

LER 0712

rock in the center of the game board.

3. Play passes to the next player on the left.
4. If a player's dinosaur lands on the same footprint as another player, the two players have a "Showdown." Each player tosses the green number cube. The player with the larger number wins and moves his/her dinosaur forward that many spaces.

Players must first move all dinosaurs according to their rolls before completing any Showdowns.
5. The first player to get all four dinosaurs to Forgotten Falls wins the game.
6. When players run out of Problem Solving Cards, shuffle the pack and place the cards face down again.

Game Variation

- ◆ To encourage cooperation and teamwork, have all players solve the problems together.
- ◆ For added challenge, have players create their own word and story problems using a dinosaur theme.

Solutions for Problem Solving Cards

1. 40	10. 375	19. 250	28. 3,003
2. 2,000	11. 500	20. 15	29. 70
3. 2	12. 120	21. 2	30. 90
4. 100	13. 160	22. 44	31. 5
5. 30	14. 410	23. 30	32. 12
6. 15	15. 2,232	24. 30	33. 12
7. 1,123	16. 1,122	25. Triceratops, 2	34. 2
8. 1,000	17. 211	26. Suzy, 11	35. 24
9. 10	18. 1,000	27. Brachiosaurus, 2	36. 8



INSIDE:

Three problem solving game variations—
each with a prehistoric twist!



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WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

Note to Teachers and Parents:

Dino Math Tracks® is designed to help young children experience the meaning and uses of whole numbers and numerals in an exciting dinosaur game setting. Moves are determined by the toss of number cubes, or the drawing of action number cards or problem solving cards. With a focus on place value and problem solving strategies, *Dino Math Tracks* reinforces goals set forth by the National Council of Teachers of Mathematics.

Colorful and appealing, *Dino Math Tracks* features three separate sets of playing rules and game variations to meet the needs and interests of a broad range of children from grades 1 through 4. As children move their dino herds along the color-coded track to Forgotten Falls, they will not only develop and sharpen their problem solving skills—they'll have fun too!



Game Contents:

- ◆ Game Board
- ◆ Game Guide
- ◆ 5 Number Cubes
- ◆ 16 Dinosaur Playing Pieces
- ◆ 36 Dino Action Number Cards
- ◆ 36 Dino Problem Solving Cards

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Dino Math Tracks®

Game 1

Prehistoric Number Roll

Materials Game Board
Dinosaur Playing Pieces
4 White Number Cubes
1 Green Number Cube

Players 2-4 Players, ages 6 and up

Getting Ready

Each player chooses one type of dinosaur (e.g., stegosaurus) and places one of each color in the appropriate lane by the start sign on the game board.

Playing the Game

1. Players each roll the green number cube. The player who rolled the largest number starts the game.
2. The first player rolls all four white number cubes and arranges them on the color-coded place value box to make four-digit number. The digits, 1, 2, 3, and 4 can be arranged in 24 different ways! A few examples are shown below.



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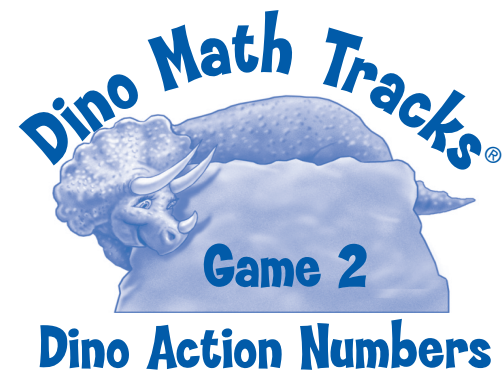
- The first player then moves the dinosaurs along the matching color tracks. The yellow dinosaur, for example, moves the number of yellow spaces indicated by the ones digit, the orange dinosaur moves the number of orange spaces indicated by the tens digit, and so on, until all four dinosaurs have been moved.

Note: You may wish to have children count their moves aloud to make the connection between the numbers and their place values. For example, for a number such as 1,234, the player can count the move as follows: *One thousand; one, two hundreds; one, two, three tens; and one, two, three, four ones.*

- Play passes to the next player on the left, and so on, around the board.
- If a player's dinosaur lands on the same footprint as another player, the two players have a "Showdown." Each player tosses the green number cube. The player with the larger number wins and moves his/her dinosaur forward that many spaces.
Players must first move all dinosaurs according to their rolls before completing any Showdowns.
- The first player to get all four dinosaurs to Forgotten Falls wins the game.

Game Variations

- For younger children, you may want to play with just one or two number cubes. For the simplest one-cube game, use yellow dinosaurs and travel along the yellow "ones" track. For a two-dinosaur game, use yellow and orange dinosaurs, arrange two-digit numbers in the yellow and orange boxes and travel only those tracks. Later, you can add purple dinosaurs for work with three-digit numbers.
- For added challenge, require all players to make the largest or smallest numbers they can with their number cubes.



Materials Game Board
Dinosaur Playing Pieces
4 White Number Cubes
1 Green Number Cube
36 Action Numbers Cards

Players 2-4 players, ages 7 and up

Getting Ready

Shuffle the Action Numbers Cards and place the pack face down on the left-hand rock in the center of the game board. Each player chooses a type of dinosaur (e.g., stegosaurus) and places one of each color in the appropriate lane by the start sign on the game board.

Playing the Game

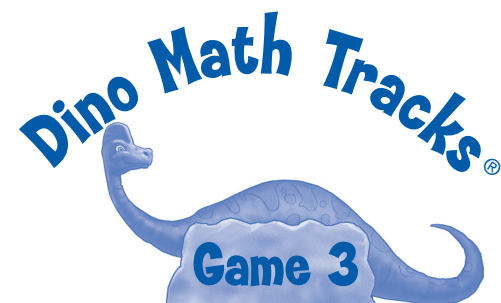
- Players each roll the green number cube. The player who rolled the largest number starts the game.
- The first player rolls all four white number cubes and arranges them into a number on his/her colored place value boxes. The player then moves the dinosaurs along the matching color tracks for each place value.

Next, the first player then draws an Action Numbers Card and reads it. The player then moves his/her dinosaur(s) the correct number of spaces forward or backward. Place the Action Number card face up in a discard pile on the right-hand rock in the center of the game board.

3. Play passes to the next player on the left.
4. If a player's dinosaur lands on the same footprint as another player, the two players have a "Showdown." Each player tosses the green number cube. The player with the larger number wins and moves his/her dinosaur forward that many spaces.
Players must first move all dinosaurs according to their rolls before completing any Showdowns.
5. The first player to get all four dinosaurs to Forgotten Falls wins the game.
6. When players run out of Action Numbers Cards, shuffle the pack and place the cards face down again.

Game Variations

- ◆ Simplify the game by not using the white number cubes. During their turns, players simply pick up the top Action Numbers Card, and move their dinosaurs accordingly.
- ◆ Add excitement to Showdowns by sending the player who loses the Showdown back to START. The Showdown winner gets to stay on the disputed footprint.



Prehistoric Problem Solving

Materials Game Board
Dinosaur Playing Pieces
4 White Number Cubes
1 Green Number Cube
36 Problem Solving Cards

Players 2-4 players, ages 7 and up

Getting Ready

Shuffle the Problem Solving Cards and place the pack face down on the left-hand rock in the center of the game board. Each player chooses one type of dinosaur and places one of each color in the appropriate lane by the start sign on the game board.

Playing the Game

1. Players each roll the green number cube. The player who rolled the largest number starts the game.
2. The first player rolls all four white number cubes and arranges them into a number on his/her colored place value boxes. The player then moves the dinosaurs along the matching color tracks for each place value.

Next, the player draws a Problem Solving Card and reads it. The player then computes the answer and moves his/her dinosaur(s) the correct number of spaces along the track. Example: The answer is 1,231. The player moves the blue dinosaur 1 space (1,000), the purple dinosaur 2 spaces (200), the orange dinosaur 3 spaces (30) and the yellow dinosaur 1 space. Place the card face up in discard pile on the right-hand