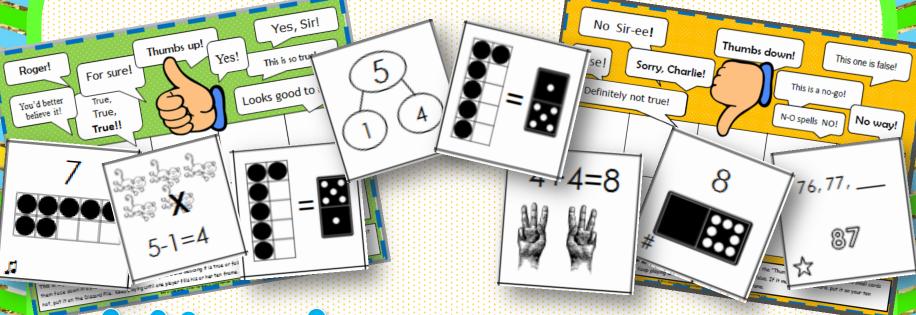
Thumbs Up or Thumbs Down?



Kindergarten Math Games

Linda Nelson



Help your students recognize the facts



by sorting out the impostors!



Your students will use this set of **ten math games** to evaluate numerical expressions, equations, and pictures and determine whether each one is true ("Thumbs Up!") or false ("Thumbs Down!"). All of the games support **Kindergarten Common Core Standards**. The appropriate standard is listed on each card set. Each game includes 24 cards.

Options for use: Play as a **partner game** with the Thumbs Up, Thumbs Down cards on pages 4 and 5. For each game, print the small cards on cardstock and cut apart. (Hint: Print each game on a different color to keep them separated easily!) Play as a **whole class response activity** using page 6. Print one for each student on cardstock, fold in half, and staple or tape closed along edge. Show cards with your document camera, Students put the folded hand cards over their hands (like a hand puppet), lifting and turning it to signal thumbs up or thumbs down. To keep it even more simple, students can just use their own hands to signal! **Use as an independent activity** with the sorting mat on page 7. Makes a great math center, using the included student response page!

Answer Keys are provided for all of the games.

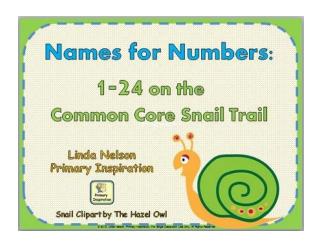
Page	Skill/Standard
8-9	Sequence of Numbers 1-100: K.CC.A.1, K.CC.A.2.
10-11	Match Numeral to Domino: K.CC.B.5
12-13	Match Numeral to Ten Frame: K.CC.B.5
14-15	Represent Addition with Fingers: K.OA.A.1
16-17	Match Ten Frame to Domino: K.CC.B.5

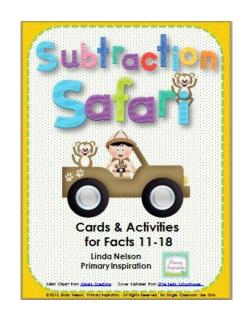
Page	Skill/Standard
18-19	Number Bonds 0-5: K.OA.A.5
20-21	Represent Subtraction with Objects, K.OA.A.1
22-23	Represent Addition & Subtraction with Objects, K.OA.A.1
24-25	Model Addition with Dice Dots and Match to an Equation: K.OA.A.1
26-27	Match Ten Frames to Numerals, 11-20, K.CC.A.3



Thank You to the following graphic artists: Thumbs Up/ Thumbs Down and Cupcakes by <u>Krista Wallden at Creative Clips</u>, cover background by <u>Glitter Meets Glue</u>, cover font by <u>Stephany Dillon</u>, dice and dominoes by <u>First Grade Brain</u>, ten frames from <u>Graphics From the Pond</u>, pups and kitties by <u>Kari Bolt</u>, zoo animals by <u>KPM Doodles</u>, pennies by <u>The 3am Teacher</u>.

Thanks for purchasing this resource! You may also like...





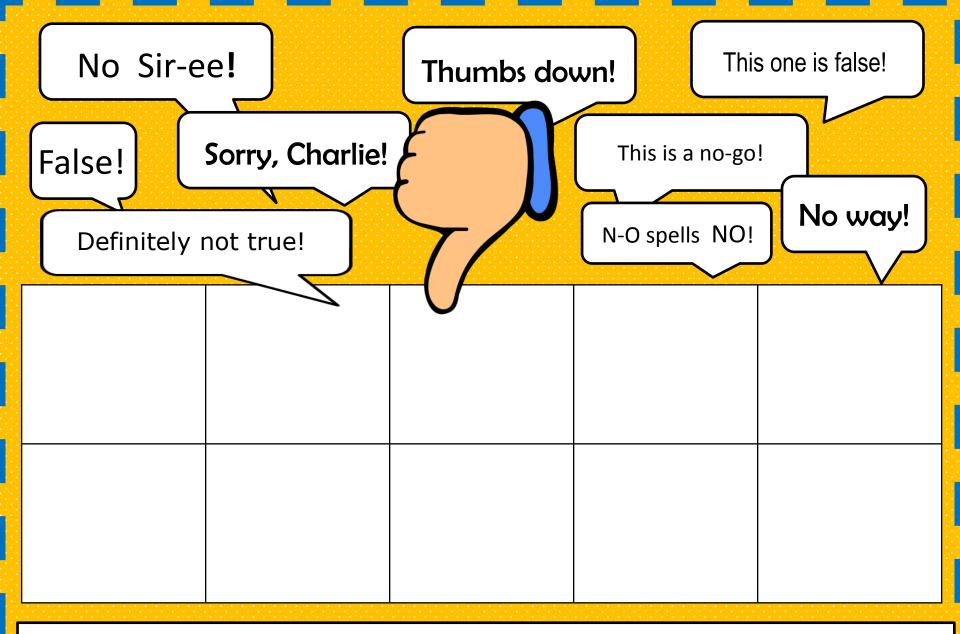




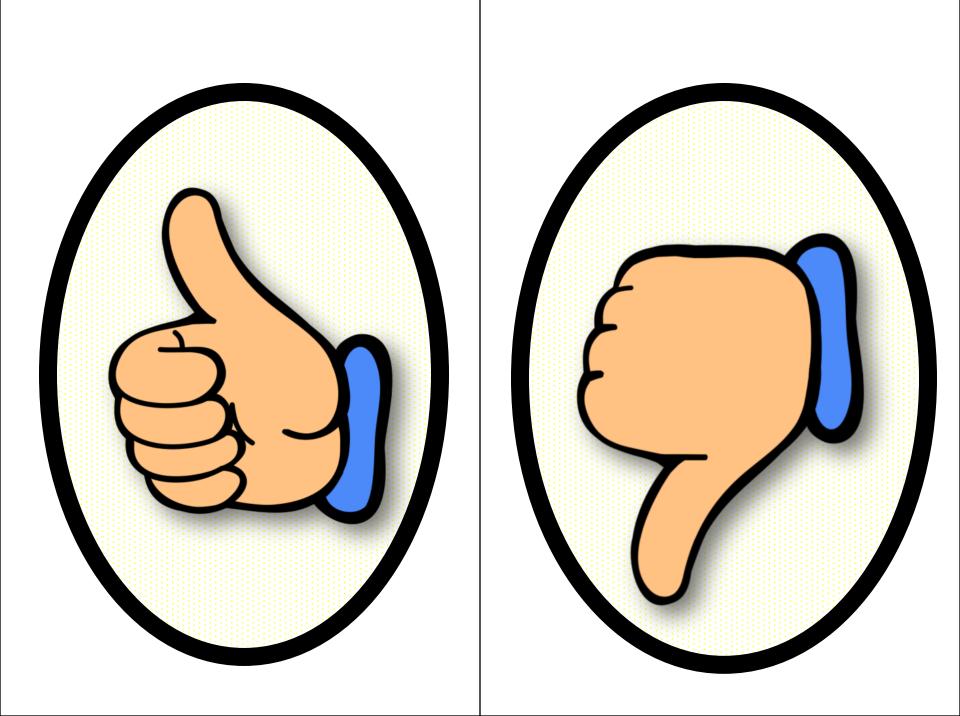


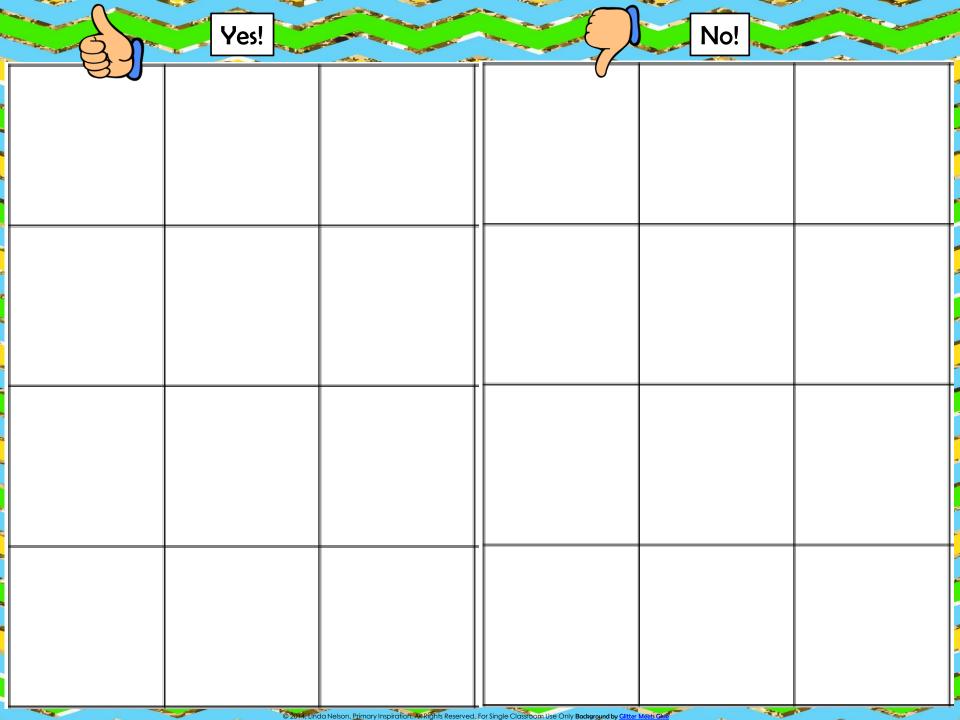


This is a game for 2 players. One player has a "Thumbs Up" board and the other has a "Thumbs Down" board. Shuffle the small cards and put them face down in a pile. Take turns reading the top card and deciding it is true or false. If it matches your board, put it on your ten frame. If not, put it on the Discard Pile. Keep playing until one player fills his or her ten frame.



This is a game for 2 players. One player takes the "Thumbs Up" board and the other takes the "Thumbs Down" board. Shuffle the small cards and put them face down in a pile. Take turns reading the top card and deciding it is true or false. If it matches your board, put it on your ten frame. If not, put it on the Discard Pile. Keep playing until one player fills his or her ten frame.





Sequence of Numbers 1-120: K.CC.A.1, K.CC.A.2.: Count to 100 by ones and tens; Count forward beginning from a given number within the known sequence (instead of having to begin at 1).

2, 3,	20, 21,	32, 33,	76, 77,	38, 39,	67, 68,
4	22 *	3 4	\$ 7	3 010	70 ☆
39, 40,	16, 17,	48, 49,	81, 82,	65, 66,	48, 49,
41	18	50	38	68	30
\Rightarrow	☆	\Rightarrow	☆	☆	☆
28, 29,	18, 19,	62, 63,	98, 99,	79, 80,	73, 74,
30	20	64	101	90	84
\Rightarrow	\Rightarrow	*	\Rightarrow	*	\Rightarrow
			70.75		10 -
98, 99,	57, 58,	17, 18,	72, 73,	88, 89,	49, 50,
100	59	19	75	99	52
\Rightarrow	$ \Rightarrow$	☆	\Rightarrow	\Rightarrow	☆

Answer Key: Sequence of Numbers 1-120: K.CC.A.1, K.CC.A.2: Count to 100 by ones and tens; Count forward beginning from a given number within the known sequence (instead of having to begin at 1).

True – Thumbs Up!			False – Thumbs Down!		
2, 3,	20, 21,	32, 33,	76, 77,	38, 39,	67, 68,
4	2 2	3 4	☆ 87	\$3010	70 ☆
39, 40, 4 ¶	16, 17, ¶® ☆	48, 49, 50 ☆	81,82 38 ☆	65, 66,	48, 49, 60 ★
		62, 63,	98, 99,	79, 80,	73, 74,
3 0 ★	20 ☆	6 4 ★	101	9 0	8 4
98, 99,	57, 58,	17, 18,	72, 73,	88, 89,	49, 50,
100	5 9	19	75 ☆	\$99	5 2

1 #	7 #	6 #	O #	6 #	7 #
8	2	9	7	3	10
#	#	#	#	#	#
3	10	5	5	9	6
#	#	#	#	#	#
9	4	8	8	5	5
#	#	#	#	#	#

True - Thumbs Up! False – Thumbs Down! # # # # # # # # #

Match Numeral to Ten Frame, 1-10: K.CC.B.5: Count to tell the number of objects (1-10)

1	9	6	10	8	9
10	2	9	4	2	7
4	8	3	8	9	3
7	5	6	4	10	5

True - Thumbs Up!

False – Thumbs Down!

	noc momos op.				1
1	9	6	10	8	9
10	2	9	4	2	7
4	8	3	8	9	3
7	5	6	4	10	5

Represent Addition with Fingers, K.OA.A.1: Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations.

2+4=6	5+5=10	3+3=6	4+2=6	2+4=6	1+5=6
5+3=8	2+5=7	5+5=10	5+4=9	3+2=5	4+4=8
5+2=7	4+3=7	2+3=5	4+3=7	3+3=6	2+5=7
4+5=9	3+2=5	4+4=8	2+2=4	5+5=10	2+4=6

Answer Key: Represent Addition with Fingers, K.OA.A.1: Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations.

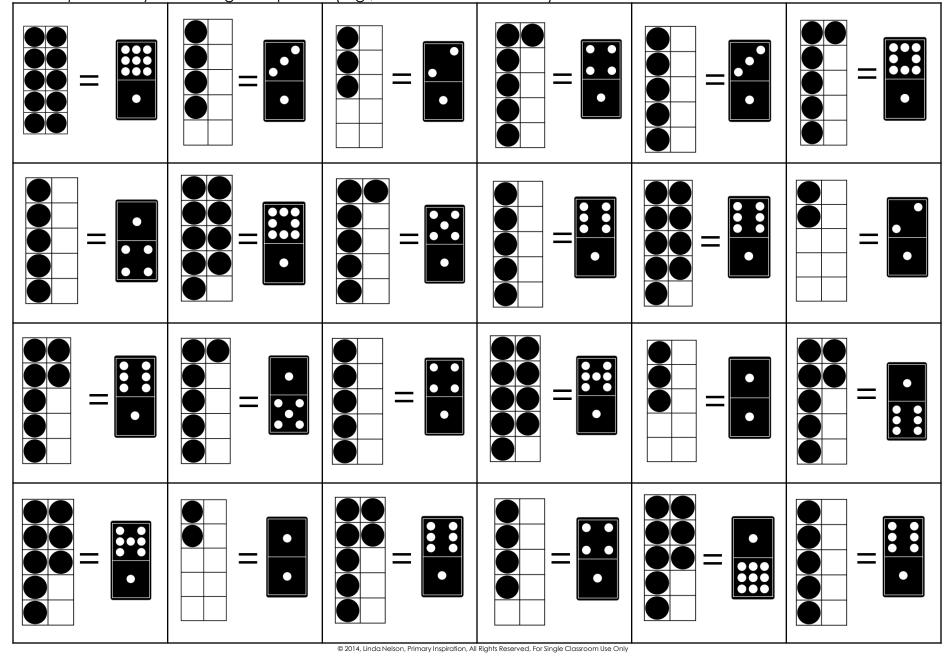
True - Thumbs Up!

False – Thumbs Down!

2+4=6	5+5=10	3+3=6	4+2=6	2+4=6	1+5=6
5+3=8	2+5=7	5+5=10	5+4=9	3+2=5	4+4=8
5+2=7	4+3=7	2+3=5	4+3=7	3+3=6	2+5=7
4+5=9	3+2=5	4+4=8	2+2=4	5+5=10	2+4=6

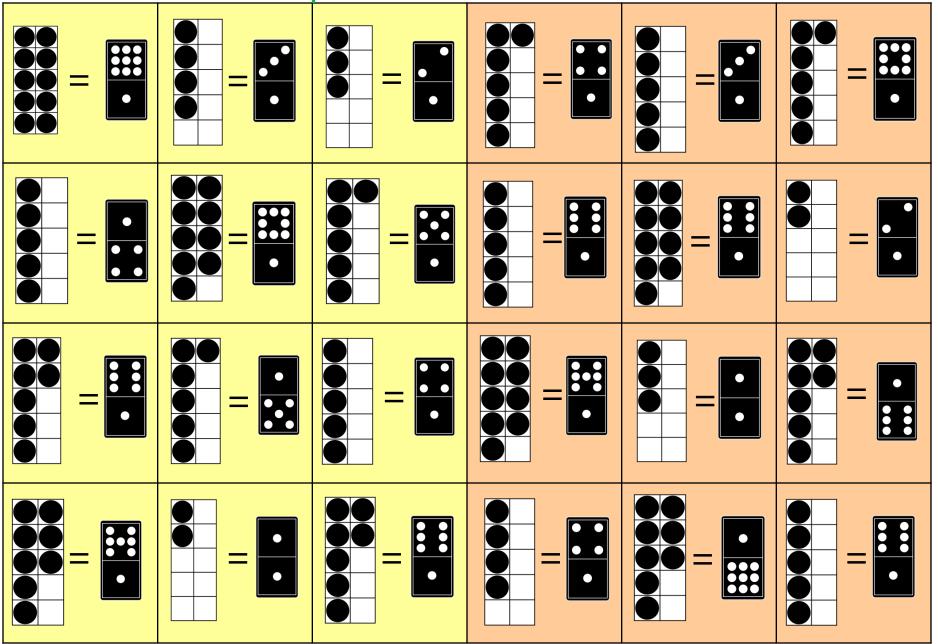
Match Ten Frame to Domino: K.CC.B.5: Count to tell the number of objects (1-10), K.OA.A.3: Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each

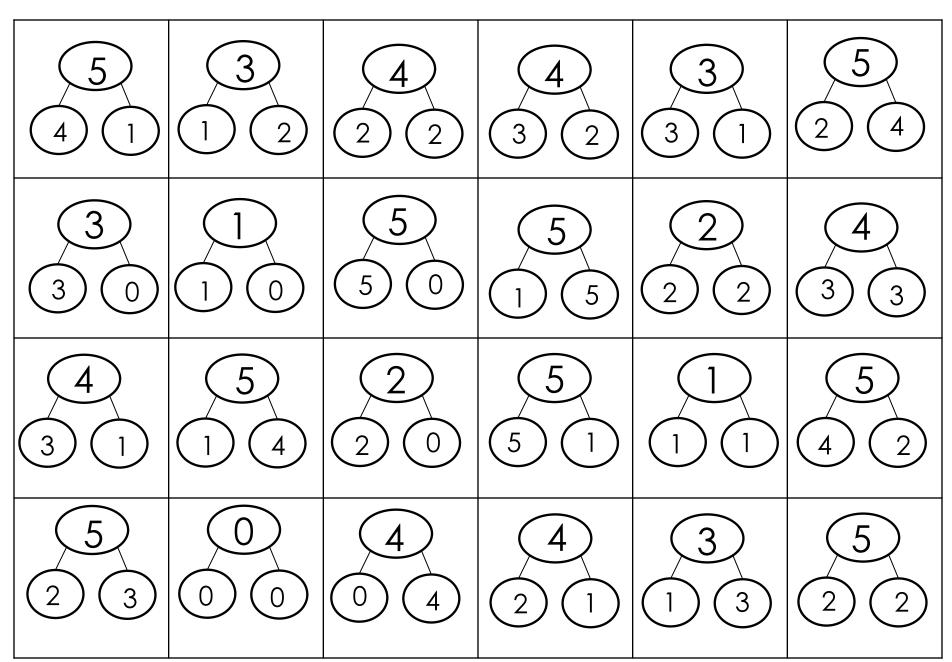
decomposition by a drawing or equation (e.g., 5 = 2 + 3 and 5 = 4 + 1).



Answer Key: Match Ten Frame to Domino: K.CC.B.5: Count to tell the number of objects (1-10), K.OA.A.3: Decompose numbers less than or equal to 10 into pairs in more than one way... record each decomposition by a drawing or equation.

True – Thumbs Up! False – Thumbs Down!





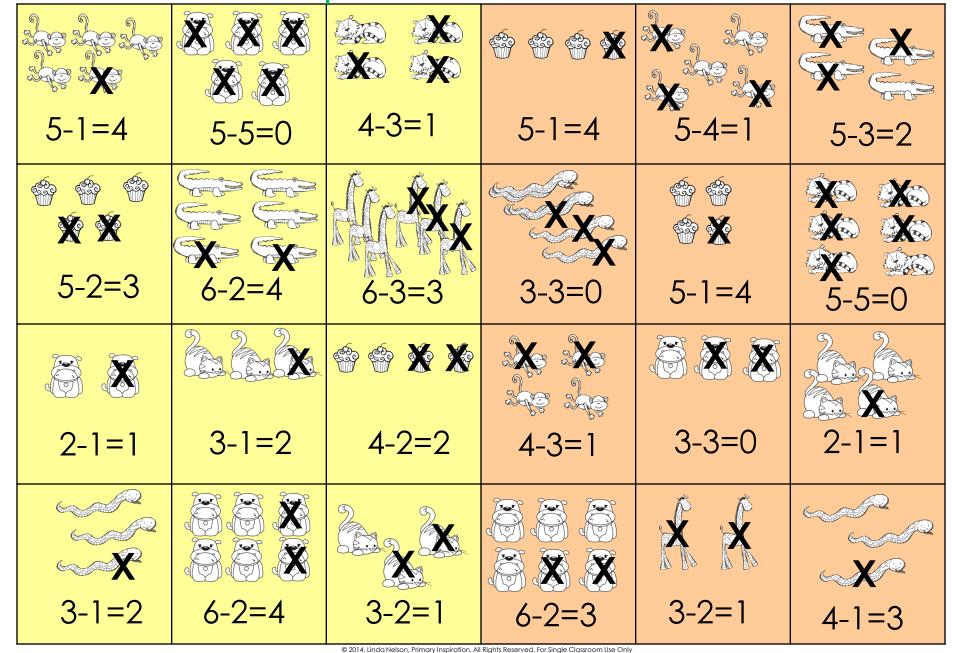
True - Thumbs Up! False – Thumbs Down! **Represent Subtraction with Objects, K.OA.A.1:** Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations.

5-1=4	5-5=0	4-3=1	5-1=4	5-4=1	5-3=2
5-2=3	6-2=4	6-3=3	3-3=0	5-1=4	5-5=0
2-1=1	3-1=2	4-2=2	4-3=1	3-3=0	2-1=1
3-1=2	6-2=4	3-2=1	6-2=3	3-2=1	4-1=3

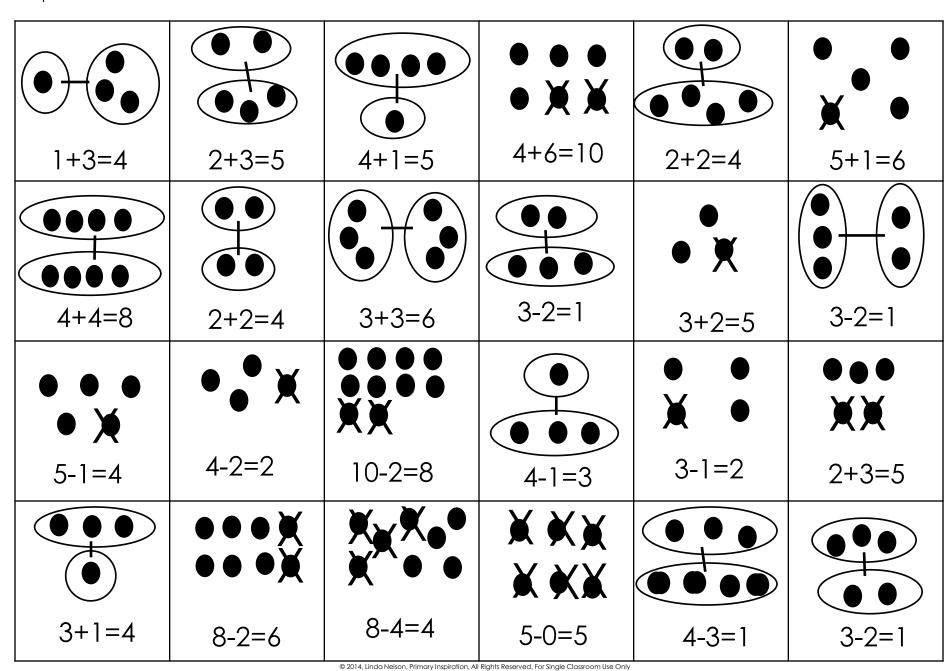
Answer Key: Represent Subtraction with Objects, K.OA.A.1: Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations.

True – Thumbs Up!

False – Thumbs Down!



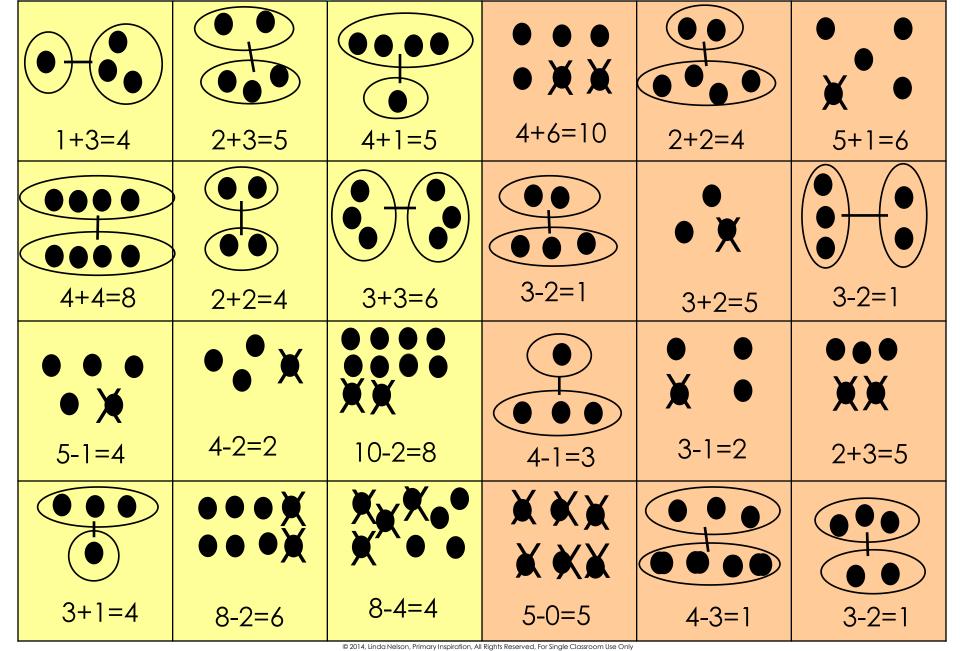
Represent Addition & Subtraction with Objects, K.OA.A.1: Represent addition and subtraction with objects ... or equations.



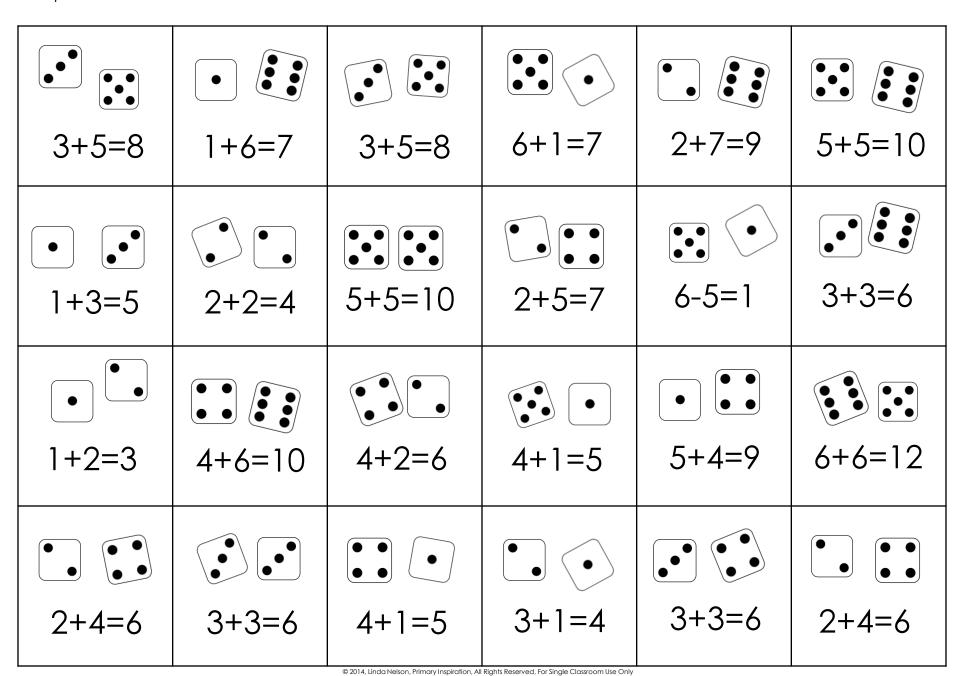
Answer Key: Represent Addition & Subtraction with Objects, K.OA.A.1: Represent addition and subtraction with objects ... or equations.

True – Thumbs Up!

False – Thumbs Down!



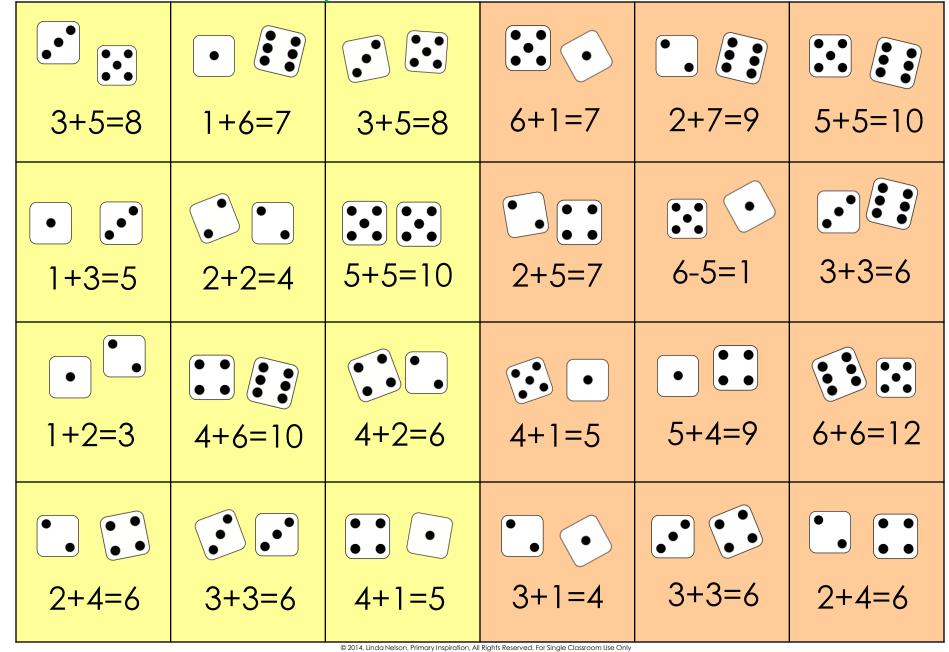
Model Addition with Dice Dots and Match to an Equation: K.OA.A.1: Represent addition and subtraction with objects ... or equations.



Model Addition with Dice Dots and Match to an Equation: K.OA.A.1: Represent addition and subtraction with objects ... or equations.

True - Thumbs Up!

False – Thumbs Down!

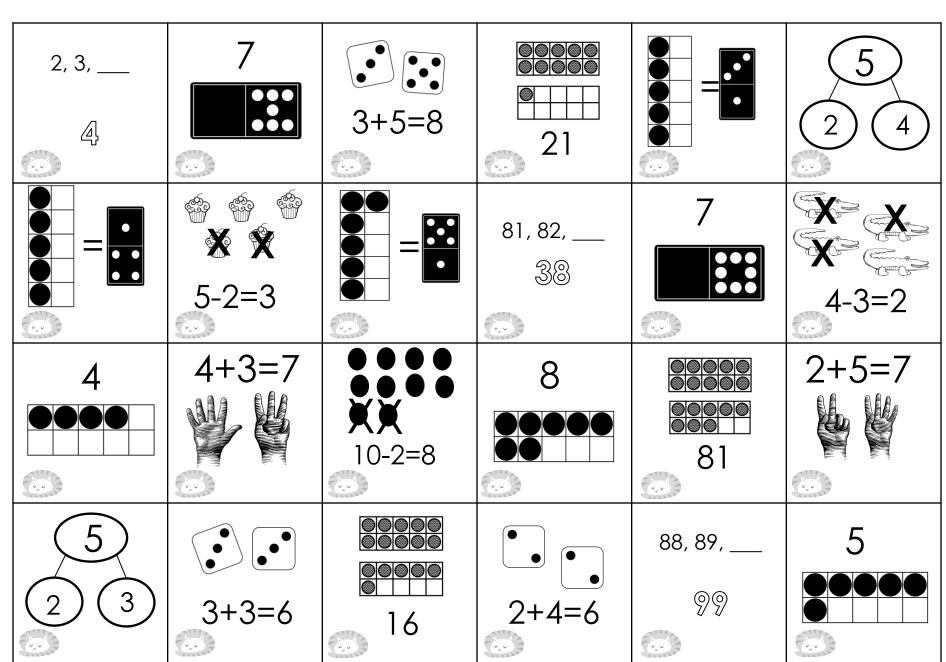


Match Ten Frames to Numerals, 11-20, K.CC.A.3: Write numbers from 0 to 20. Represent a number of objects with a written numeral 0-20 (with 0 representing a count of no objects).

11	12	13	21	13	31
14	15	16	13	51	17
17	18	19	16	81	90
20	18	16	30	71	41

Answer Key: Match Ten Frames to Numerals, 11-20, K.CC.A.3: Write numbers from 0 to 20. Represent a number of objects with a numeral 0-20 (with 0 representing a count of no objects).

True - Thumbs Up! False – Thumbs Down!



This Mixed Review Game includes samples from each of the games in the Kindergarten Thumbs Up, Thumbs Down Set.

