math vocabulary game
For 4 or more players

Includes
120 Math vocabulary cards, Spinner, Minute timer,
2 Sketch boards, Score pad, 2 Markers, 20 Blank cards

Three levels of vocabulary cards are included in this game:
• Blue cards—grade 2
• Orange cards—grade 3
• Purple cards—grade 4

Object of the Game
Earn the most points by correctly guessing math vocabulary words!

⚠️ WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.
Setup
Divide into two teams of two or more players. Place the appropriate color card deck in the middle of the game area with the sketch boards, spinner, score pad, timer, and markers.

Game Play
1. Determine which team will go first.
2. One player from the first team spins the spinner to determine the method of describing the vocabulary word to his or her team.
3. The same player then draws a card from the top of the deck and reads it silently. The team now has 60 seconds to guess the word, with the reader’s assistance.
4. The opposing team flips the timer over as the reader begins describing the word.
5. If the team correctly guesses the word, they earn 1 point. Return the card to the bottom of the pile; it is now the next team’s turn.

How to Win
The first team to reach 10 points wins the game!
Spinner

*All play*—One player from each team sketches the same word. The first team to guess the word correctly earns 1 point and takes another turn.

*Author*—Read the definition. Then, your teammates try to guess the vocabulary word.

*Actor*—Act out the word (like charades). You may not speak or write words but you may use sound effects.

*Artist*—Using the sketch board, draw images to describe the word. Refer to the sketch on the card for help.

*Hint*—Read the hint given on the card aloud. Then, your teammates try and guess the word.

*Choose*—Choose any of the ways to describe the word.

**Alternative Game Play**

Create your own list of math words with the blank cards included.

Note: The write-on/wipe-off sketch boards should only be used with the included markers or other wet-erase markers. Test your marker on the corner of one card to ensure that your marker does not leave a permanent mark. Use a damp cloth when removing marks from the cards. Cards will warp if saturated with water.