

## **SNAP IT (K-1)**

### **You will need:**

Two or more players  
Cubes (eg. 7) that snap together

### **How to play:**

Players snap cubes together. On a signal, players break trains into two parts and tell how many cubes are in each hand. A variation is to break the trains behind their back, show one part, and then predict how many cubes are still behind their back.

Note: It is best if each player has 7 objects that snap together. If you do not have access to cubes, you can use 7 pennies (or similar small objects). Now instead of breaking their train, they are dividing their train into two parts.

## **ON AND OFF (K,1)**

### **You will need:**

Two players  
8-20 counters  
 $\frac{1}{2}$  piece of  $8\frac{1}{2}$  x 11 paper (mat)

### **How to play:**

Players toss set of counters over the paper and record the number of counters that land “on” and “off” the mat, repeating this ten times.

## **GRAB BAG (K,1)**

### **You will need:**

Two or more players  
Counters (e.g. 8) in a bag

### **How to play:**

One player puts 8 counters in a bag, reaches in and takes some counters out. Player opens hand to show the counters taken out, then says: “I had 8 in the bag and took out 5. How many do you think are still in the bag?” Player holding the bag can then confirm if the other player’s guess is correct. Players then switch roles, trying different combinations as well as eventually using a different number of cubes in the bag.