SAVVAS

7

FLUENCY GAME SAMPLE

enVision⁺
MATHEMATICS

Each topic features hands-on board games and fluency games to build understanding and reinforce skills throughout the year.

Square Up

Goal: Build expressions with integer values.

Players: 2

Materials:
- **Square Up** Game Board
- **Square Up** Scoring Sheet
- **Square Up** Number Cards
- Stackable counters—a different color for each player

Setup:
- Shuffle the Number Cards.
- Deal 4 Number Cards to each player and place the rest face down in a pile.

Play:
- Players take turns.
- A player chooses any number of Number Cards from their hand.
- The player writes an expression using those numbers, any of the four operations (addition, subtraction, multiplication, and division), and parentheses.
- The player records the expression and its value.
- The player claims a square on the board showing the value of the expression.
- The next player takes a turn.
- Play continues until all squares on the board are covered or time is up.

Scoring:
- A player gets 2 points for the placed counter and 1 point each for each of the adjacent squares, including corners, that already have counters on them.

Winning:
- The player with the highest score at the end of the game wins!

Notes:
- Players may choose any value for a Wild card but must use that card with at least one other card.
- Players are restricted to the Number Cards in their hands. This may be frustrating for some students, but encourage them to keep going. If necessary, allow students to turn in one card for a replacement. The returned card goes to the bottom of the deck.
- Remind students that they can subtract to form a negative number.

Variations:

You and your students may adjust the rules of this game to create variations. Some examples of variations include:

- Players can bounce another player's token by playing their own token on that space. Players can "king" the space by playing two tokens on it.
- Deal 7 Number Cards to each player; players cover as many spaces in a row as possible each turn.

Square Up

How to Play

Goal: Build expressions with integer values.

Players: 2

Set-Up:
• Shuffle the Number Cards and deal 4 Number Cards face down to each player.

Play:
• Use some of your Number Cards and your choice of operations (including parentheses) to write an expression with a value that matches a space on the **Square Up** game board.

• Wild cards have any value you choose but must be used with at least one other card.

• Take turns.

Scoring:
• You get 2 points for the space your token is on and 1 point for any adjacent token, including at corners. Use the score card to track your expressions, their values, and your score.

Winning:
• The player with the highest score wins!

Square Up
Scoring Sheet

ROUND	PLAYER name:			PLAYER name:		
	Expression	**Value**	**Score**	**Expression**	**Value**	**Score**
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
		Total:			**Total:**	

Square Up
Game Board

10	7	9	−8	4
−5	0	−1	15	−9
3	2	−10	−11	14
15	−2	1	−3	6
−7	8	−9	−6	−15
11	5	−4	8	12
12	−10	12	−1	13
−13	4	−5	−14	3

Square Up
Number Cards—Print 4 times for 1 deck

Wild	0	1
2	3	4
5	6	7
8	9	10