

Spring Into Summer Math Partner Games

Freebies!



Spring into Summer!

Partner Math Games

30
One Page Games
for First Grade

No Cards to Print
Just Add Dice!

Primary Inspiration
by Linda Nelson



Enjoy this sample from [Spring Into Summer Math Games!](#) The complete set includes 30 partner games that address first grade Common Core standards for Operations and Algebraic Thinking, Operations and Numbers in Base Ten, and Geometry. Each single-page game is designed to be played by partners and is easy-prep and “self-contained” – there are no cards to print! These games are also kind to your ink concerns – less than 20% of each page is in color, plus a grayscale version of each game is also included. You can have your students color the blacklines before using them in your math centers. They’re also terrific to send as family math homework! For your convenience, the relevant Common Core standard is printed right on each game.



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Many thanks to these talented and generous artists!



Let's stay in touch!

[Teachers Pay Teachers](#)

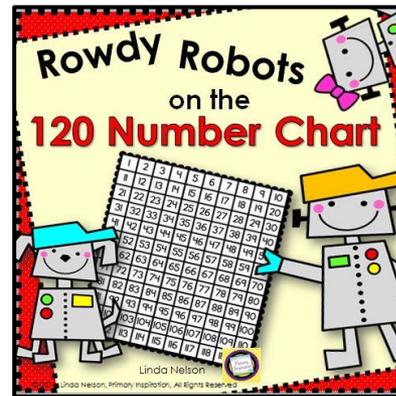
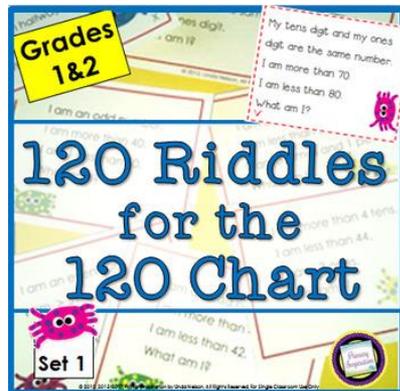
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Here are some other resources you'll like! Just click on the image to see it at my store.



Linda



Lily Pad Leap

Each player needs a different color marker. Players take turns rolling one die and marking a number model that equals the number rolled. If there is no lily pad to cover, the player misses that turn. The first player to mark 10 lily pads wins the game.

7-3

6-0

0+2

10-5

1+0

7-4

8-2

7-6

2+1

8-3

0+4

1+4

6-2

10-8

3+2

7-5

4+2

9-6

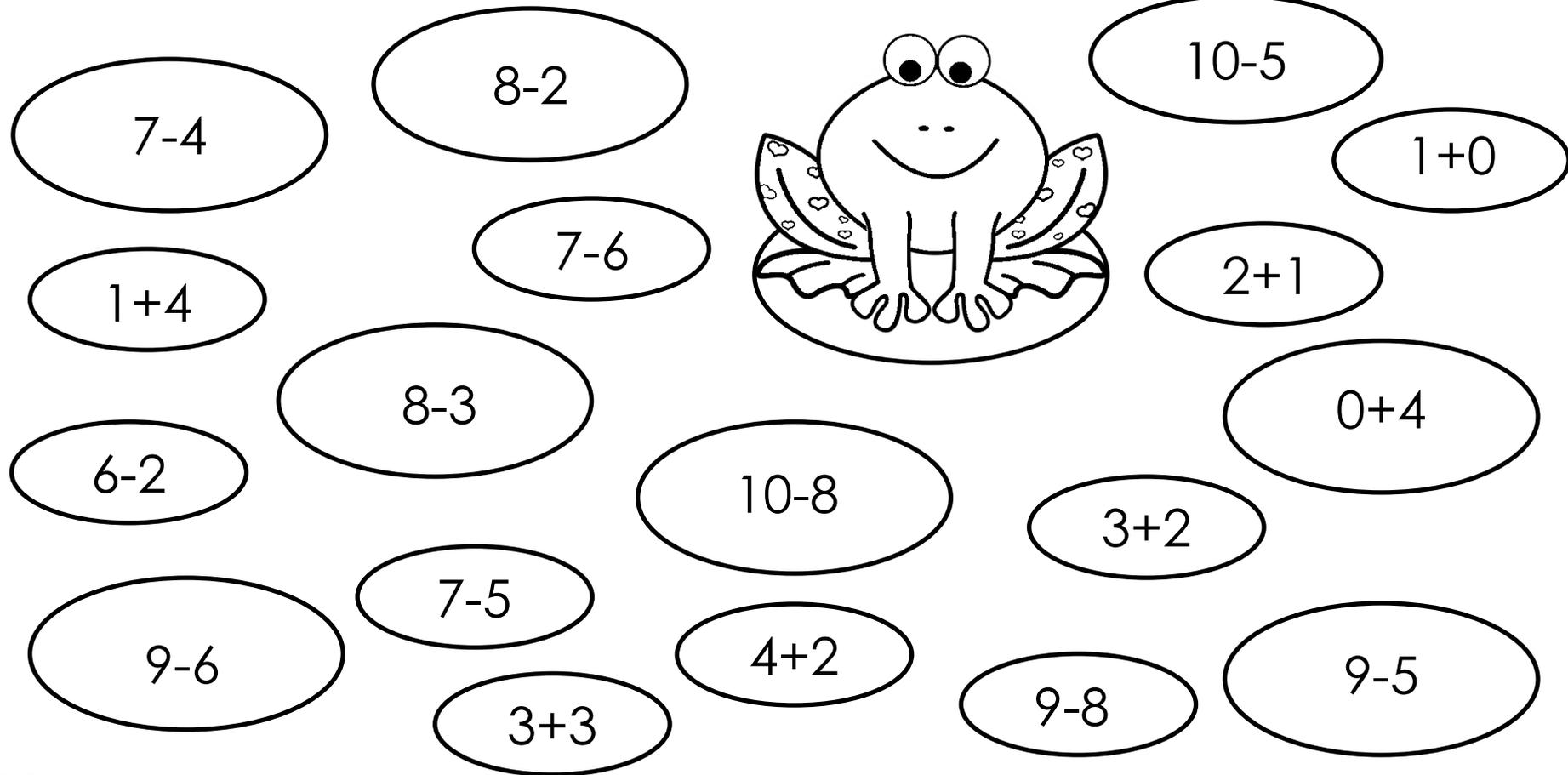
3+3

9-8

9-5

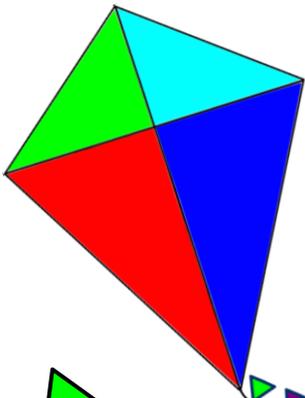
Lily Pad Leap

Each player needs a different color marker. Players take turns rolling one die and X-ing a number model that matches the number rolled. If there is no lily pad to cover, the player misses that turn. The first player to mark 10 lily pads wins the game.



Up and Away!

Each player needs a different color marker. Players take turns rolling two dice, adding the numbers and marking any number model that equals the sum. If there is no number model to mark, the player misses that turn. The first player to mark ten number models wins the game.



$4+3$

$6+3$

$8-6$

$0+6$

$5+2$

$2+4$

$6-1$

$6+5$

$5+1$

$5+5$

$1+3$

$11-1$

$9-3$

$6+0$

$11-3$

$12-1$

$9-2$

$10-4$

$10-3$

$8-4$

$10-2$

$11-6$

$12-9$

$2+1$

$6+6$

$0+2$

$11-2$

$4+4$

$2+7$

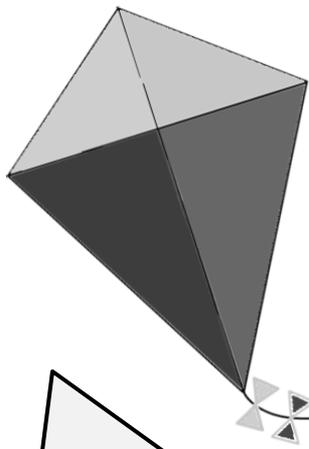
$3+3$

$2+5$

$2+6$

Up and Away!

Each player needs a different color marker. Players take turns rolling two dice, adding the numbers and marking any number model that equals the sum. If there is no number model to mark, the player misses that turn. The first player to mark ten number models wins the game.



$4+3$

$6+3$

$8-6$

$0+6$

$5+2$

$2+4$

$6-1$

$5+1$

$5+5$

$1+3$

$11-1$

$9-3$

$6+5$

$11-3$

$10-4$

$10-3$

$8-4$

$12-1$

$9-2$

$6+0$

$12-9$

$2+1$

$6+6$

$0+2$

$11-2$

$4+4$

$2+7$

$3+3$

$2+5$