

Table 9.1 Classic Games Adapted to Basic Fact Mastery

Classic Game	How to Use It with Basic Fact Mastery	Suggestions for Differentiation
Bingo	Each bingo card has a fact problem (e.g., 2×3) in each box. The same fact will be on multiple bingo cards but in different locations on each card. You will call out an answer (e.g., 6), and the students will find a matching problem (or more than one problem) on their card.	Create bingo boards that focus on different clusters of facts (e.g., doubles or doubles + 1 on some boards, and Up Over 10 on other boards). Be sure that the answers you call out are an even mix of the clusters so that everyone has the same chance to win.
Concentration	Create cards that have a fact problem (e.g., 3×5) on one half and the answer (e.g., 15) on the other half. Shuffle the cards and turn them face-down in a 6×4 grid. (If you like, you can make the grid larger to use more cards.)	Select cards that focus on a particular cluster of facts (e.g., + 1 and $\times 5$ facts) for each round of the game. Multiple groups can play the game simultaneously—each group will use the parts of the deck that contain the facts they are working on. Also, consider making cards that show the ten-frames below the numbers to help provide a visual for students.
Dominoes	Create (or find online) dominoes that have a fact on one end and an answer (not to that fact) on the other end. Each student gets the same number of dominoes (around eight). On his or her turn, they can play one of the dominoes in their hand only if they have an answer or a fact that can connect to a domino on the board.	As with other games, select the dominoes that focus on particular clusters of facts.
Four in a Row	Create a 6×6 square game board with a sum (or product) written on each square. Below, list the numbers 0 through 9. Each of the two players has counters of a different color to use as their game pieces. On the first turn, Player 1 places a marker (paper clip) on two addends/factors and then gets to place his or her colored counter on the related answer. (If you have repeated the same answer on different squares of the board, the player only gets to cover one of them.) Player 2 can only move one paper clip and then gets to place his or her colored counter on the related answer. The first player to get four in a row wins.	Rather than list all the values below the chart, just list the related addends or factors. For example, use 1, 2, 6, 7, 8, 9 if you want to work on + 1 and + 2, or use 3, 4, 5, 6 if you are working on these multiplication facts.
Old Maid (retitled as Old Dog)	Create cards for each fact and each answer. Add one card that has a picture of an old dog (or use your school mascot). Shuffle and deal cards. On each player's turn, the player draws from the person on his or her right, sees whether that card is a match to a card in his or her hand (a fact and its answer), and, if so, lays down the pair. Then the person to the left draws from him or her. Play continues until all matches are found and someone is left with the Old Dog. Winner can be the person with (or not with) the Old Dog, or the person with the most pairs.	See Concentration (above).