The Go-Cart Track Game

Play games on the back of the workbook!

All Games: Use playing pieces (game pawns or other small objects). Move around the board beginning at the start space by rolling a die, spinning a spinner, or drawing a number from 1 to 6 from a container. Players begin at the start space. The start space, go-carts, and cones are counted as spaces.
Move around the board to collect numbers to complete the game task. Each go-cart is numbered. If you need more than one of the same number, you must land on that space for each time you need that number. Players write the numbers as they collect them until they have the numbers for their task.

Games (tasks to complete)

Problem Solving Game 1: A list of problems (1 to 5) is given. Players roll around to collect the numbers needed to make the *problems*. The first player to land on all the numbers to make the problem and then solve it correctly, wins. If a player lands on a cone, the player can jump to any go-cart to collect that number.

Problems Solving Game 2: A list of problems (1 to 5) is given. Players roll around to collect the numbers needed to make the *answers*. The first player to collect all the numbers of the answer, wins. If a player lands on a cone, the player can jump to any go-cart to collect that number.

Problems from the workbook can be used for these games, or other problems that can be created by the teacher or players.

Make a Problem Game: Players agree on the type of problem to make, such as multiplying a four-digit number by a one-digit number. Players will then move around the board and make a problem including the answer to win the game. If a player lands on a cone, the player can jump to any go-cart to collect that number.

Divisibility Game: Have a list of numbers to test for divisibility. Keep a scorecard. When a player lands on a number space if they can find a number in the list that is divisible by the gameboard space, the player can claim that number for the divisor to earn points (or small objects to keep track of points). All players begin with 5 points.

For example, a player lands on the 2 space and claim 126 from the list for the divisor 2. Another player lands on 3 and claims 126 for the divisor 3. Another player could claim it for the number 6. Exclude the numbers 0 and 1. Players roll again if they land on those spaces.

Players get a point for finding each divisor and get bonus points for the more difficult ones: Divisible gy 2 or 3 = 1 point. Divisible by 4, 6 and 9 = 2 points, Divisible by 8 = 3 points, Divisible by 7 = 4 points. Land on a cone and lose a point. The first player with 25 points (or another agreed to total) wins.

Create your own games, too!