

# INTERACTIVE MATH GAMES

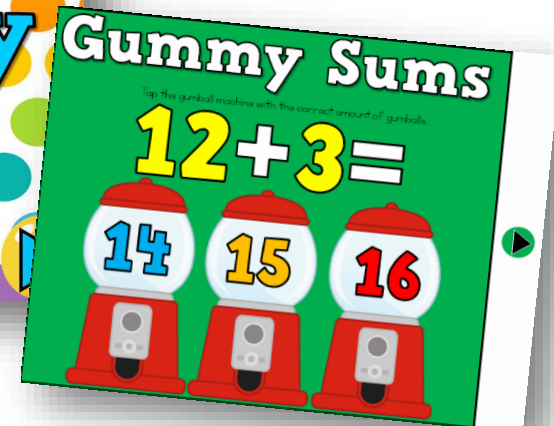
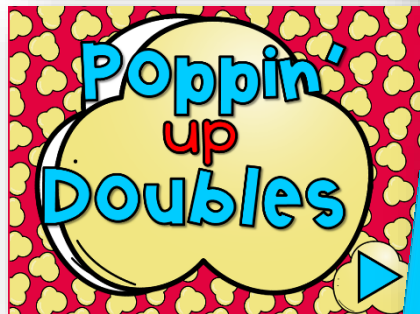
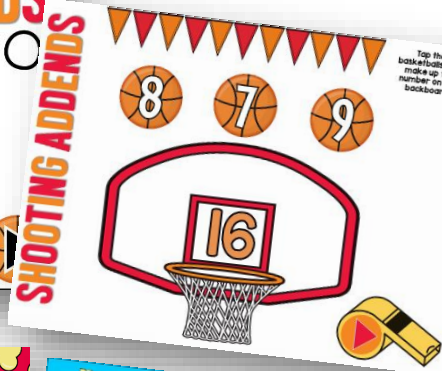
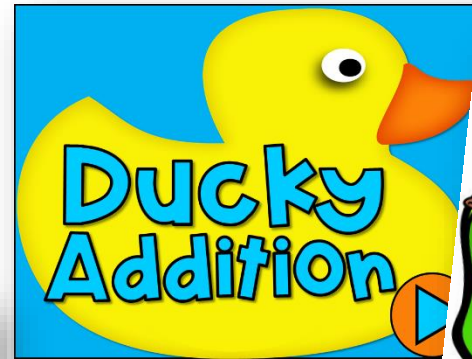
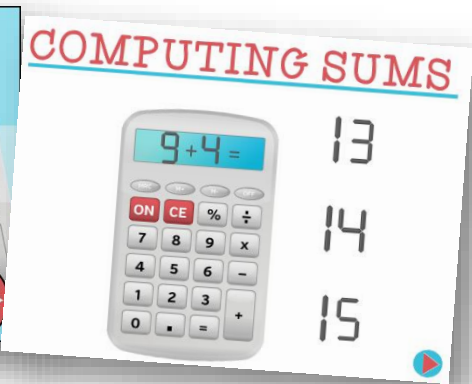
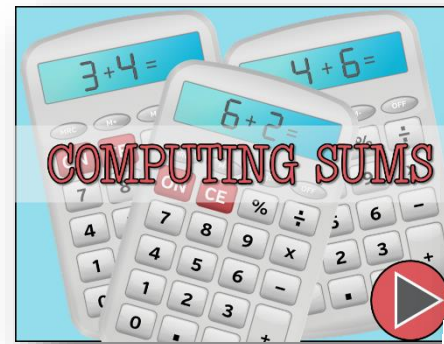
## Addition to 20



## For any Device

# GAMES TO REINFORCE ADDITION TO 20

- Gummy Sums to 20
- Computing Sums to 20
- Shooting Addends to 20
- Poppin' Up Doubles
- Lucky Ducks to 20



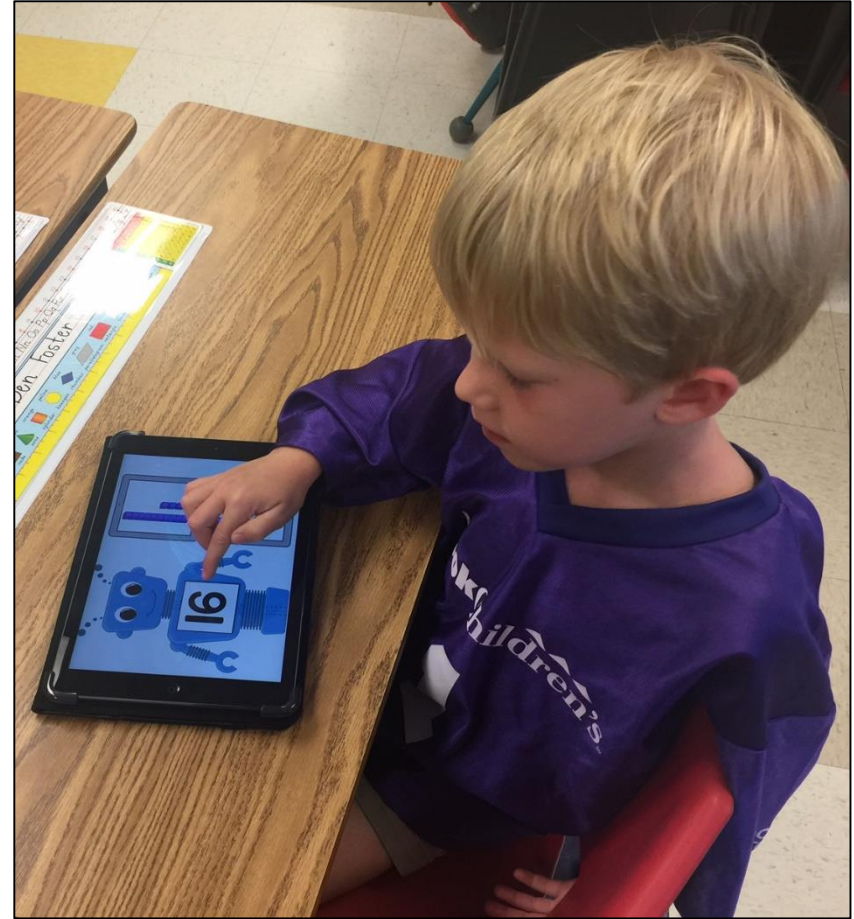


# TEACHER INFO: How it works!

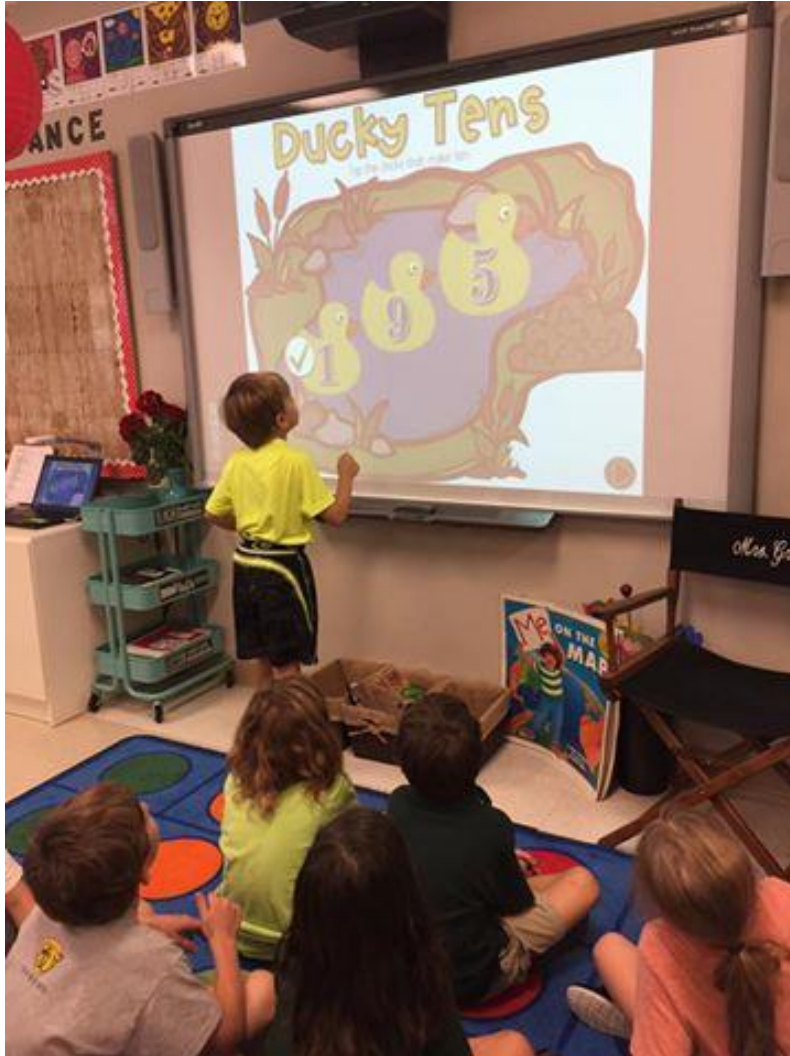
THE INTERACTIVE MATH GAMES IN THIS FILE CAN BE PLAYED ON ANY DEVICE WITH POWERPOINT INSTALLED! SMART BOARD, COMPUTER OR HANDHELD DEVICE.

USE THEM FOR WHOLE GROUP WARM-UP/REVIEW GAMES, INDEPENDENT COMPUTER ROTATIONS, OR IPAD TYPE DEVICE GAMES DURING STATIONS.

STUDENTS CLICK THROUGH TO REINFORCE MATH CONCEPTS IN FUN GAME FORMAT.



# HOW IT WORKS



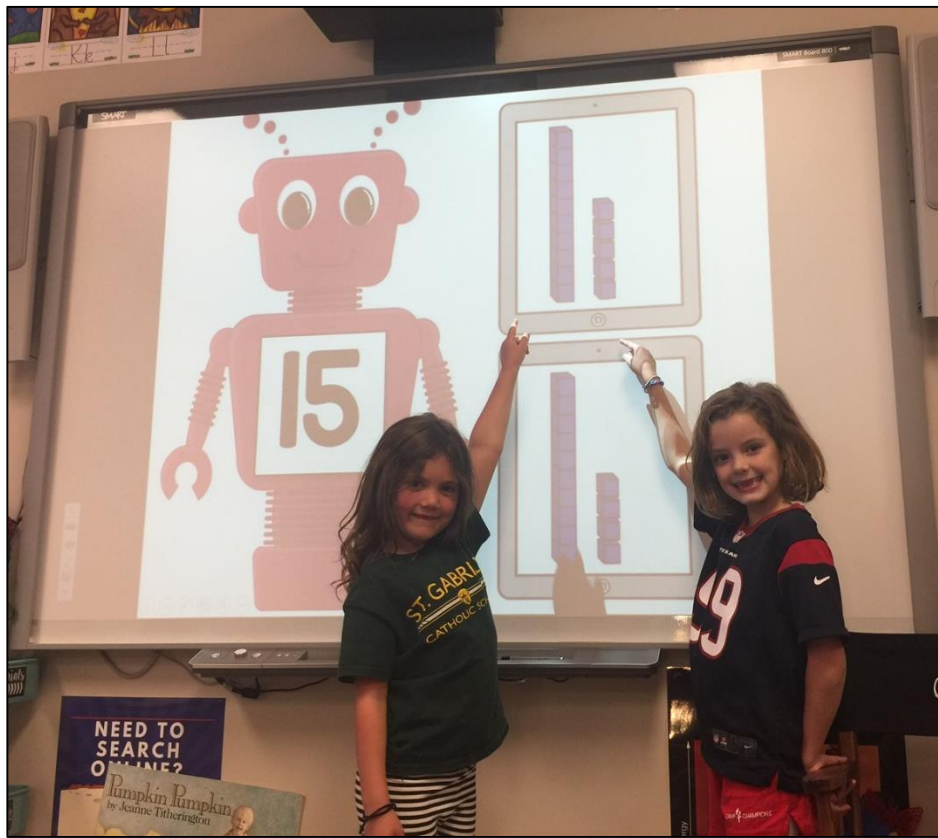
IN ORDER TO PLAY, THE GAMES,  
DOUBLE CLICK TO OPEN.

CLICK "SLIDESHOW" AT THE TOP OF  
THE PAGE.

CLICK "FROM BEGINNING".

THERE IS ALSO A **SHORTCUT BUTTON**  
AT THE TOP THAT HAS A SCREEN AND  
A PLAY BUTTON FOR A ONE CLICK  
START!

THAT'S IT! STUDENTS CAN CLICK  
THROUGH AND LEARN! EACH GAME HAS  
20 OR MORE INTERACTIVE QUESTIONS.



STUDENTS CLICK THE NUMBERS TO REVEAL WHETHER THEIR THINKING IS CORRECT OR INCORRECT.

FUN SOUND EFFECTS GRAB ATTENTION!

TIP: TELL STUDENTS TO CLICK THE NUMBERS TO BE SURE THE TOUCH IS REGISTERED IN THE GAMES. IF THEY TOUCH OUTSIDE THE NUMBER IT MAY NOT RESPOND.





# Licensing:

EACH LICENSE PURCHASED IS FOR A SINGLE CLASSROOM'S USE. GAMES MAY BE INSTALLED IN ONE CLASSROOM ON MULTIPLE DEVICES. IN ORDER TO SHARE THESE WITH ADDITIONAL TEAMMATES OR CLASSROOMS, MULTIPLE LICENSES MUST BE PURCHASED. MULTIPLE LICENSES ARE HALF PRICE AND CAN BE FOUND ON TPT THE SAME WAY YOU WOULD CHECKOUT REGULARLY.

# Credits:

