MINI BRASER CAMES



Skill: Beginning Sounds

Take turns with your partner. Move your eraser one space as you say the item's beginning sound. 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

HOW TO DIOX?

The youngest bejower goes first. They move one of their errosers to a square in the first row, clock player must say the amswer in the square to finish their move. If they cannot say the answer they go book to the original square and wall for their near than Players can move forward sideways, diagonal and backwards, flowever, a player common move forward sideways, diagonal and backwards, flowever, a player common move their pieco an a square that is already covered if the gaine cartinuss until all of this players have invoid their executes to the Winth Inde.





Skill: Rhyming Words





Skill: Alphabet Blanks

How to play:

The younged player goes first. They more one of their ensures to a squere in the first row, clock player must say the answer in the squere to finish their more. If they cannot say the answer they go book to the original squere and valif for their ant furth. Players can move forward, sideways, diagonal, and backwards, thoeward, sideways, designed, and backwards, thoeward, so player cannot move their piece on a squere that is already covered in Egistec continues with all of the player have second that covers to the finish late.



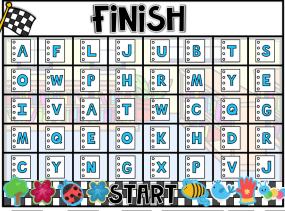


Skill: Read the Letter

How to play:

How to play:

The younget before goes first. Bey move on of their erosers to a square in the first row. Gold before most syn the owner in the square to finish their move. If they cannot say the answer they go boak to the original square and would for their next time. Players can wall for their next time. Players can move frow distinctive, allowers, diagonal, and bookwards, showers, polyers cannot move their piece on a square that is already covered in the gold continuous control of the polyers have neved their excess to the finish law.





Skill: Sight Words

How to play

How to play:

The youngest belayer goes first. Bey move one of their errowers to a square in the first row, belay how move one of their errowers to a square the workers of the desired their square to friesh their move. If they cannot say the answer they go book to the original square and wast for their next her. Players can move forward sideways, diagonal, and backwards, thowever, a player cannot move their piece on a square that is adirectly covered in E-game continues until all of the players have moved their excess to the "think had".

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Skill: Skip Count by 2's

How to play:

How to play:

The youngest player goes first. They move one of their eracers to a square in the first row. Each player must say the ensurer in the square to finish the move. If they cannot say the ensurer to the original square and wait for their next turn. Players can move for ward sledways, diagonal, and backwards. Bowever, a player cannot move their place on a sawere that is.





Skill: Subtraction

Take turns with your partner. Move you eraser one space as you find the difference and say the answer. Don't stop until all of your erasers have crossed the finish line.

How to play

How to play:

The yongest share goes first they have one of their ensure to a squere in the first their ensure to a squere in the first first lead hyder must say the answer in the squere to finish their moves. If they cannot say the answer they go book to the original squere and wast for their next turn. Players can move for ward, sideways, diagonal and backwards, likeware, a player cannot move their piece on a squere that is already covered in Egime continues until all of the players have moved their ensures to the finish line).





Skill: Equal or Not Equal

Take turns with your partner. Move yo eraser one space as you look at the numbers and say if they are equal or not equal. Don't stop until all of your erasers have crossed the finish line.

How to play:

How to play:
The youngst player goes first, they move one of their ensers to a spore in the first rev. Soch player well so the spore in the first rev. Soch player well so the spore in the first rev. Soch player well so well so the spore in the goes of the spore in the spore in



Ready, set, go!

Skill: Number Word

lake turns with your partner. Move your traser one space as you read the umber words. Don't stop until all of your rasers have crossed the fact.

How to play:

How to play:

The youngest player goes first. They move one of their erosens to a square in the first row. Each player most say the owner of the square to fresh share he was not say the owner of the square to fresh share they as book to the original square and wast for their rest fur. Players can move for ward sideways, diagonal, and backwards, flowering, a player cannot move their place on a square that is olinearly covered in Ego gene confirmes until all of the players hove moved their excesses to the finish line.





Skill: Ten Frame





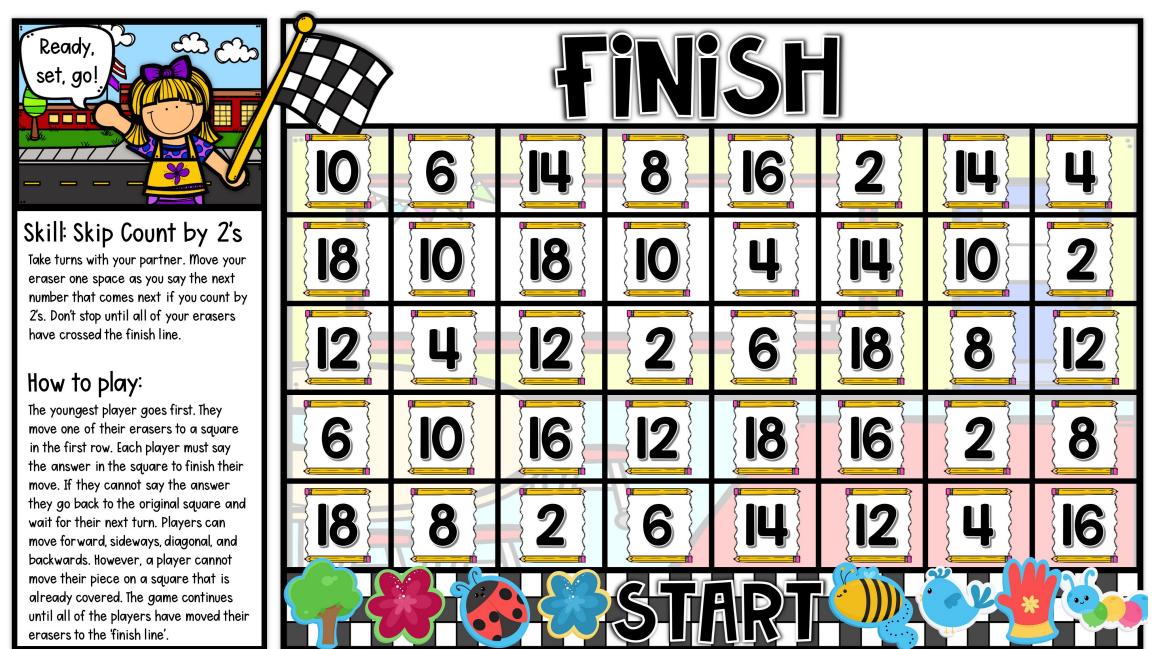
Skill: Odd or Even

Take turns with your partner. Move you eraser one space as you say if the number is odd or even. Don't stop until all of your erasers have crossed the finish line.

How to play:

The youngest player goes first. Buy move one of their erecers to a square shift for the player and shift for the player shift for the player shift for the player shift for the player shift for their met furn. Players cannow for word shiftery, diagonal ond backwish, Slowens a player cannot move for ward, shiftery, allogen on square that is adready overest. The gene continues arranges to the finish line.





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

