

Board Games and Card Games to Support Math Skills

Game	Age Level	Concept	Description
Absolute Zero Card Game	10 and up	Addition of integers	"Players Combine Positive and Negative Numbered Cards to Create a Value of Zero"
Balance Beans	5 and up	Pre-Algebra skills	"Develops critical skills – Strengthens logical reasoning and critical thinking skills, teaches pre-algebra concepts"
Battleship	7 and up	Coordinate pairs	"Battleship game is the classic game of naval combat that brings together competition, strategy, and excitement!"
Candyland	3 and up	Matching, pattern identification	"Players encounter all kinds of delicious surprises as they move their cute gingerbread man pawn around the path in a race to the castle"
Chutes and Ladders	3 and up	Counting, number recognition, 1-1 correspondence	"Children can practice counting and number recognition as they travel along the gameboard to get to the top"
Clue	8 and up	Logical reasoning	"Eliminate information throughout the game in this classic whodunit. The player who correctly accuses Who, What, and Where wins!"
Clue Junior	5 and up	Logical reasoning	"Players are on a mission to discover who took a piece of cake, when they took it, and what they drank with it. As players find clues, they eliminate choices and eventually discover what happened"
Connect Four	6 and up	Vocabulary	"Do you go up, to the side, or diagonally? Start in the

		(horizontal, vertical, diagonal) Logical thinking, strategic planning	middle or at the edge? It's your choice in Connect 4 Grid. Stack the 4 discs vertically, line them up side to side, or go on the diagonal. As long as you get 4 in a row, you win."
Disney Eye Found It	4 and up	Number recognition, counting, matching	"Join Mickey and friends on a magical journey through 12 different Disney Realms including Cinderella's kingdom, big hero 6's San Fransokyo, Peter Pan's Neverland, Alice's Wonderland, beauty and the beasts kingdom, toy story Andy's bedroom, froze n's (No Suggestions), pirates of the Caribbean, Ariel and Prince Eric's kingdom, pooch's 100 Acre wood, world of Mickey Mouse and car's radiator springs. Along the way, search for hidden treasures"
Guess Who	6 and up	Logical thinking	"Players try to guess each other's mystery character"
Head Full of Numbers	7 and up	Enhances addition, subtraction, multiplication, and division practice	"Set the timer and create as many unique, correct equations as possible Dice feature numbers 0-9 for comprehensive math practice using all operations"
HiHo Cherry-O	3-6	Counting, number recognition, 1-1 correspondence	"FUN COUNTING BOARD GAME: Kids ages 3 and up can have a blast picking pretend fruit from the trees on the game board, and filling their buckets. The spinner lets them know the number of pieces to pick -- or put back"
Integer Chess	9 and up	Multi-level settings to accommodate different age levels; coordinate plane	"integer Chess consists of five powerful games played on the coordinate plane. Players plot points and move along the lines as they try to arrange five pawns in a row. Implementing strategies challenges beginners and masters alike. Understanding of important algebraic

			concepts grows through play. “
Krypto	8 and up	Arithmetic Skills	“[The] goal is to use five randomly selected cards, each with a number on it, then use all 5 numbers plus the 4 basic math operations -- in any order -- to arrive at the number on a randomly-selected answer card”
Life	8 and up	Money management	“Spin the wheel and spend money wisely while experiencing the ups and downs of vacations ranging from an exciting safari to a rained-out day at the beach”
Mastermind	8 and up	Strategy in creating and breaking codes	“Players take turns setting and solving secret codes. More than 2,000 possible combinations make the game different every time it's played”
Money Bags	7 and up	Identification of and counting money	“Players collect, count, and exchange money all the way to the finish line Learn valuable money skills through fun game play”
Monkey Balance	3 - 5	Equivalence with addition	“This game teaches basic counting and beginning math skills and encourages retention through stimulating multi-level math games”.
Monkey Math	4 and up	Simple addition, concept of equivalence	“Popular Playthings Monkey Math is the fun, hands-on way for kids to learn simple addition. Hang the numbered banana tokens on the monkey's hands. If your sums add up correctly, the monkey's arms will balance and he'll look straight ahead.”
Monopoly Classic	8 and up	Counting money, strategy, Probability	“It's the fast-dealing property trading game where players buy, sell, dream and scheme their way to riches.”
Monopoly Junior	5 and up	Number recognition,	“This Monopoly Junior board game features simplified

		counting, 1-1 correspondence	gameplay for budding Monopoly fans”
Payday	8 and up	Money skills	“Pay Day is great for social interaction and a game that parents and children can play on a relatively even level.”
Perfection	5 and up	Matching Geometric shapes; rotations; eye-hand coordination	“Be quick to fit all 25 shapes into their matching holes in the tray. But watch the timer! If it runs out...pop goes the Perfection game!”
Phase 10	7 and up	Sequencing, ascending order, matching, logical thinking	“Phase 10 is the Rummy-type card game with a twist! Be the first player to complete 10 varied phases with two sets of three, one run of seven, or seven cards with the same color”
Prime Climb	?	multiplication, division, factorization and prime number concepts	“Roll the dice and add, subtract, multiply and divide your way to the center of the board, picking up Prime cards and bumping your opponents back to start as you go.”
Proof	9 and up	Mathematical operations	“Practice multiplication, division, addition, subtraction, and square roots using mental math magic as you race to find creative equations hidden among nine number cards. Keep what you find and collect the most cards to win!”
Qwirkle	6 and up	strategic planning, spatial recognition, and problem solving skills	“build lines by matching tiles based on either color or shape, and score points for doing so”
Qwixx	8 and up	Probability and	“Qwixx is simple to play but each decision is crucial - the

		decision making	more numbers you cross off, the more points you score.”
Rack-O	8 and up	Sequencing, strategy, greater than and less than	“Each player is dealt 10 cards. Place cards in your rack in order, slot 50 down to 5. Turn over top card from the stockpile. Continue taking cards in turn, exchanging for cards in your rack.”
Rummikub	8 and up	consecutive numbers , matching sets, ascending order	“The goal is to be the first player to use all the tiles in your rack by creating sets on the table. Each set must have at least 3 tiles. Sets can be in groups (at least 3 of the same number in different colors) or runs (3 or more tiles with consecutive numbers in the same color).”
Sequence Numbers	7 and up	Probability, matching sequences	“Play a card from your hand, and place a chip on a corresponding space on the game board. When you have five in a row, it's a sequence.”
Snap It Up	6 and Up	Addition and subtraction	“Engage kids in building math skills with this fast-paced game! Players pick and pass cards as fast as they can, adding and subtracting numbers”
Sorry	6 and up	Logical Reasoning	“It's an unpredictable game of strategy, chance and luck as players chase, race, bump, slide, and score.”
The Sneaky, Snacky Squirrel!	3-6	Counting, 1-1 correspondence, color learning, help develop matching skills, strategic thinking	turn-taking, hand-eye coordination, and fine motor skills
Trouble	5 and up	1-1 correspondence, number identification,	“A player presses the Pop-O-Matic bubble to roll the die. In the Trouble board game, kids race to get all their game

		counting	pieces around the board; but be careful! A player could get bumped and sent back to the beginning.”
Uno	7 and up	Probability, matching	“Players take turns matching one of their own cards with the card that appears face-up on the discard pile by either color or number.”
Yahtzee	8 and up	Probability	“Take turns rolling dice to try to score combos. You get a total of 13 turns and may roll up to three times on a turn. At the end of each turn, you must fill in one empty box in your column on the scorecard.”