Differences and Dice

Directions:

1. Place nine cards face up in three rows
With three cards in each row.
Place remaining Cards in a pile facedown.1.1.

2. Players roll the die and choose two cards whose difference equals the number of dots/numeral on the die. (i.e. Student rolls a 5, takes cards 8 and 3, and says "I can take 8 and 3 because their difference is *5*.")

3. After each player's turn they replace the cards taken with two cards from the draw pile.

4. Play continues until all cards are used. The player with the most cards wins.

Sight Word Slides and Ladders

Directions: Choose 20 flashcards and put them in a stack. Flip over the top flashcard. If you read the word correctly, roll the die and move your game piece that number of spaces. If you do not, you lose your turn. If you land on a ladder, you may climb up. If you land on a slide, you must slide down. The first one to the end is the winner.