

Object: To "climb" to the treehouse
Skills: 3 digits divided by 1 digit
Materials: Pencil and paper for each student, a small paper clip, a brass fastener
Directions:

1. Player 1 spins the spinner. The player solves the problem on his/her steps that matches the number on the spinner. Player 2 also solves the problem. If both players agree, Player 1 crosses out that problem on the column. If the players disagree about the answer, Player 2 may check it on the answer key. If Player 1 is correct, then Player 1 may cross out the problem. If Player 1 is incorrect, the player may not cross out the problem and will need to solve it again (Player 2 can coach Player 1 on the second attempt.)
2. Player 2 SPINS and repeats the procedure from step 1 with the players switching roles.
3. Play alternates between players until a player crosses out all the problems on his/her steps and "climbs to the treehouse".

3 DIGITS DIVIDED BY 1 DIGIT EDITION

Spinner numbers: 1, 2, 3, 4, 5, 6, 7, 8

Math problems on ladder:

- 8. $9 \overline{)335}$ 8. $8 \overline{)714}$
- 7. $3 \overline{)178}$ 7. $4 \overline{)285}$
- 6. $5 \overline{)371}$ 6. $9 \overline{)732}$
- 5. $8 \overline{)413}$ 5. $8 \overline{)755}$
- 4. $2 \overline{)175}$ 4. $7 \overline{)297}$

Labels: TREE, 3 DIGITS DIVIDED BY 1 DIGIT EDITION

SNOWBOARD RACE

Object: To "snowboard" to the bottom of the mountain first by solving all the problems
Skills: Adding tenths and hundredths
Materials: Pencil and paper for each student, a small paper clip, a brass fastener
Directions:

1. Player 1 spins the spinner. The player solves the problem on his/her snowboard slope that matches the number on the spinner. Player 2 also solves the problem. If both players agree, Player 1 crosses out that problem on the snowboard slope. If the players disagree about the answer, Player 2 may check it on the answer key. If Player 1 is correct, then Player 1 may cross out the problem. If Player 1 is incorrect, the player may not cross out the problem and will need to solve it again (Player 2 can coach Player 1 on the second attempt.)
2. Player 2 spins and repeats the procedure from step 1 with the players switching roles.
3. Play alternates between players until a player crosses out all the problems on his/her snowboard slopes and "snowboards to the bottom".

ADDING TENTHS AND HUNDREDTHS EDITION

Spinner numbers: 1, 2, 3, 4, 5, 6, 7, Free Choice

Math problems on mountain slope:

- 1. $\frac{11}{100} + \frac{7}{10}$ 1. $\frac{4}{10} + \frac{37}{100}$
- 2. $\frac{2}{10} + \frac{15}{100}$ 2. $\frac{38}{100} + \frac{1}{10}$
- 3. $\frac{3}{10} + \frac{4}{10}$ 3. $\frac{5}{10} + \frac{4}{10}$
- 4. $\frac{3}{10} + \frac{2}{100}$ 4. $\frac{40}{100} + \frac{3}{10}$
- 5. $\frac{19}{100} + \frac{8}{10}$ 5. $\frac{5}{10} + \frac{5}{100}$

4th Grade Fun Friday Math Games

Object: To be the first to get 3 spaces in a row.
Skills: Rounding to the nearest ten-thousand
Materials: Pencil and paper for each student, a small paper clip, a brass fastener
Directions:

1. Player 1 spins the spinner. The player may write his/her mark (X or O) on any space on ANY of the 3 Tic-Tac-Toe boards that, when rounded to the nearest ten-thousand equals the number on the spinner.
2. Player 2 repeats the process from step 1.
3. Play alternates between players until one player gets 3 spaces in a row.

Version 2

1. Player 1 spins the spinner. The player may write his/her mark (X or O) on any space on ANY of the 3 Tic-Tac-Toe boards that, when rounded to the nearest ten-thousand equals the number on the spinner.
2. Player 2 repeats the process from step 1.
3. Play alternates between players until one player gets 3 spaces in a row.

10,000 Rounding Edition

Spinner numbers: 10,000, 20,000, 30,000, 40,000, 50,000, 60,000, 70,000, 80,000, 90,000, 100,000

Tic-Tac-Toe boards:

57,231	31,924	98,523
83,843	17,382	64,778

61,778	14,841	37,122
55,035	24,782	84,481

77,389	49,399	91,231
47,214	93,210	55,931

12,983	89,431	24,778
68,302	78,429	33,997

Object: To be the first to cross off all the problems on the his/her dive column.
Skills: Angle measurement
Materials: Pencil and paper for each student, a small paper clip, a brass fastener
Directions:

1. Player 1 spins the spinner. The player solves the problem on his/her dive column that matches the number on the spinner. Player 2 also solves the problem. If both players agree, Player 1 crosses out that problem on the dive column. If the players disagree about the answer, Player 2 may check it on the answer key. If Player 1 is correct, then Player 1 may cross out the problem. If Player 1 is incorrect, the player may not cross out the problem and will need to solve it again (Player 2 can coach Player 1 on the second attempt.)
2. Player 2 spins and repeats the procedure from step 1 with the players switching roles.
3. Play alternates between players until a player crosses out all the problems on the his/her dive column. The player to cross off all the problems first is the winner.

ANGLE MEASUREMENT EDITION

Spinner numbers: 1, 2, 3, 4, 5, 6, 7

Angle problems on dive columns:

PLAYER 1:

1. What is the measure of $\angle GDE$? 77°
2. What is the measure of $\angle YVW$? 58°
3. What is the measure of $\angle RMN$? 33°
4. What is the measure of $\angle DAB$? 44°
5. What is the measure of $\angle QRS$? 27°
6. What is the measure of $\angle JKM$? 37°
7. What is the measure of $\angle HEF$? 54°
8. What is the measure of $\angle TQR$? 59°
9. What is the measure of $\angle EBC$? 29°
10. What is the measure of $\angle MJK$? 93°

PLAYER 2:

1. What is the measure of $\angle ABD$? 34°
2. What is the measure of $\angle IFG$? 42°
3. What is the measure of $\angle VST$? 57°
4. What is the measure of $\angle SPQ$? 98°
5. What is the measure of $\angle EFH$? 85°
6. What is the measure of $\angle MJK$? 24°
7. What is the measure of $\angle GDE$? 22°
8. What is the measure of $\angle MJK$? 38°
9. What is the measure of $\angle PLN$? 37°
10. What is the measure of $\angle WTU$? 99°