MINI BRASER CAMES



Skill: Noun Sort

Take turns with your partner. Move your eraser one space as you read each noun and say if it's a person, place, or thing. 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'.

FINISH

wife	school	market	Dad	lake	food	aunt	store	
Ohio	chair	city	kids	dirt	uncle	TV	chef	
church	nurse	desk	office	town	men	desert	rug	
boy	pen	home	towel	actor	bus	piano	girl	
glass	room	doctor	fork	Asia	ocean	baby	cup	
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SEESAW AND COOCLE SLIDES



Skill: Noun Sort

How to play:

HOW TO PLOY.

The youngest below goes first. They move one of their errosers 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 wall for their next turn. Players com move forward safeways, diagonal and backwards, thowever, a player cannot move their pieces on a square that is always to the player continued to the player than the player continued to the player than the player continued to the player than the playe



set, go! at the Skill: S Blends

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





How to play:

The youngest leyer goes first. They move one of their erosers to a square in the first row. Each player must say the arrower in the square to finish their move. If they cannot say the arrower they go book to the original square and wast for their next turn. Players can move for ward sideways, diagonal and backwards, thowaver, a player cannot move their piece on a square that is already covered. The game confiness until all of the players have smooth their coverasts to the final late.



set, go!

Skill: Digraphs

How to play:

How to play:

The younget before goes first. Bey move on of their creams to a signer in the first or to. Gold before may see the second of their creams to a signer to the first or to. Gold before must say the owner they a boak to the original signer and wall for their next turn. Players can wall for their next turn. Players can move forward sideways, diagonal, and backwards, Sowers, a player common move their piece on a signer that is offered yourself and goine centimes until all of the players have encode that excess to the Statis Islan.





How to play

How to play:

The youngest beyer goes first. Bey move one of their erosers to a square in the first row. Each player must see in the first row. Each player must say the answer in the square to friesh their move. If they cannot say the answer they go book to the original square and wall for their next furn. Players can move forward sideways, diagonal, and backwards, thowever, a player cannot move their piace on a square that is already covered. The game continues until all of the players have invoid their covers to the financial forms.





Skill: Word Families

Take turns with your partner. Move y eraser one space as you read each word and say another word that belongs to the same word family. Do stop until all of your erasers have crossed the finish line.

How to play:

How to play:

The youngest beyer goes first. They move one of their ensures 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 book to the original square one wast for their next turn. Players can move for ward, saleways, diagonal and backwards. (Noverer, a player cannot move their piace on a square that is already covered the game continues until all of the players have moved their cancers to the floath land.

			FINISH					
9	tub	peg	hut	pot	rip	rob	set	mat
	top	lid	sad	pod	bed	hen	jug	bin
l	sit	dog	nun	sip	bat	ban	log	dig
l	sun	tap	sum	bag	kid	bet	hop	leg
١	ten	tug	win	cab	lot	sad	rag	fun
	361			ST	ART			\(\frac{1}{2}\)

Ready, set, gol

Skill: Skip Counting by 2's Take turns with your partner. Move your eraser one space as you skip count by Zs. 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 erosers to a square in the first row, behigher must say the answer in the square to finish their move. If they control say the answer in the square to finish their move. If they control say the answer is the square to the state that their their mat they flowers can move for ward shallow, staggered and backwards, towever, a player cannel move their size on a saurer that it.





Skill: Counting Ocean Fish

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 answer in the square to finish their move. If they cannot say the answer they go back to the original square and walf for their next turn. Players com wowlf for their next turn. Players com wowlf for their next turn. Players com wowlf for what sideways, diagonal, and backwards. Rowever, a player cannot move their plees on a saware that is





Skill: Ten Frames

Take turns with your partner. Move you eraser one space as count the dots in the ten frames and say the number. Don't stop until all of your erasers hav 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: Odd or Even

Take turns with your partner. Move your 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:

How to play:

The youngest player goes first. They move one of their ereasers to a square in the first row. Each player most say the movement of their own decay. The first row. Each player most say they are possible to the owner in the sage the first history as book to the original agone and want for their next rum. Players come was for warfer serving, a player comet move their place on a square that is oldered yourself all be game centimes until all of the players how moved their excess to the first his live.





Skill: Base Ten Blocks Take turns with your partner. Move you eraser one space as you count the bas ten blocks. Don't stop until all of your erasers have crossed the finish line.









Skill: Summer Addition

Take turns with your partner. Move your eraser one space as you find the sum of each equation and say your answer. 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 eracers to a sagi in the first row. Iach player must at the squere to finish move. If they cannot say the answe they go back to the original squere wait for their nest turn. Players comove for word, sideways, diagonal backwords. Rowever, a player can see their less one anneal testing.





Skill: Skip Counting by 2's

Take turns with your partner. Move your eraser one space as you skip count by 2's. 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 COOCLES SLIDES game boards.

