



# Fly Away Games

**Play games on the back of the workbook!**

**All Fly Away games:** Begin at the start space. Players will roll a die, spin a spinner, or draw a number to move on the game board. If a player lands on a space with a ladder connected, the player may choose to go up or down the ladder.

Players can move forward or backward in a turn. Players will move to spaces to collect things during the games. Once the collection is complete, players will move to the ending space. The first player to complete their collection and arrive at the ending space is the winner. Players do not have to reach the ending space by the exact number. For example, if they are 3 spaces away and roll a 6, the player may move to the ending space.

**Time Match Game:** Use the Time Memory Match cards to play. Players try to collect a match between the clocks and the times. You may use the hour cards or the half-hour cards (or both). To make the game go faster, you can limit the cards to 3 possible matches per player. Place the cards upside down.

Any time a player lands on a bird space in the game, they may draw a card and place it in front of them face up, so other players can see the cards. If a player lands on a helicopter space, they may take a card from another player. Once a player has a match, cards from the match can't be taken by another player, but the player with the match still has to take a card any time they land on a bird. When a player has a match, the player will race to the end space.

**Number Word Match Game:** Play the game the same as the Time Match Game, but use the Number Word Match cards instead and match the numbers to the words.

**Place Value Game:** Use the Place Value Cards that represent rods and cubes. Each player draws 3 cards. Some spaces have numbers. Players move to the spaces with numbers to match the tens or ones place to match the value of their cards. Write the numbers on a piece of paper when they are reached. Once a player has collected numbers for the total of each of their cards, the player will race to the end space.

**Addition Game:** Choose a list of 5 addition problems, such as problems from a page of the workbook. All players look at the same list. As players move on the board, they can collect numbers to make the problems by writing them on a piece of paper. When players collect all the numbers and write all the problems, they move to the end space. Once they reach the end space, they will write the sums of the problems. The first player to correctly write all the sums after reaching the ending space is the winner.



**Do you have any other game ideas?  
Create your own game!**

