GregTangMath.com

Family Math Night

Looking for that spark to get your school excited about math again?

Check out our math night package!

store.gregtangmath.com

Game Directions

Step-by-step full video tutorials & directions: **gregtangmath.com/directions**

EQUATO™

To start, player 1 rolls and writes the number in any square. Players then take turns back and forth, rolling and writing their number in any square, as long as that square is above, below, or next to one already containing a number.

The goal is to form an equation with 3 squares in a row in any direction. When a player makes an equation, he/she fills in the operators between the squares & tallies 1 point.

Winner: Player that makes the most equations.

Basic (Addition)

$$2 + 1 = 3$$
$$3 \quad 6 \quad 3$$
$$1 + 5 = 6$$
$$4 \quad 2 + 1$$

Pro (All operators)

$$3 + 2 = 5 \quad 1$$
$$2 \quad 4 - 1 = 3$$
$$4 + 1 = 5 \quad 3$$
$$6 = 2 \times 3 = 6$$

TIC-TAC-TANG™

Players take turns rolling and writing their number in any open circle (play on one square or both at the same time). The goal of the game is to get Tic-Tac-Tang, or 3 numbers in a row, in any direction, that together make up a fact family.
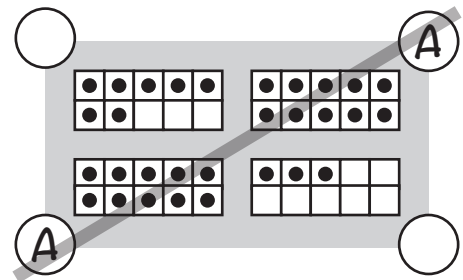
Winner: Player to make a fact family w/ 3 numbers in a row.
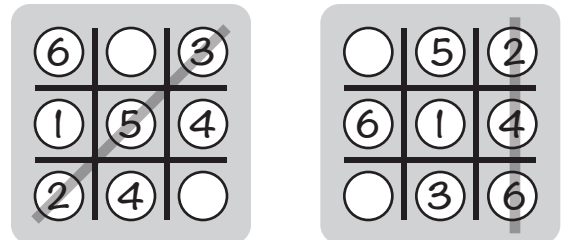
TIC-TAC-TENFRAME™

Both players take turns rolling, and adding their dots to any ten frame (must have enough available spaces for all dots). When a player fills a ten frame with exactly 10 dots, he/she "gets" that ten frame, and writes his/her initial in that circle.

Winner: The first player that fills two of the ten frames.

MATH LIMBO™

Take turns: Roll. Cross out 1-2 numbers on your triangle that either add or subtract to equal the number rolled. Players take turns back and forth, rolling and eliminating numbers on their triangle. If a player rolls and no numbers can be eliminated, the turn is over and opponent rolls again. Winner: Player to eliminate all his/her numbers first.

Example: Player rolls 8

Other Possibilities:
1 & 7, 3 & 5, 8, 9 & 1, 10 & 2
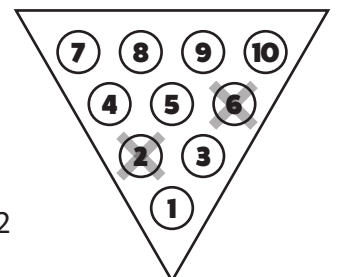
GREAT TIMES® FLASHCARD BINGO™

Flip a card, and together find the answer. If the answer is on your board, circle it. Circle 5 in a row any direction - you win!

TANG CARDS™ - Matching Game

Each player (or team) starts with half the deck of cards. On the count of 3, both players flip one of their cards.

The goal of the game is to match any of the cards you've flipped with any of the cards your opponent has flipped. First player that sees a match says "Match!" and if correct, keeps those cards. If there's no match, players flip again.
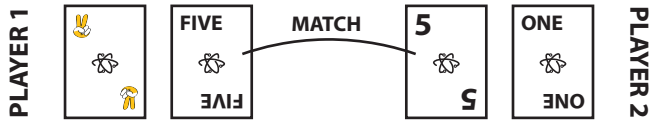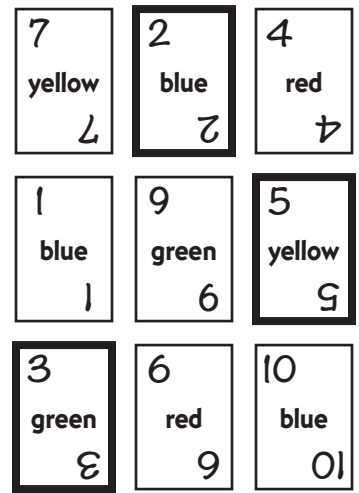

Both players repeat this (1,2,3, flip) until the deck is done. The player (or team) with the most cards (matches) wins!

NUMSKILL™

Goal: Find the most SETS.

A SET consists of 3 cards
2 cards add up to 3rd card
All 3 cards different colors

When a player finds a set, he or she says "Numskill!" and if correct, he/she gets to keep those cards and 3 new cards are replaced.


The player (or team) that finds the most total SETS wins!

WEB BONDS™

Player 1 rolls and writes the number in the **center** circle. Both players then take turns back and forth, rolling and writing their numbers in **any** open circles on the board. Each player may only write in 1 circle per turn.

The goal is to form fact families with 3 numbers that are connected to each other with dash marks. If player writes a number that completes a fact family (i.e. 1+3=4), he/she traces the outline connecting the 3 numbers, and writes his/her inititial in the center. That counts as 1 point.

The game ends when all circles on the board are filled. The player with the most points (initials) wins!

Web Bonds™ Plus

3+2=5

Web Bonds™ Times

3×6=18
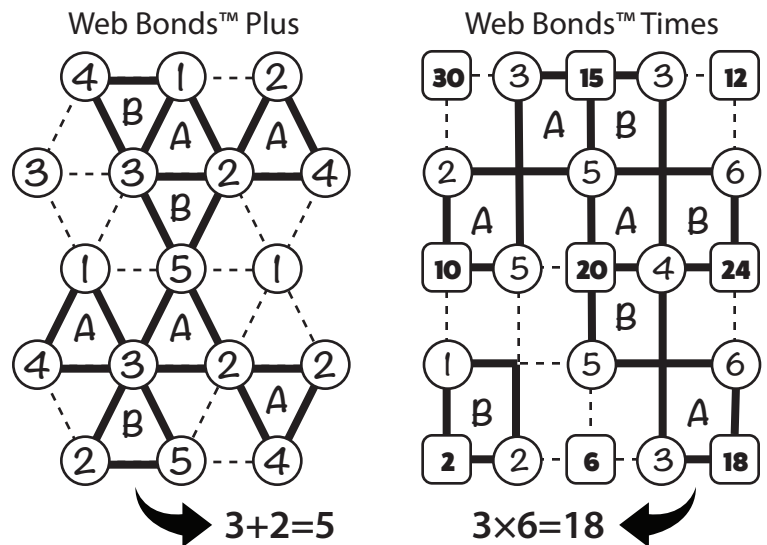
KAKOOMA®

On each card, find the number that's the sum (blue cards) or product (gold cards) of 2 other numbers on that card.

BLUE CARDS
ADDITION

4	10	19
13	7	5
16	8	25

GOLD CARDS
MULTIPLICATION

| 12	5	30
3	9	7
2	16	4

When a player sees the answer, he/she says "Kakooma!", and points out the answer. If correct, they keep the card. The player who collects the most cards wins!

WITH BINGO: When the answer to a card is found, players circle that number on their board. The first player to get Bingo, or all numbers in a row in any direction, wins!

NUMTANGA™

Choose any two cards at random - Card A & Card B. Between Card A & B, there is only 1 equivalent value.

Card A   Card B
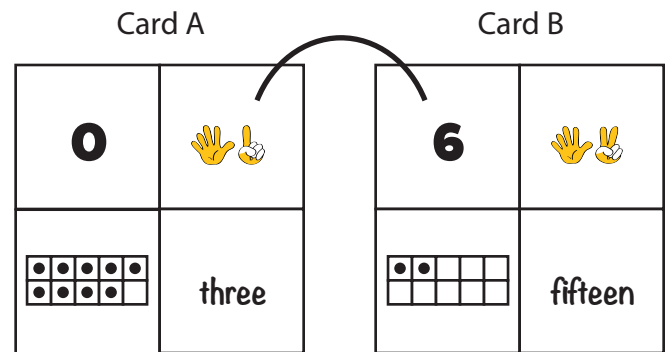
WITH BOARD: Player 1 flips two cards and looks for the match. When the match is found, he/she gets to roll and move piece. Players take turns repeating this in order.

If a player lands on "RACE!", they flip two more cards, and the player who sees the match first gets to move 1 space. The player who reaches the end of the board first wins!