## 

### MINIERASER CAMES



### Skill: Color Words

Take turns with your partner. Move your eraser one space as you say the color of the item. 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



### FINISH Ready, set, gol Î Skill: Uppercase or E U lowercase letters Take turns with your partner. Move you eraser one space as you say the letter and if it's in uppercase or lowercase. Don't stop until all of your erasers have crossed the fights line. m e D 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 thei move. If they cannot say the answer A P k d <u>(a)</u> P G (U) 9 $\widetilde{I}$





### How to play

Ready, set, go!

Skill: Missing Numbers

Take turns with your partner. Move your eraser one space as you say the numbers that come next. Dan'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 Two claylaryer must say the consect in the square to finish their move. If they control say the amount of their matter than the first control for ward shakely allegated and backwards, flowered in abundants, flowered in player cannel move their size on a sucre than it.

How to play:

The younget before gase first flay move and of their crears to a signre in the first Two cloth bylayer must are in the first Two cloth bylayer must synthe amover in the signre to finish fluid move. If they cannot say the amover they go book to the original signre and wall for their next turn. Players can move for wall to their next turn. Players can move from the signre signre cannot move their place on a signer that is olirably covered in the signre continues until all of the players have encoded their evenues to the first hold.









### Ready, set, gol Skill: Ten Frame Additio Take turns with your partner. Move your eraser one space as you say the letter and if it's in uppercase or lowercase. Don't stop until all of your erasers have crossed the finish line. How to play:



### **FINISH** 60 50 30 40 80 30 20 80 Skill: Counting by 10's 40 30 **q0** 20 60 90 10 40 Take turns with your partner. Move eraser one space as you say the no number that comes next if you cour 10's. Don't stop until all of your erase have crossed the finish line. 20 50 10 10 40 70 60 70 How to play: The youngest player goes first, they move one of their erroarts to a square move one of their erroarts to a square their particles of their erroarts of their place on a square that is offered you covered their place on a square that is offered you covered. The gener continues until all of the players have moved the receases to the Tinch line. 80 40 30 80 50 30 10 90 **| 90** 40 20 60 70 50 10 70

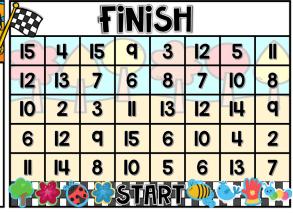
### Ready, set, go!

### Skill: Lesser Number

Take turns with your partner. Move you eraser one space as you say any number that is less than the number or

How to play: How to play:

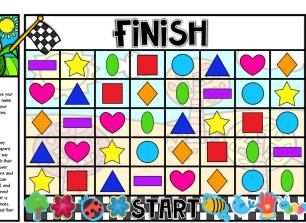
The youngest player goes first. They move one of their erosens to a square in the first row. Each player most say the owner of the square to fresh she have more in the square to fresh she have on the square to fresh she was to the regime (agreen and was for their next fur. Players can move for ward sideways, diagonal, and backwards, flowers, 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 excess to the finish line.





### Skill: 2D Shapes

Take turns with your partner. Move y eraser one space as you say the nar the shape. Don't stop until all of your erasers have crossed the finish line.





Ready, set, go!

How to play

Ready, set, go!

Skill: Counting Fingers



### Ready FINISH set, go! 13,\_\_, 17,\_ Skill: Missing Numbers Take turns with your partner. Move your eraser one space as you say the numbers that come next. Don't stop until all of your erasers have crossed the finish line. 18, 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

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

erasers to the 'finish line'.

