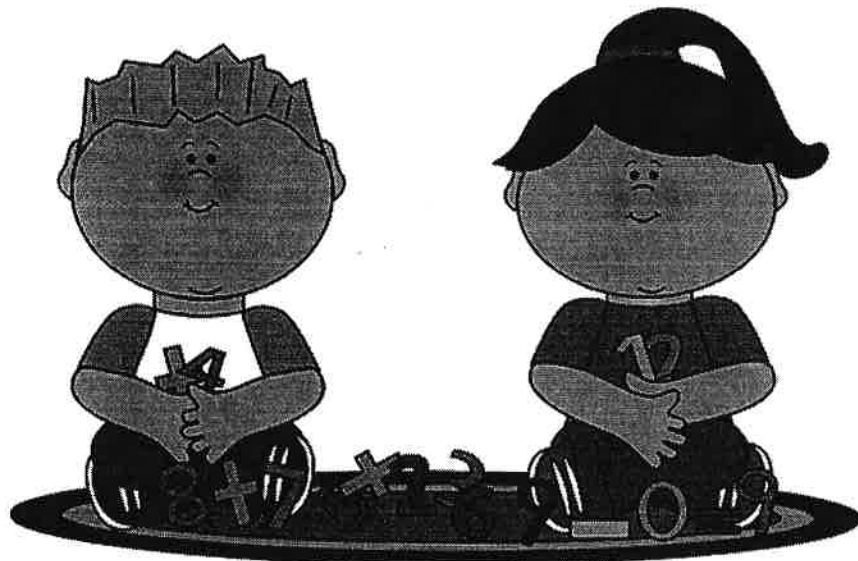


Math Riddles and Games For Grades TK / K

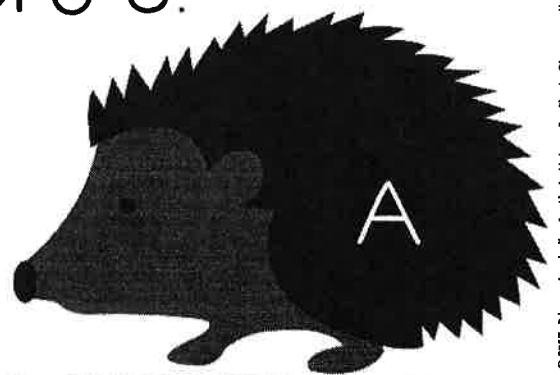


I am between zero and 10.

I am more than one.

I am the number before 3.

What am I?



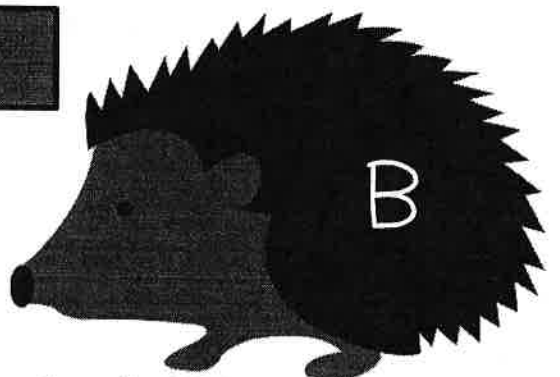
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I am less than 10.

I am more than 6.

I am all of the sides on one triangle
and one square. ▲ ■

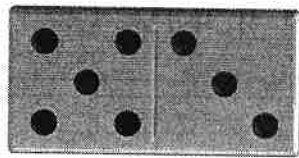
What am I?



I am less than $9+1$.

I am between 6 and 9.

I am



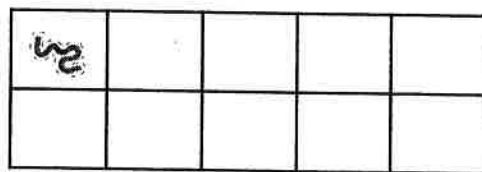
What am I?



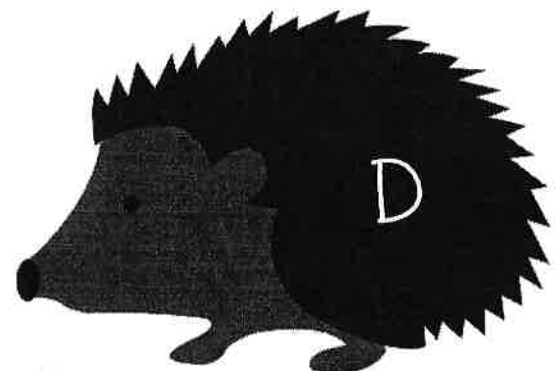
I am less than 5.

I am more than zero.

I am



What am I?

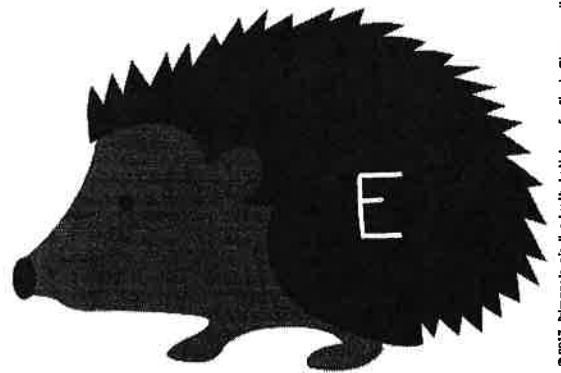


I am between 3 and 9.

I am less than 8.

I am one more than the fingers
on one hand. 

What am I?

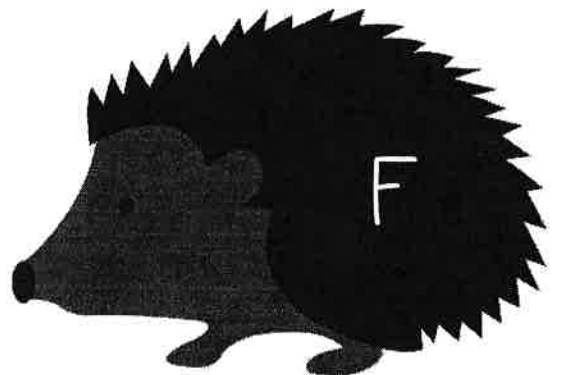


I am between zero and 5.

I am not $2+2$.

I am the number of sides
on a triangle.

What am I?

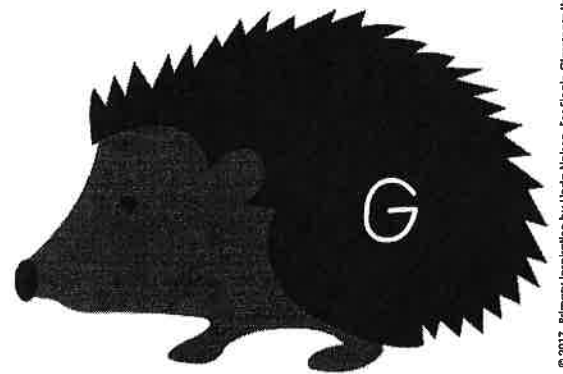


I am not more than 6.

I am more than 3.

I am $2+2$.

What am I?



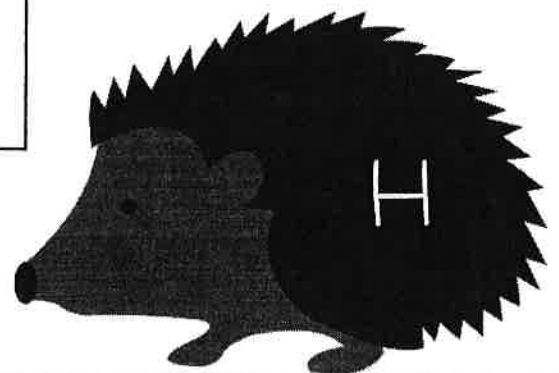
I am less than 10.

I am more than 2.

I am the missing number here:

3, 4, __, 6, 7

What am I?



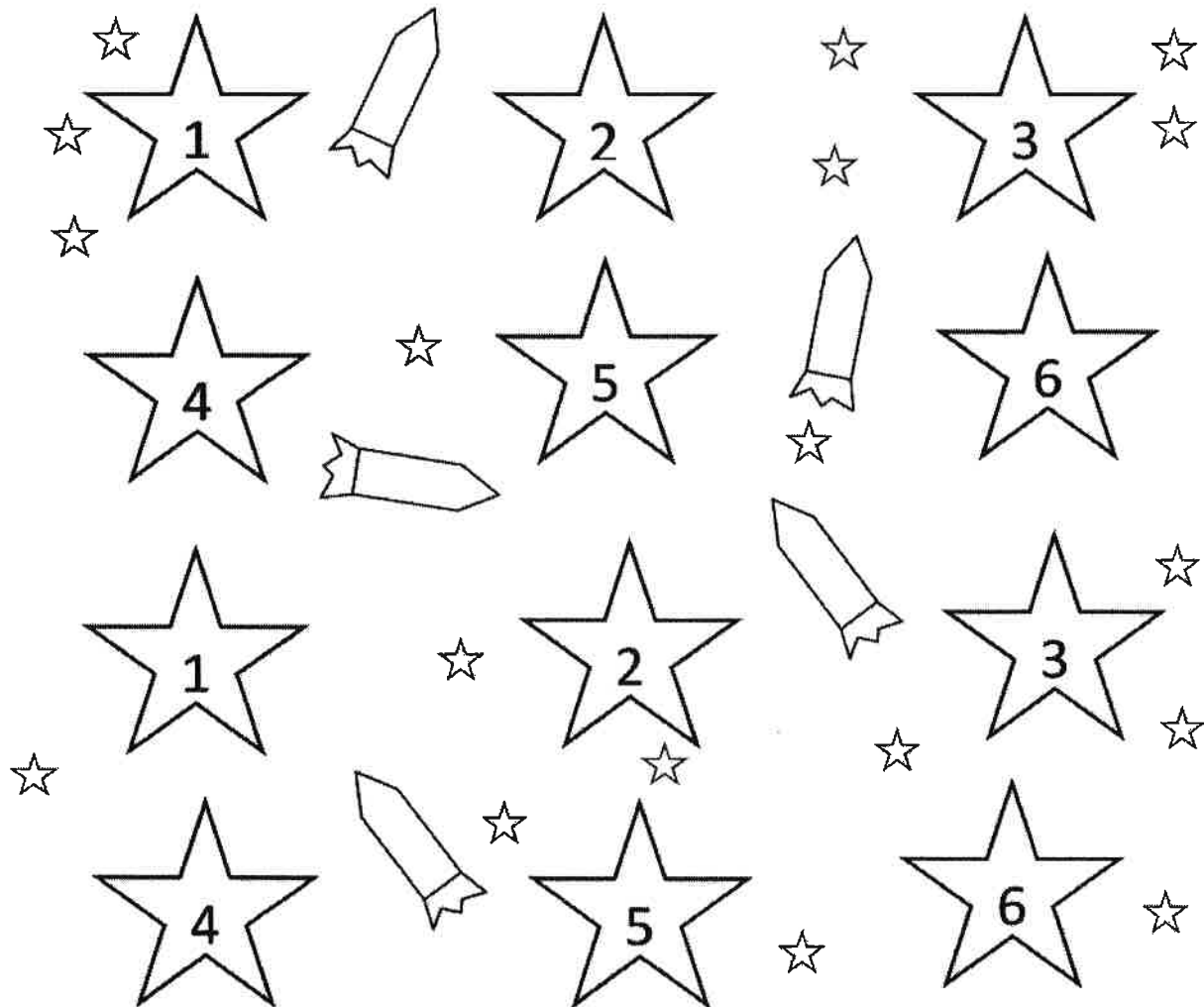
Name _____

Date _____

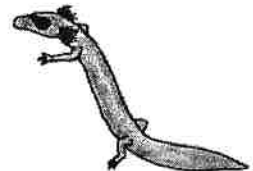
CATCH THE STARS

☆ 1 - 6 ☆

Captain Salamander has asked you to catch as many stars as you can for him to put in his rocket. The player who catches the most stars is the winner!



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Name _____

Date _____

CATCH THE STARS

★ 1 - 6 ★

Age range: Pre-Kindergarten +**Number of players:** 1-3**Learning:**

- Count the spots on the dice from 1 to 6.
- Learn to recognise numbers from 1 to 6.

You will need

- 10 counters in different colors (one color per player)
- One dice

Instructions

- Take turns to throw the die.
- Cover up a star on the board with a counter that matches the number you threw. You have caught this star!
- If the number is already covered up on all the stars, give the dice to the next player.
- The game finishes when the last star is covered up. The winner is the player who has covered (or 'caught') the most stars.

Example

- If you roll a 3, you could cover up any star that has a 3 in it.

Variations

- Cover up any number of stars that add up to your dice number. For example, if you roll a 5, you could cover up a 4 and a 1.
- If you are playing this game on your own, see how many goes (or how long) it takes to complete it.

Alternative winning strategy:

- The first player to collect three stars in a row is the winner.



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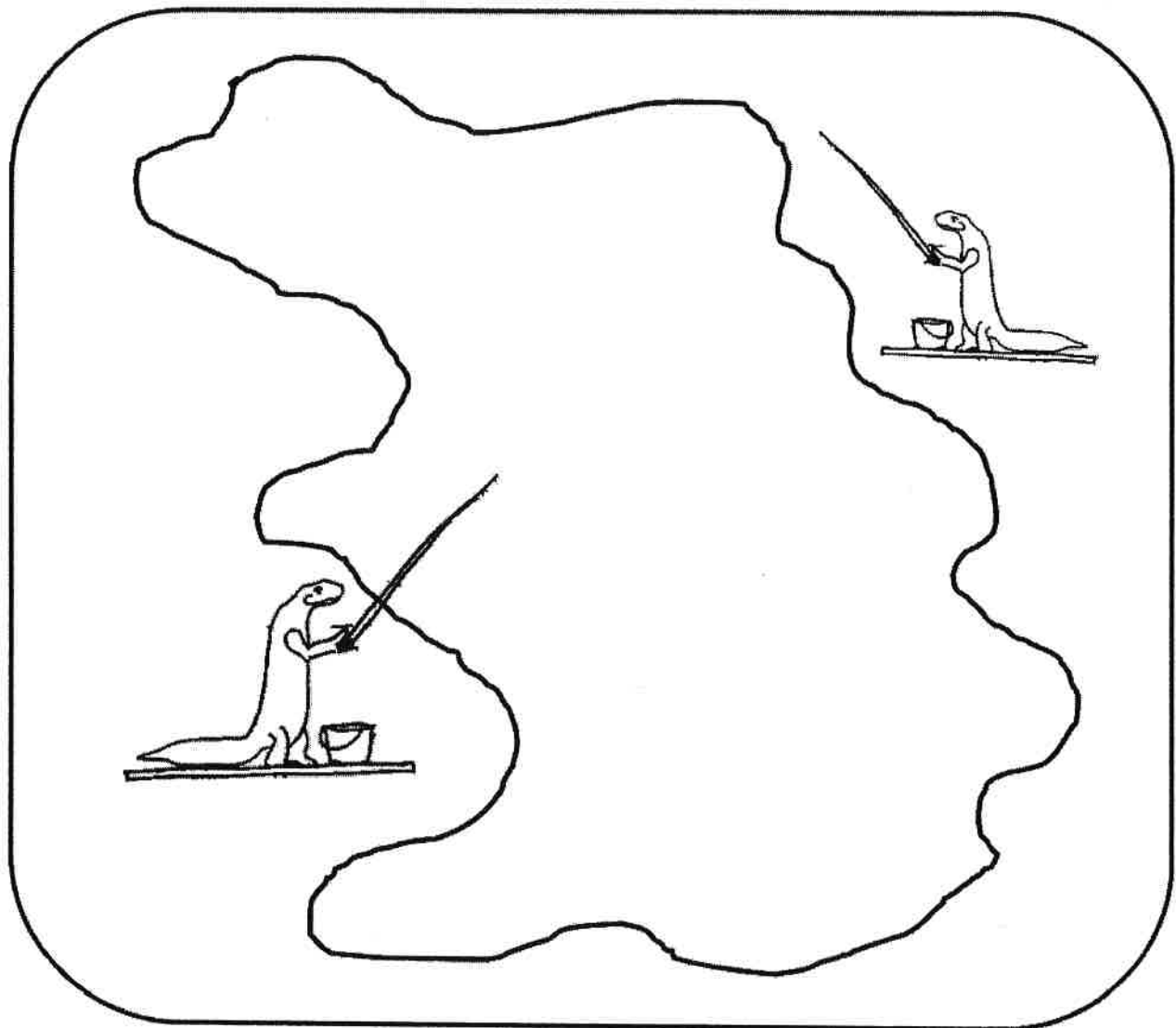
MATH-SALAMANDERS.COM

Name _____

Date _____

SALAMANDER FISH-OUT GAME

Start with 25 fish in the lake. Each turn you can fish out between 1 and 5 fish – you choose! The salamander who fishes out the last fish and leaves no fish left in the lake is the loser.



Name _____

Date _____

SALAMANDER FISH-OUT GAME

This is a great fun game for counting for younger children, but is also good for developing strategic thinking in older children.

This game also has an environmental theme, with the loser being the person who fishes out the last fish, destroying all the future fish stock in the lake for everyone else.

There is a definite strategy that you can use to 'win' the game, but you will have to find out what it is!

Age range: Pre-Kindergarten +

Number of players: 2

Learning: Counting to 5, strategy and logical thinking

You will need

- 25 counters (any color) to represent fish

Instructions

- Start the game with all the fish in the pool.
- When it is your turn, you can take out either 1,2,3,4 or 5 fish.
- The game finishes when the last fish is taken out.
- The loser is the person who fishes out the last fish (destroying all the fish stock for the lake).

Variations

- Play the game with more or less than 25 fish.
- Take out up to 3 fish, up to 6 fish, etc.
- The winner could be the player to fish out the last fish.

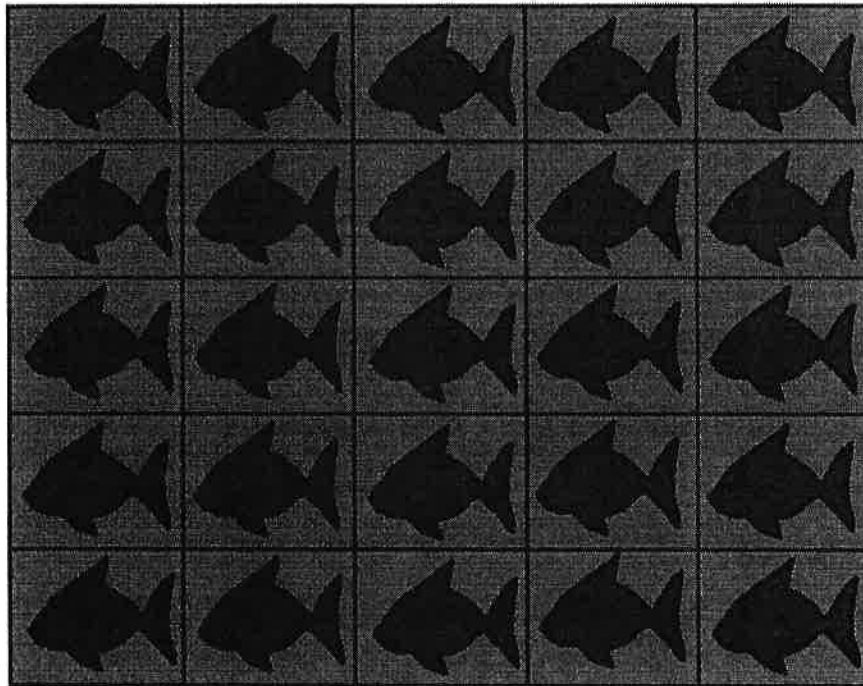


Name

Date

SALAMANDER FISH-OUT GAME

COUNTERS



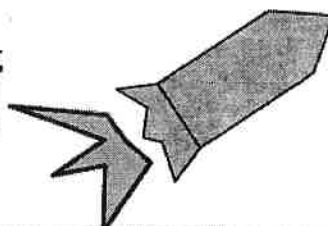
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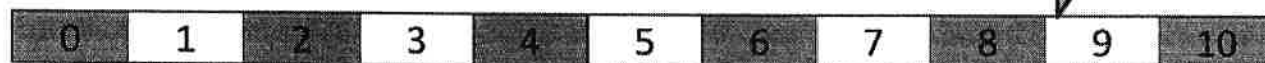
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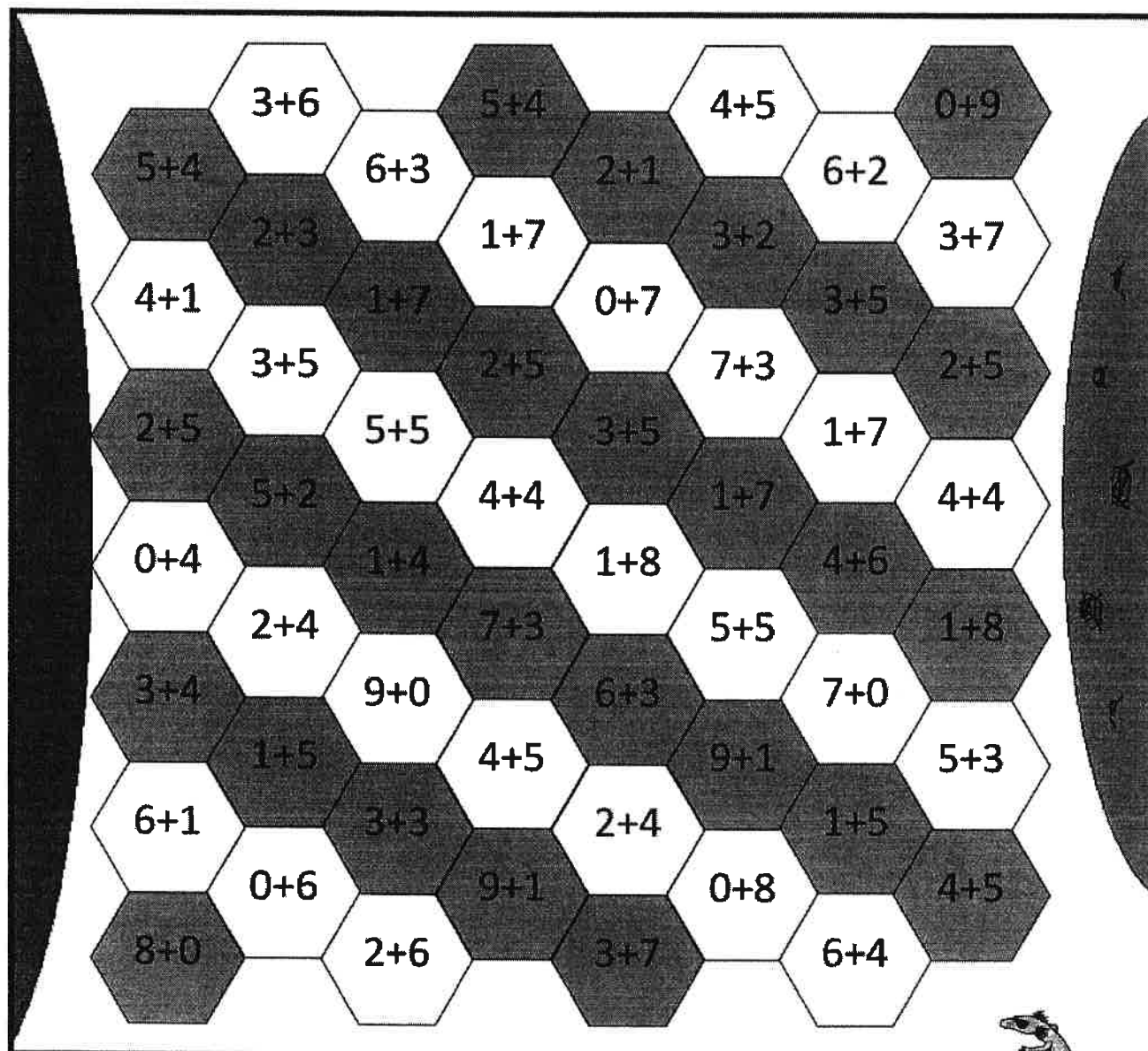
RACE TO THE MOON



ADDING TO 10



Who will be first to get from Earth to the Moon?



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Name

Date

RACE TO THE MOON

ADDING TO 10

Age range: Kindergarten +

Number of players: 2 or 3

Learning: Add with numbers to 10

You will need

- 20 counters in different colors (one color per player)

Instructions

- Choose an addition you want to place a counter on. You can only place a counter on a calculation which does not already have a counter on.
- Work out the answer in your head. You can use the number line to help you.
- Say the calculation and the answer.
- Your partner will check in their head.
- If you are right, you place a counter. Then it is your partner's turn. If you are wrong, you don't get to place a counter.
- The winner is the first person to complete an unbroken path of counters from the Earth to the Moon (path can go across, down, diagonally).

Variations

- If you get an answer wrong, your partner can remove one of your counters from the board.



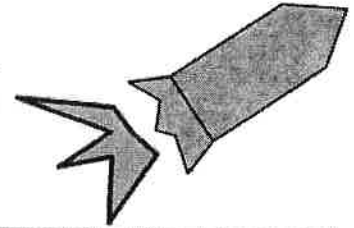
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Name _____

Date _____

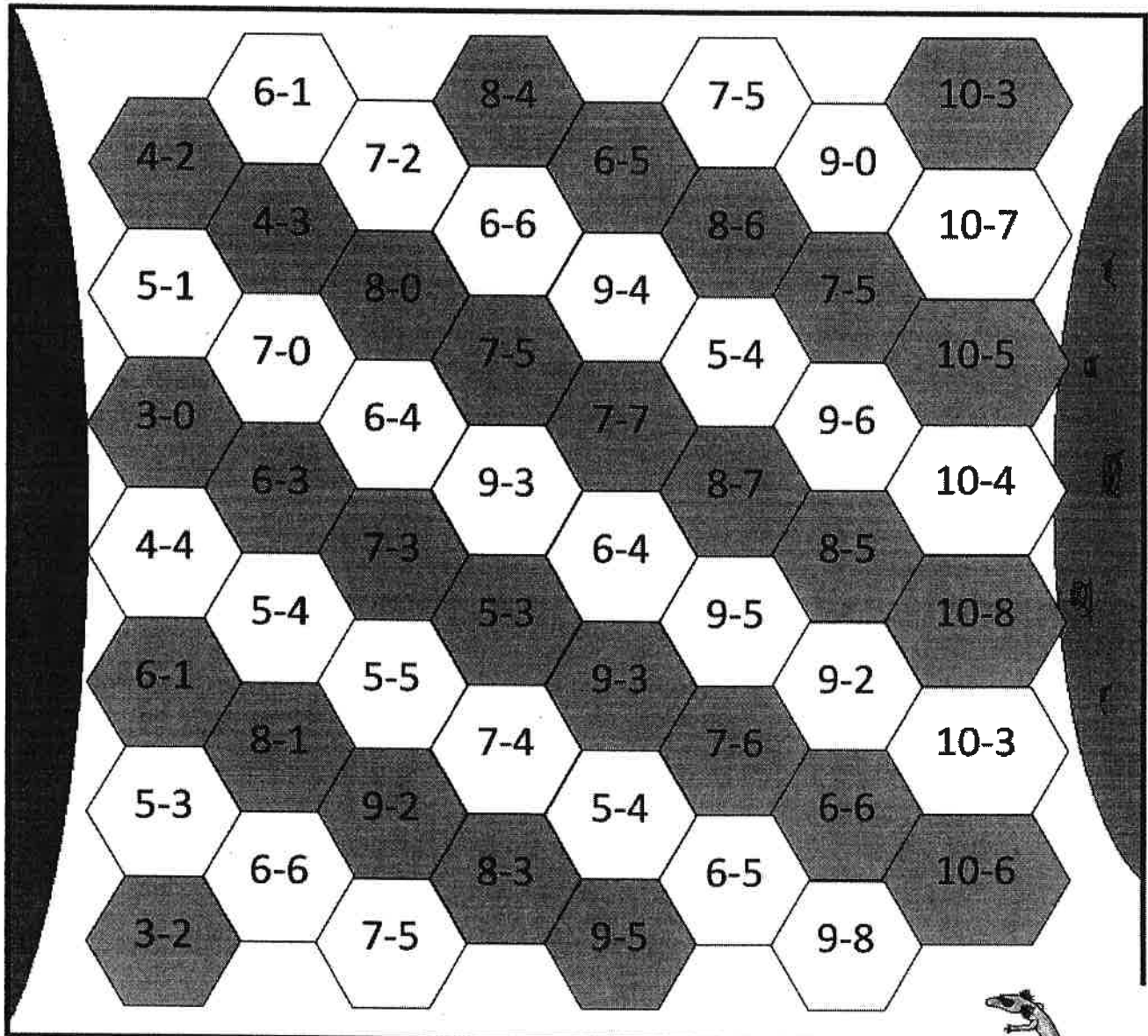
RACE TO THE MOON



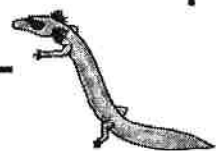
SUBTRACTING TO 10

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

Who will be first to get from Earth to the Moon?



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Name

Date

RACE TO THE MOON

SUBTRACTING TO 10

Age range: Kindergarten +

Number of players: 2 or 3

Learning: Subtract with numbers to 10

You will need

- 20 counters in different colors (one color per player)

Instructions

- Choose a subtraction you want to place a counter on. You can only place a counter on a calculation which does not already have a counter on.
- Work out the answer in your head. You can use the number line to help you.
- Say the calculation and the answer.
- Your partner will check in their head.
- If you are right, you place a counter. Then it is your partner's turn. If you are wrong, you don't get to place a counter.
- The winner is the first person to complete an unbroken path of counters from the Earth to the Moon (path can go across, down, diagonally).

Variations

- If you get an answer wrong, your partner can remove one of your counters from the board.



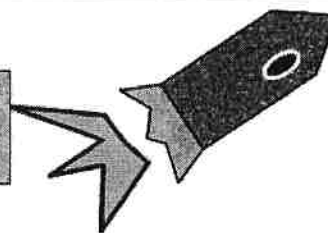
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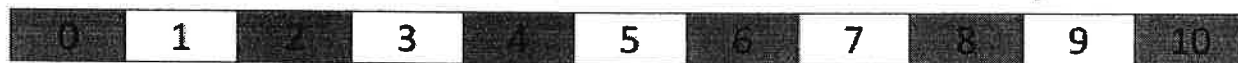
Name _____

Date _____

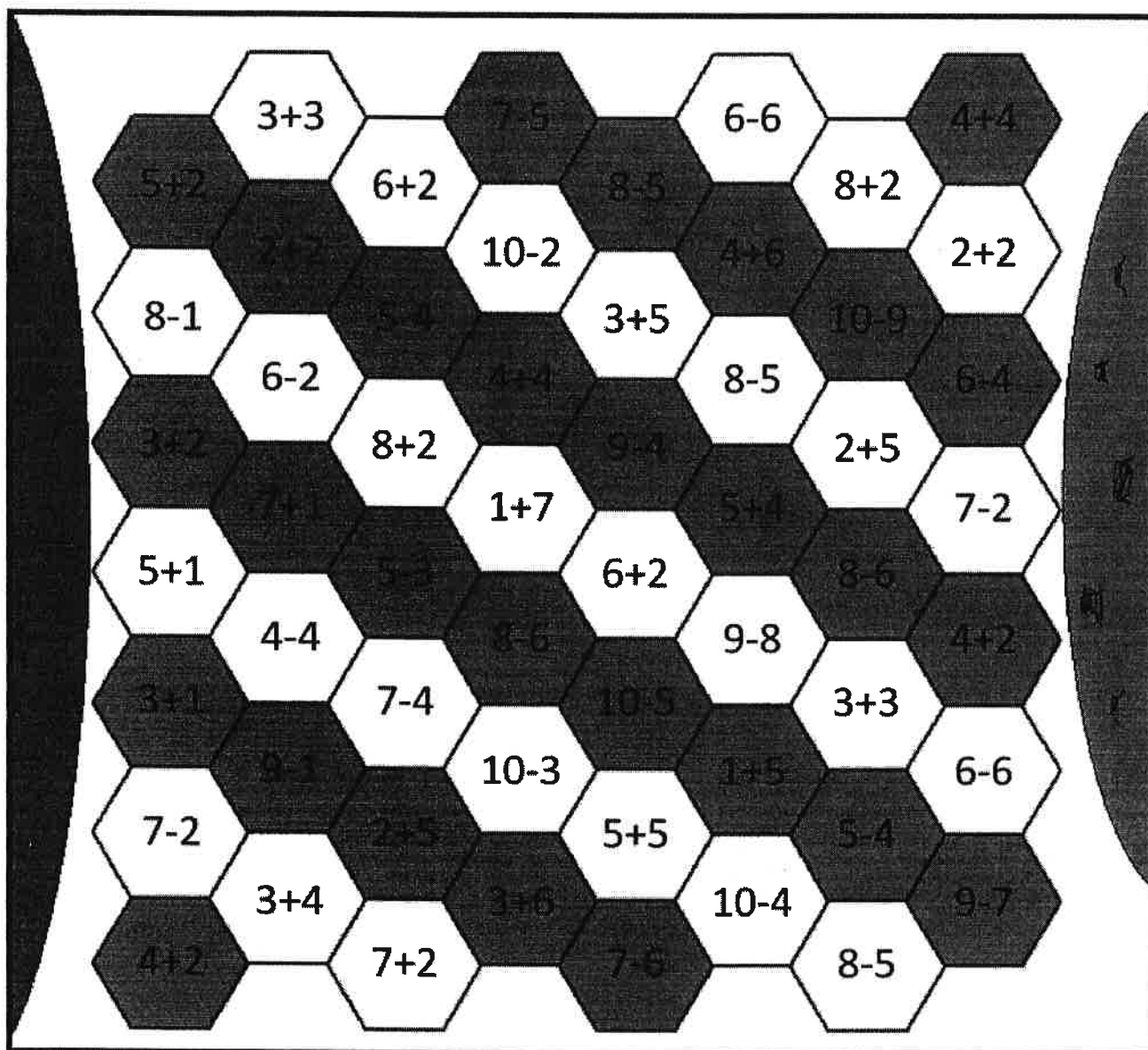
RACE TO THE MOON



ADDING AND SUBTRACTING TO 10



Who will be first to get from Earth to the Moon?



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Name _____

Date _____

RACE TO THE MOON

ADDING AND SUBTRACTING TO 10

Age range: Kindergarten +

Number of players: 2 or 3

Learning: Add and subtract with numbers to 10

You will need

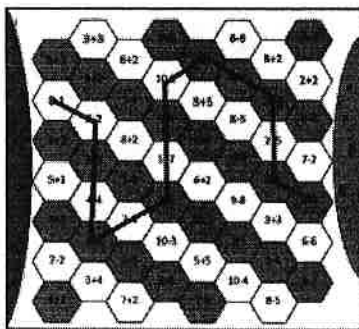
- 20 counters in different colors (one color per player)

Instructions

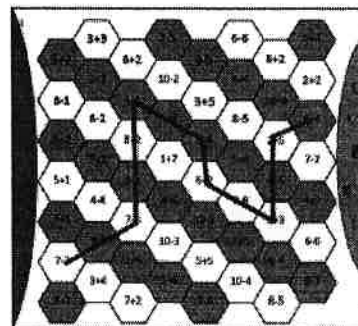
- Choose an addition or subtraction you want to place a counter on. You can only place a counter on a calculation which does not already have a counter on.
- Work out the answer in your head. You can use the number line to help you.
- Say the calculation and the answer.
- Your partner will check in their head.
- If you are right, you place a counter. Then it is your partner's turn. If you are wrong, you don't get to place a counter.
- The winner is the first person to complete an unbroken path of counters from the Earth to the Moon (path can go across, down, diagonally).

Variations

- If you get an answer wrong, your partner can remove one of your counters from the board.



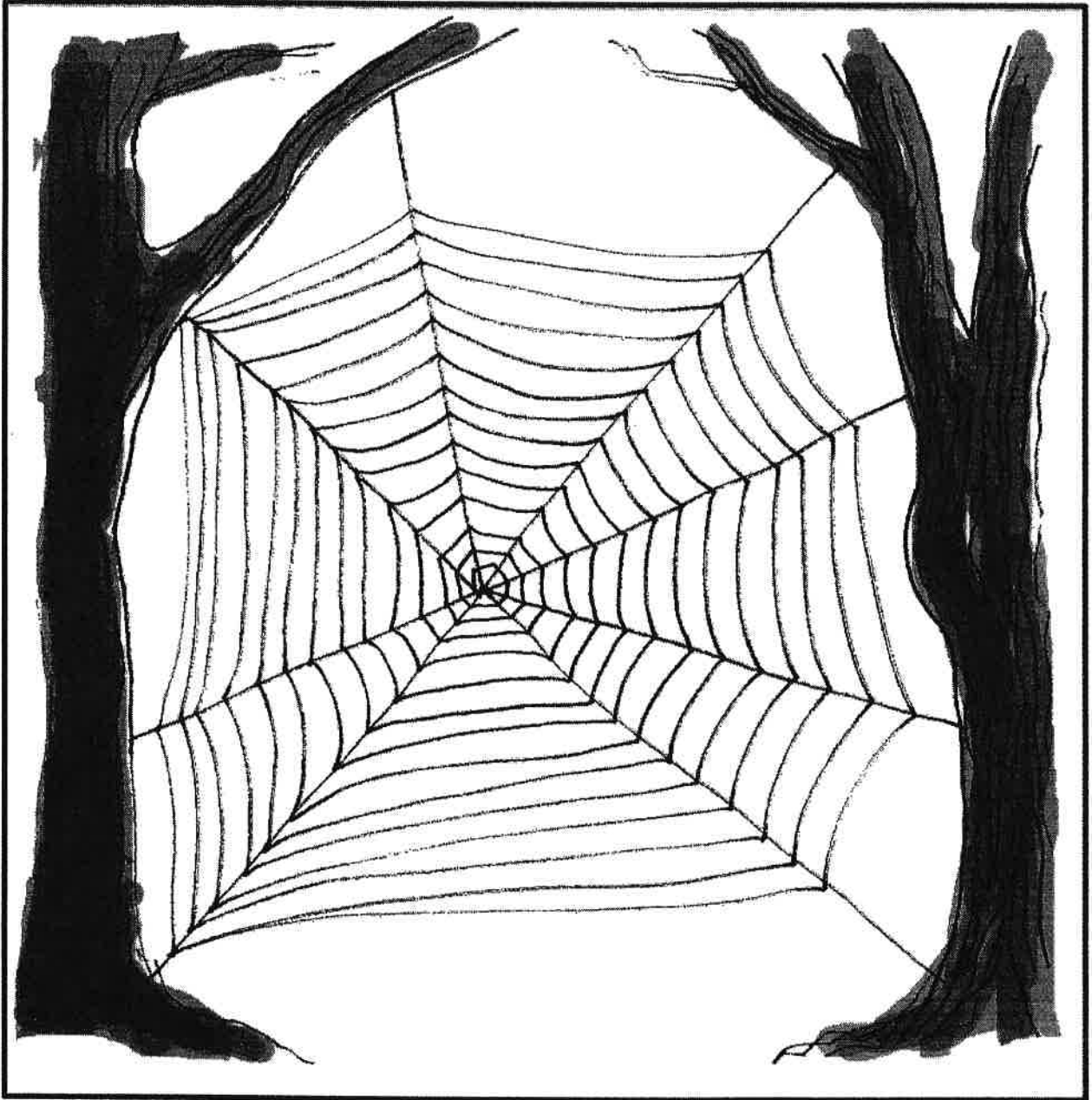
Examples of
winning paths



Name _____

Date _____

TRAP THE SPIDERS



Name _____

Date _____

**Age range:** Pre-Kindergarten +**Number of players:** 1-4**Learning:** Counting the number of spots on a dice, counting the number of spiders trapped**You will need**

- 32 counters to represent spiders, or the spider counters on the spider sheet.
- A dice

Instructions

- Start the game with all the spiders on the web.
- When it is your turn, you throw the dice.
- Take the number of spider counters from the web that is on the dice.
- The game finishes when the last spider has been removed from the web.
- Count your spiders, the player with the most spiders is the winner.

Example

If you roll a 3, pick out 3 spiders from the web.

Variations

- Play the game with more or less than 32 spiders.
- Throw 2 dice and take out that many spiders.
- Put the spider counters face down on the board. You score 1 point for each black spider and 2 points for each red spider you pick out.



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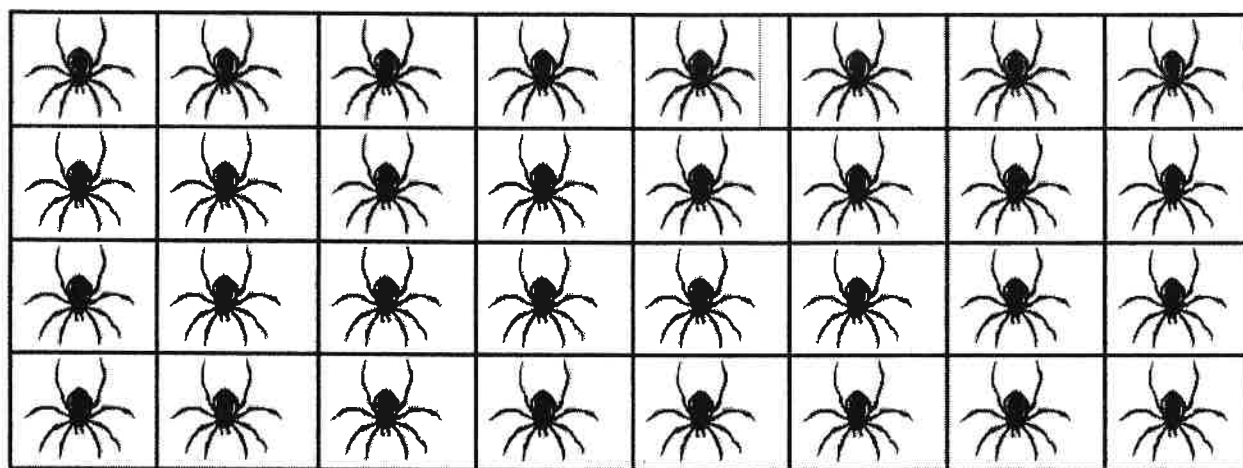
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Name _____

Date _____

TRAP THE SPIDERS

SPIDER COUNTERS



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