

## Materials List: List of Games by Materials Used

### Counters (chips, interlocking cubes, color tiles)

- Game 2: Area Stays the Same
- Game 6: Claim the Dots (Classifying Angles and Lines)
- Game 8: Compare (Measurement Version)
- Game 9: Connect Four (A Graphing Game)
- Game 18: March to the Meter
- Game 19: Mosaic (An Area Game)
- Game 23: Volume 9

### Dice

- Game 1: Anything but Nothing! (Partitioning Shapes)
- Game 5: Circle Up 360 (A Measurement Game Using Protractors)
- Game 6: Claim the Dots (Classifying Angles and Lines)
- Game 9: Connect Four (A Graphing Game)
- Game 13: Four Square (Plotting Points)
- Game 15: Go the Distance (Customary and Metric Versions)
- Game 16: Have to Halve (A Game of Partitioning)
- Game 17: Line Plot Tic-Tac-Toe
- Game 18: March to the Meter
- Game 19: Mosaic (An Area Game)
- Game 21: Roll Fives to 60 (An Analog Clock Game)
- Game 22: Sunshine (A Yahtzee-Like Game)

### Game Boards

- Game 4: Boxed In (A Game of Parallel and Perpendicular Moves)
- Game 6: Claim the Dots (Classifying Angles and Lines)
- Game 9: Connect Four (A Graphing Game)
- Game 10: Coordinates Secrecy (A Graphing Game)
- Game 11: Coordinate Tic-Tac-Toe
- Game 13: Four Square (Plotting Points)
- Game 17: Line Plot Tic-Tac-Toe
- Game 19: Mosaic (An Area Game)
- Game 21: Roll Fives to 60 (An Analog Clock Game)

## Geoboards

Game 16: Have to Halve (A Game of Partitioning)

## Markers or Colored Pencils

Game 13: Four Square (Plotting Points)

Game 17: Line Plot Tic-Tac-Toe

Game 19: Mosaic (An Area Game)

## Measurement Tools (ruler, protractor, meter stick)

Game 5: Circle Up 360 (A Measurement Game Using Protractors)

Game 12: Desktop Shuffleboard (A Measurement Game)

Game 15: Go the Distance (Customary and Metric Versions)

Game 17: Line Plot Tic-Tac-Toe

Game 18: March to the Meter

## Notecards

Game 19: Mosaic (An Area Game)

## Paper Clips

Game 4: Boxed In (A Game of Parallel and Perpendicular Moves)

Game 20: Positions (Identifying and Describing Shapes)

## Paper Plates or Cups

Game 5: Circle Up 360 (A Measurement Game Using Protractors)

Game 22: Sunshine (A Yahtzee-Like Game)

## Pattern Blocks

Game 1: Anything but Nothing! (Partitioning Shapes)

Game 19: Mosaic (An Area Game)

*continued*

## **Materials List: List of Games by Materials Used, continued**

### **Playing Cards or Customized Cards**

Game 2: Area Stays the Same

Game 3: Attributes Alike

Game 7: Compare (Geometry Version)

Game 8: Compare (Measurement Version)

Game 12: Desktop Shuffleboard (A Measurement Game)

Game 14: Geometry Go Fish

Game 20: Positions (Identifying and Describing Shapes)

### **Rubber Bands**

Game 16: Have to Halve (A Game of Partitioning)

### **Spinners (also Paper Clips)**

Game 4: Boxed In (A Game of Parallel and Perpendicular Moves)

Game 20: Positions (Identifying and Describing Shapes)

Game 22: Sunshine (A Yahtzee-Like Game)

### **Paper and/or Pencil Only**

Game 1: Anything but Nothing! (Partitioning Shapes)

Game 4: Boxed In (A Game of Parallel and Perpendicular Moves)

Game 9: Connect Four (A Graphing Game)

Game 10: Coordinates Secrecy (A Graphing Game)

Game 11: Coordinate Tic-Tac-Toe

Game 12: Desktop Shuffleboard (A Measurement Game)

Game 13: Four Square (Plotting Points)

Game 15: Go the Distance (Customary and Metric Versions)

Game 19: Mosaic (An Area Game)

Game 20: Positions (Identifying and Describing Shapes)

Game 22: Sunshine (A Yahtzee-Like Game)

Game 23: Volume 9