

MINI BRASER CAMES



Skill: Digraphs

Take turns with your partner. Move your eraser one space as you say the name of the item and identify if the digraph is at the beginning or at the end. Don't stop until all of your erasers have crossed the finish line.

How to play:

The youngest player goes first. They move one of their erasers to a square in the first row. Each player must say the answer in the square to finish their move. If they cannot say the answer they go back to the original square and wait for their next turn. Players can move forward, sideways, diagonal, and backwards. However, a player cannot move their piece on a square that is already covered. The game continues until all of the players have moved their erasers to the 'finish line'.



SEESAW AND COOCLE SLIDES



How to play:

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The youngest player goes first, they move one of their ensears to a square in the first row, clock player must say the answer in the square to finish their move. If they cannot say the answer they go book to the original square and wait for their near time. Players can make the result of their part of their players on move forward, sideways, diagonal and backwards, flowers, polyper cannot move their piece on a square that is considered to the plane continued that their places on a square that is of their plane continued and their plane continued and their plane continued and their plane continued and their plane continued that their plane continued and their plane continued and their plane continued and their plane continued to their plane contin





How to play:





Skill: L Blends

How to play:

The youngest player goes first. They move one of their erasers to a square in the first row. Each player must say the answer in the square to finish their move. If they cannot say the answer





Skill: Color Words

How to play:

How to play:

The younget before goes first. They move one of their enseits to a square in the first row. Each player must say the onseit in the first row. Each player must say the onseit in the square to finish their move. If they cannot say the anseit they go book to the original square and would for their nest furn. Players com move forward, sideways, diagonal and bookwards, Slowers, player cannot move their piece on a square that is already covered the gouse continues until all of the players have envoid their excess to the finish like.





How to play

How to play:

The youngest layer goes first. They move one of their encues to a square in the first row. Such player must say the answer in the square to finish their move. If they cannot say the answer they go book to the original square and walf for their next turn. Players can move for ward sideways, diagonal and backwards, thowever, a player cannot move their piece on a square that is already covered. The game continues until all of the players have smooth that covers to the thinks late.





How to play:

How to play:

When youngest layer goes first. Bey move one of their ensures to a square in the first frow, belighour must say the answer in the square to finish their move. If they cannot say the answer they go bout to the original square and wall for their near them. Rayers can move forward, sideways, diagonal and backwards, thousers, polyper cannot move their piece on a square that is already covered in 6 gains continues until all of the joint plants and in the contraction of the sides of the says that the says the says that the says the says that the says the says that the says the says that the says that the says t

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dome	role	gate	mine	hive	save	lame	wife
tame	mine	save	time	nice	tone	fire	bake
late	made	lame	bite	fire	name	save	nine
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Skill: Heavy or Light?

Take turns with your partner. Move your eraser one space as you look at the object and say if it's heavy or light. Don't stop until all of your erasers have crossed the finish line.

22

How to play:

How to play:

The younger before grees first. Ney move one of their creams to a square in the first row, dehily have move one of their creams to a square to the first row. Get high year must synthe creams the square to finish their move. If they cannot say the answer they go book to the original square and wall for their next turn. Players can move forward, sideways, diagonal and backwards, flowwere, players cannot move their piece on a square that is a directly covered if the gains cartinuse and the square cannot be finish their.





Skill: Faster Number Words

Take turns with your partner. Move your eraser one space as you read the number words. Don't stop until all of you erasers have crossed the finish line.

How to play:

How to play:

The yangest shape goas first. They have also first in ensure to a square as the first row. In the first row, including the square to the first row, inch player must you the anseer in the square to finish their move. If they canned say the anseer in the square to finish their move. If they canned say the anseer they go book to the criginal square and want for their met furth. Players can move for ward, sideways, diagonal and backwards, flowerer, a player canned move their piece on a square that is already covered in gasen continues until all of the players have a moved their excesses to the finish line.





Skill: Skip Counting by 2's

How to play:

How to play:

The youngest player goes first, hely move one of their arousers to a square in the first frow, such players must be such players and so in the first frow, such players and so you have been as the such players and so with the such as the such as



Ready, set, go!

Skill: Counting Butterflies Take turns with your partner. Move your eraser one space as you count the dots on the butterfly's wings and say the number. Don't stop until all of your erasers have crossed the finish line.

How to play:

How to play:

In younget player goes first, hey move one of their creaters to a spare in the first row lack players may be used to the player of the player of their creaters to a spare in the first row lack players may be used to the creater they a book to the original spare and waster their pass book to the original spare and waster their passes that First players come move frown that in players come move their place on a sparen that is oldready covered the game continues until all of the players how enough their places on the players how enough their places on the players how enough their places of their players how enough their places of their players how enough their places of their players how enough their players how enough their players how their play



START



Skill: Math Symbols

Take turns with your partner. Move you eraser one space as you say the name of the math symbol. Don't stop until all

How to play

How to play:

The youngest player goes first, they move one of their treasers to a squere in the first row, foot-player must see in the first row, foot-player must see in the first row, foot-players must see in the first row, foot-players and see in the first row, foot-players and see in the first row foot-players and first risk rest first. Rolyers can move first row for earl time. Rolyers can move first row foot-players foot-players foot-players foot-players foot-players. The game continues until all of the players how encode their creasers to the final billing.





Skill: Greater Than, Less

How to play:





Skill: Heavy or Light?

Take turns with your partner. Move your eraser one space as you look at the object and say if it's heavy or light. Don't stop until all of your erasers have crossed the finish line.

How to play:

The youngest player goes first. They move one of their erasers to a square in the first row. Each player must say the answer in the square to finish their move. If they cannot say the answer they go back to the original square and wait for their next turn. Players can move forward, sideways, diagonal, and backwards. However, a player cannot move their piece on a square that is already covered. The game continues until all of the players have moved their erasers to the 'finish line'.



Students use DICITAL MINI ERASERS on the SEESAW or GOOGLES SLIDES game boards.

