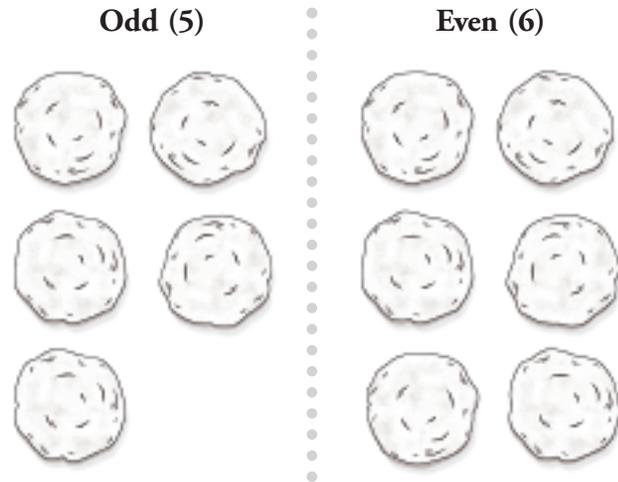


Even/Odd Warm-up Fun

Each player takes a small handful of snowball counters and counts them by arranging them in pairs. This will help the players to see whether the numbers are even or odd. An even number will have all snowballs in pairs and an odd number will have one snowball left over.

Examples:



Ages 4-7 / Grades Pre-K to 2

EI-3154

Tip Top Tally™

Contents

Game board
2 number dice and 1 operation die
1 thermometer number line
4 penguin game pieces
20 Tip Top Tally cards
6 even/odd markers
12 snowball counters
Penguin Fun Facts



Learning Benefits

Children develop an understanding of addition, subtraction, and even and odd numbers.

Learning Tool

The thermometer number line is a fun way to help children understand addition, subtraction, and even and odd numbers. The even numbers are color-coded red and the odd numbers are blue. As children roll the dice, they can use the number line to count up or down to solve their math sentences.

Object of the Game

The winner is the first player to reach the top of the mountain. The exact number does not have to be rolled to win.

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Getting Started

Players choose a penguin game piece and place it at Base Camp. The Tip Top Tally cards are placed in a stack face down on the table. Players roll one number die and the player with the highest number goes first.

Playing Game 1

The starting player rolls one number die and moves his penguin the matching number of spaces on the game board. When a player lands on a Tip Top Tally card space, he draws a card from the deck and moves that number of spaces on the board. If he lands on a numbered space, he moves ahead the matching number of spaces. Players slide down **Slippery Slide** and **Icy Icicle**. They take a short cut across **Creaky Crevasse** and lose a turn if they land on **Snow Squall** or **Time out for trout**.

Playing Game 2

Players play the same as in Game 1, but this time when they land on a Tip Top Tally card or a numbered space on the game board they roll the operation die and move ahead (+) or back (-) the number on the Tip Top Tally card or the numbered space.

Playing Game 3

Players play the same as in Game 2, but now they roll two number dice and one operation die to create a math sentence. They add or subtract the numbers on the dice and **always move ahead** the sum or the difference. Players should remember to set up their math sentences with the highest number first.

Example:

$$5 + 2 = 7 \quad \text{move ahead 7}$$

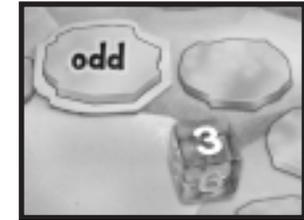
$$5 - 2 = 3 \quad \text{move ahead 3}$$

Playing Game 4

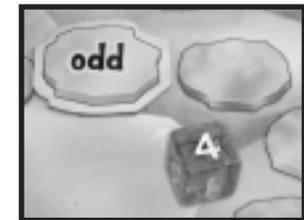
This game is played like Game 3, but this time players use the even and odd markers. Begin by placing the six even/odd markers on any of the blank game board spaces. If a player lands on an even/odd marker, she rolls one number die.

Example:

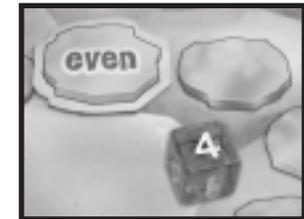
1. If the player lands on an odd marker and rolls an odd number, she moves ahead one space.



2. If the player lands on an odd marker and rolls an even number, she does not move ahead.



3. If the player lands on an even marker and rolls an even number, she moves ahead one space.



4. If the player lands on an even marker and rolls an odd number, she does not move ahead.

