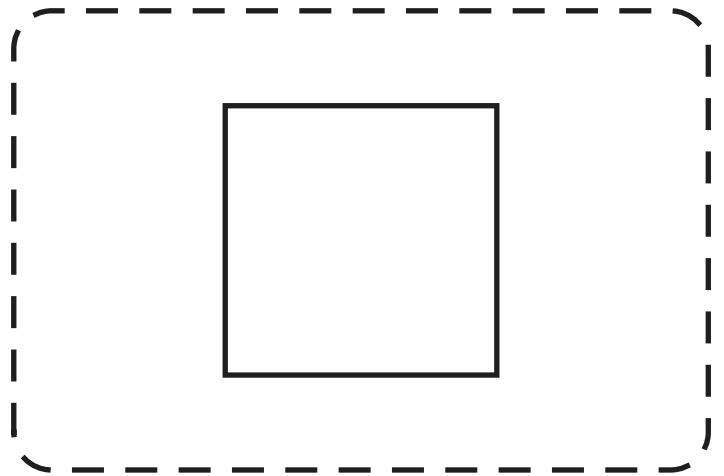
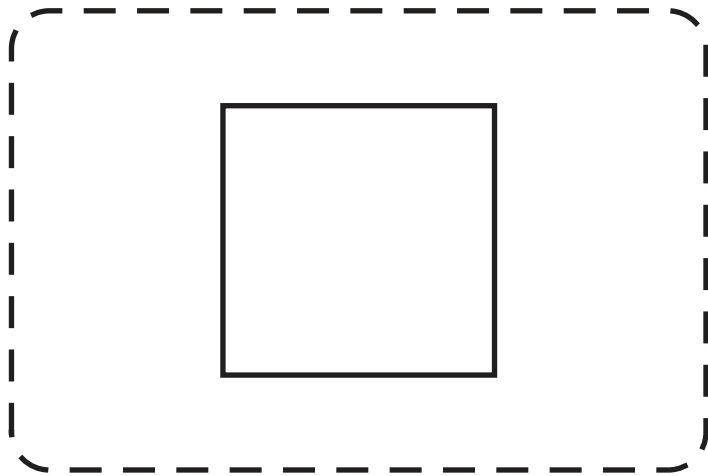
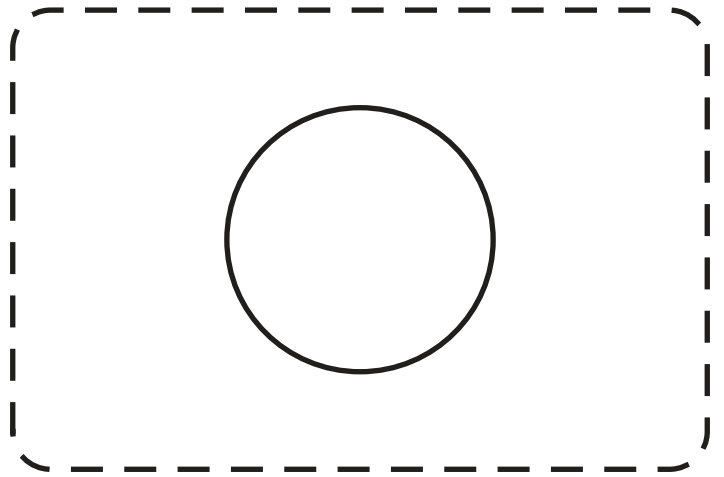
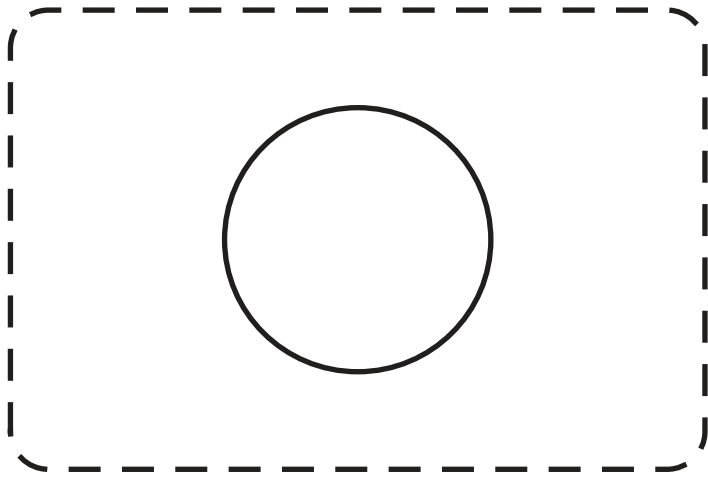
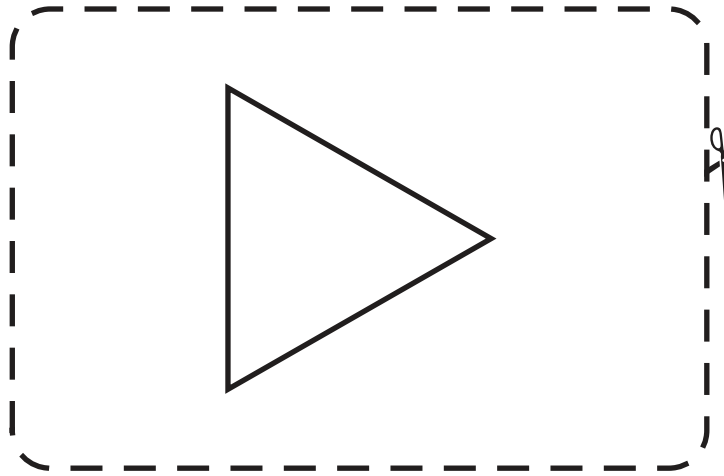
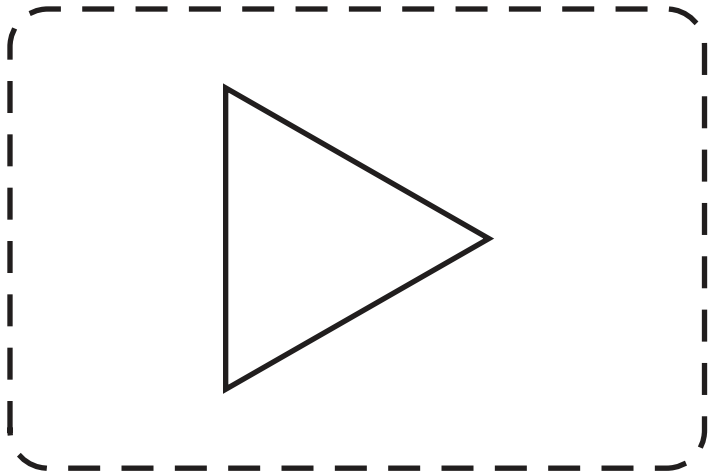


**Toma dos  
fichas**

**Put back  
two counters**



**Devuelve  
dos fichas**





**Move three  
extra spaces**

**3** →

**Avanza tres  
espacios**

**Take three  
counters**

**+3**

**Toma tres  
fichas**

**Put back  
three counters**

**-3**

**Devuelve  
tres fichas**

**Move four  
extra spaces**

**4** →

**Avanza cuatro  
espacios**

**Take four  
counters**

**+4**

**Toma cuatro  
fichas**

**Put back  
four counters**

**-4**

**Devuelve  
cuatro fichas**