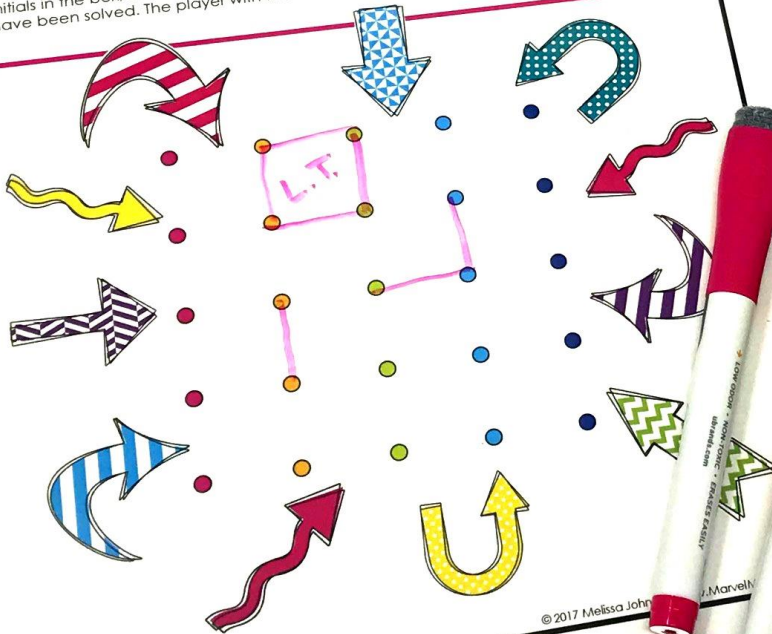


TURN ANY TASK CARDS Into a FUN game!

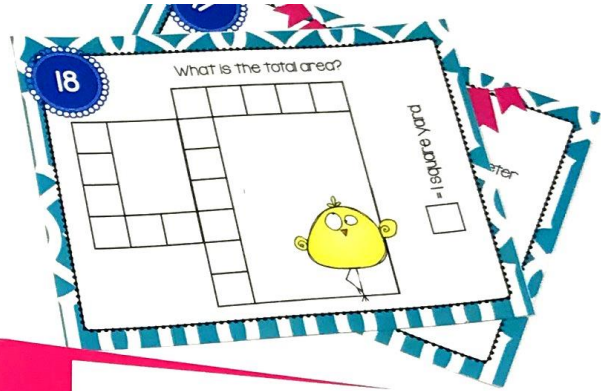
DOTS & BOXES

Where will YOU draw your 1st line?

Take any set of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, she may draw a horizontal or vertical line between any 2 dots. If player 1 is not correct and player 2 is correct, player 2 may draw between any 2 dots. If player 1 is not correct and player 2 is correct, she may write her initials in the box, and gets to draw another line. Continue playing until all of the cards have been solved. The player with the most boxes, wins!!!



© 2017 Melissa Johnson



© 2017 Melissa Johnson www.MarvelMath.com

MARVEL Math

WHAT'S INCLUDED?

- **24 total games**
- **11 games** are designed to be used **all year**
- **13 games** are **holiday themed**
- All games come in **color** and **b&w**

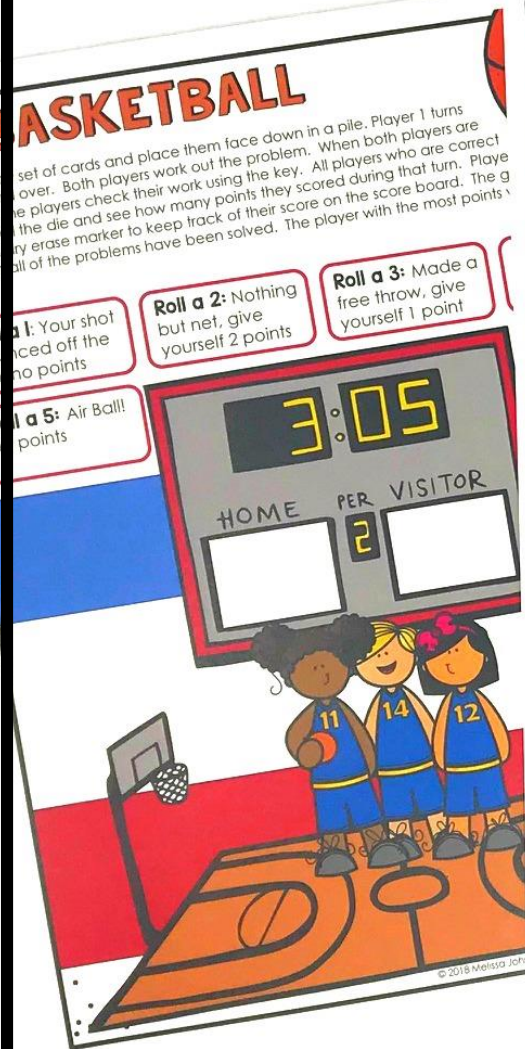


Any Task Cards



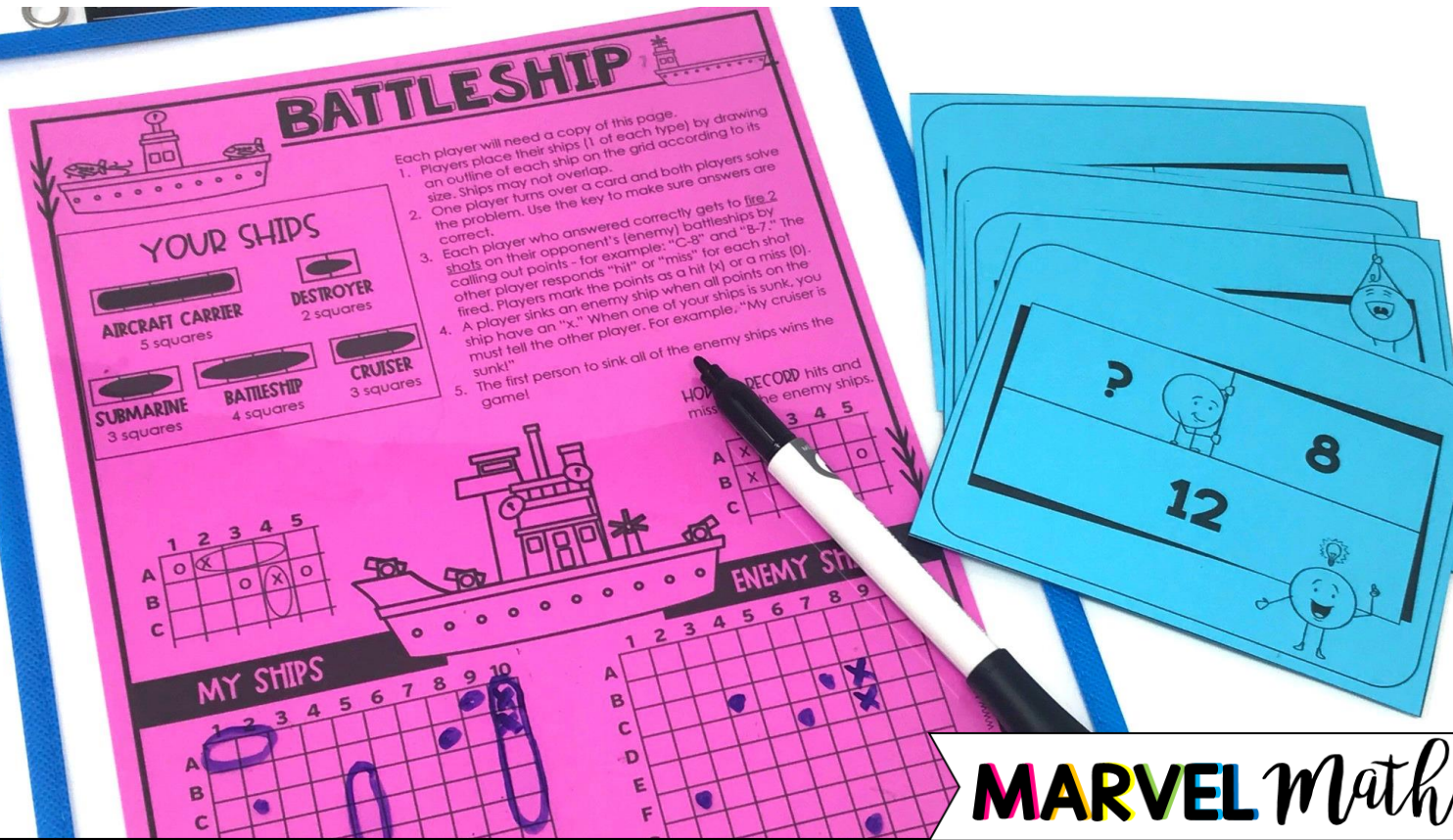
Easy to Use

One page games

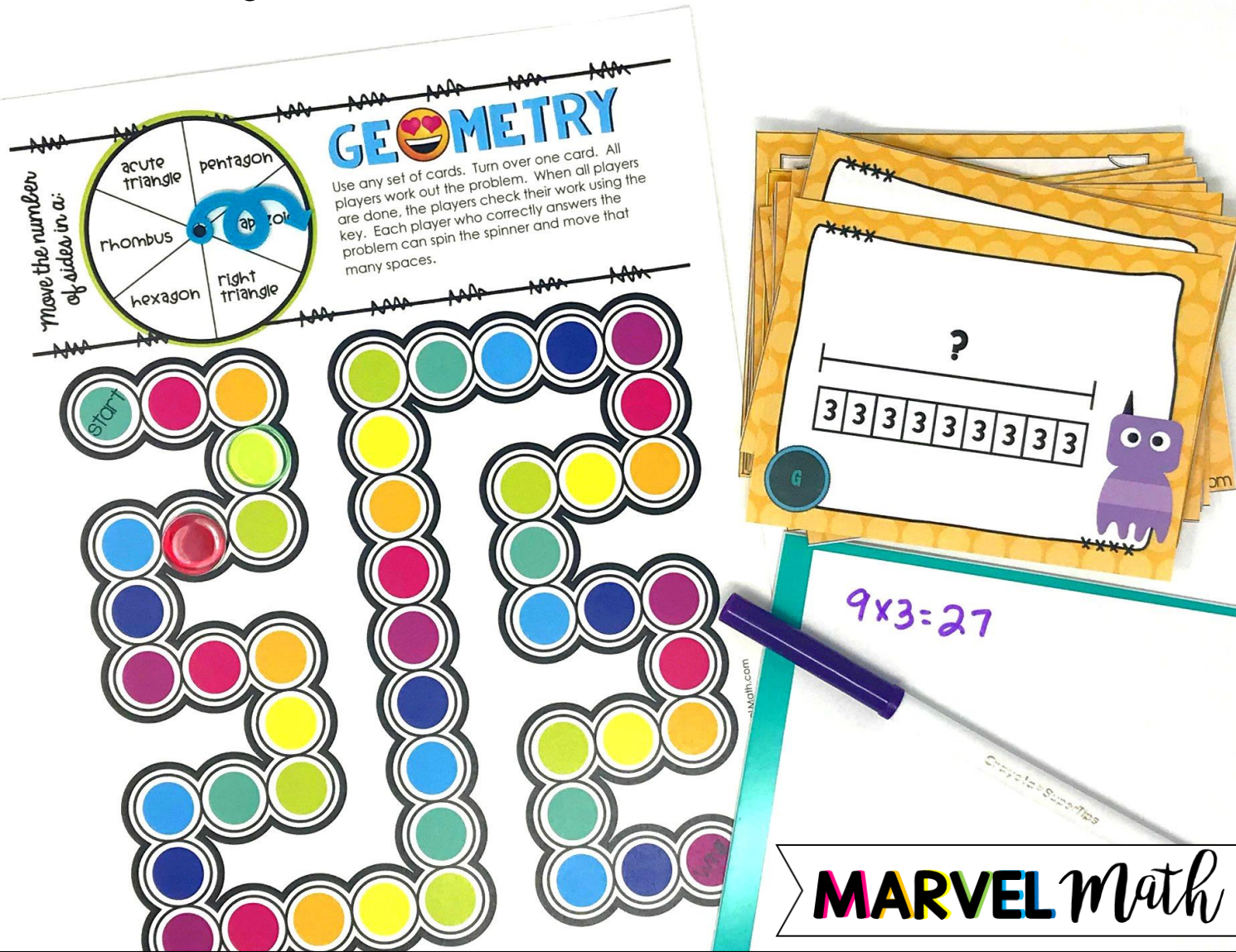


NO PREP

Simply **laminare** or slip
into a **plastic sleeve**.

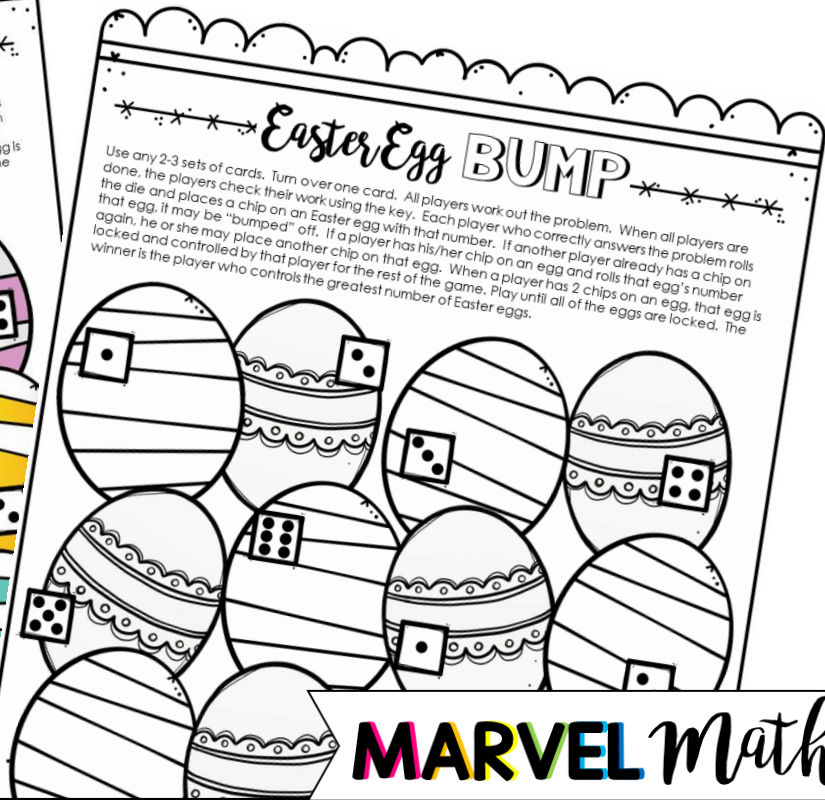
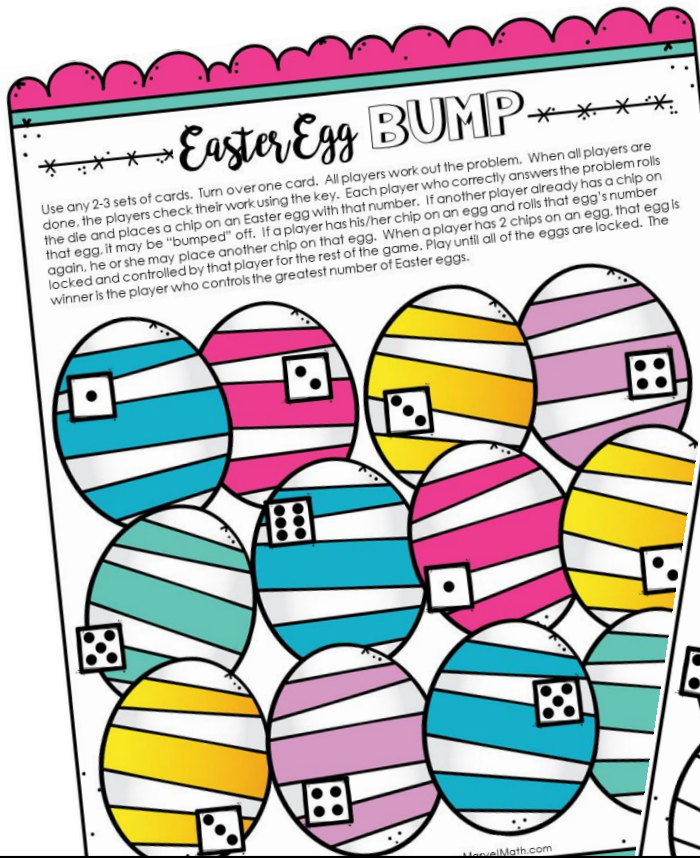


Engage your students



Color & BW

Each game comes in both color and blackline to print on colored cardstock.

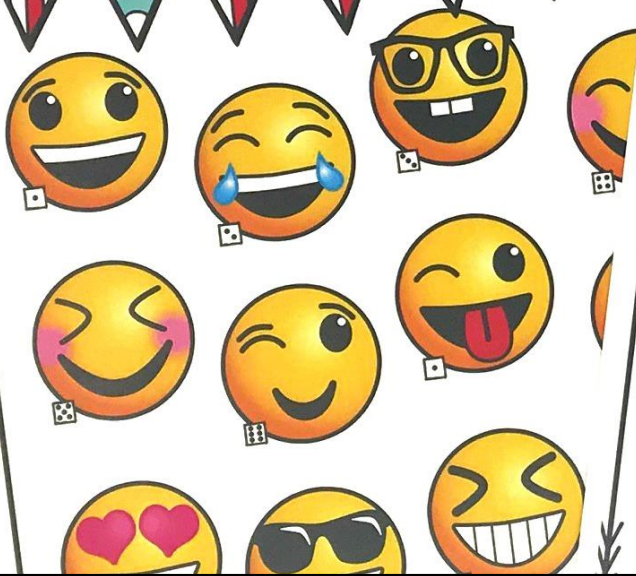


Variety of Games

to appeal to different student groups

EMOJI BUMP

Use any 2-3 sets of cards. Turn over one card. All players work out the problem. When all players are done, the players check their work using the key. Each player who correctly answers the problem rolls the die and places a chip on any emoji with that number. If another player already has a chip on that emoji, it may be "bumped" off. If a player has his/her chip on an emoji and rolls that emoji again, he or she may place another chip on that emoji. When a player has 2 chips on an emoji, that emoji is locked and controlled by that player for the rest of the game. Play until all of the emojis are locked. The winner is the player who controls the greatest number of emojis.



BATTLESHIP

YOUR SHIPS

AIRCRAFT CARRIER
5 squares

DESTROYER
2 squares

SUBMARINE
3 squares

BATTLESHIP
4 squares

CRUISER
3 squares

HOW TO DRAW YOUR SHIPS and record hits and misses of your ships.

	1	2	3	4	5
A	O	X			
B			O	X	O
C					

MY SHIPS

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										

- Each player will need a copy of this page.
- Players place their ships (1 of each type) by drawing an outline of each ship on the grid according to its size. Ships may not overlap.
- One player turns over a card and both players solve the problem. Use the key to make sure answers are correct.
- Each player who answered correctly gets to fire 2 shots on their opponent's (enemy) battleships by calling out points - for example: "C-8" and "B-7." The other player responds "hit" or "miss" for each shot fired. Players mark the points as a hit (X) or a miss (O).
- A player sinks an enemy ship when all points on the ship have an "X." When one of your ships is sunk, you must tell the other player. For example, "My cruiser is sunk!"
- The first person to sink all of the enemy ships wins the game!

HOW TO RECORD hits and misses of the enemy ships.

	1	2	3	4	5
A	X	O			
B	X		O		O
C					

ENEMY SHIPS

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										

Games to Play

All Year Long

TIC-TAC-TOE

Take any set of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, player 2 may place their chip on that emoji. If player 2 is correct, player 1 may place their chip on that emoji. If neither is correct, the card is turned back over. The first player to get 3 chips in a row wins.

DOTS & BOXES

Where will YOU draw your line?

SWIM AROUND THE OCEAN

Take any set of cards and place them face down in a pile. Each player will need a set of game chips that are the same color. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, player 2 may place their chip on that emoji. If player 2 is correct, player 1 may place their chip on that emoji. If neither is correct, the card is turned back over. The first player to get 3 chips in a row wins.



BASKETBALL

Take any set of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, player 2 may place their chip on that emoji. If player 2 is correct, player 1 may place their chip on that emoji. If neither is correct, the card is turned back over. The first player to get 3 chips in a row wins.

Roll a 1: Your shot bounced off the rim, no points

Roll a 2: Nothing but net, give yourself 2 points

Roll a 3: Made a free throw, give yourself 1 point

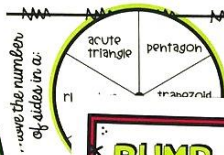
Roll a 4: Slam Dunk! Give yourself 2 points.

Roll a 6: Made a 3-pointer, give yourself 3 points



EMOJI BUMP

any 2-3 sets of cards. Turn over one card. All players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, player 2 may place their chip on that emoji. If player 2 is correct, player 1 may place their chip on that emoji. If neither is correct, the card is turned back over. The first player to get 3 chips in a row wins.



GEOMETRY

Use any set of cards. Turn over one card. All players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, player 2 may place their chip on that emoji. If player 2 is correct, player 1 may place their chip on that emoji. If neither is correct, the card is turned back over. The first player to get 3 chips in a row wins.

BUMP, SET, SPIKE

Take any set of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, player 2 may place their chip on that emoji. If player 2 is correct, player 1 may place their chip on that emoji. If neither is correct, the card is turned back over. The first player to get 3 chips in a row wins.

PINEAPPLE POWER

Take any set of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, player 2 may place their chip on that emoji. If player 2 is correct, player 1 may place their chip on that emoji. If neither is correct, the card is turned back over. The first player to get 3 chips in a row wins.

BATTLESHIP

Each player will need a copy of this page. Players place their ships (1 of each type) by drawing the ships from the key. The first player to sink all the ships wins.

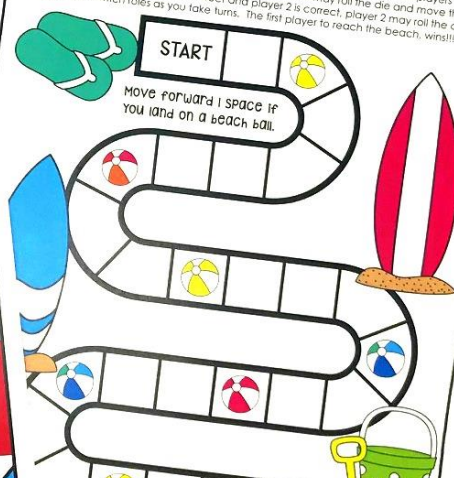
SOCCER SHOOT OUT

Take any set of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, player 2 may place their chip on that emoji. If player 2 is correct, player 1 may place their chip on that emoji. If neither is correct, the card is turned back over. The first player to get 3 chips in a row wins.



TAKE ME TO THE BEACH

Take any set(s) of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, player 2 may place their chip on that emoji. If player 2 is correct, player 1 may place their chip on that emoji. If neither is correct, the card is turned back over. The first player to get 3 chips in a row wins.



The ball bounced off the goal post. No goal.

You kicked the ball right to the goal! No goal.

HOME

MARVEL Math

Holiday Games

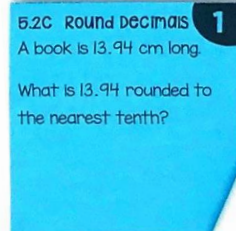
Make it easy to give content a seasonal theme!

UGLY SWEATER BUMP

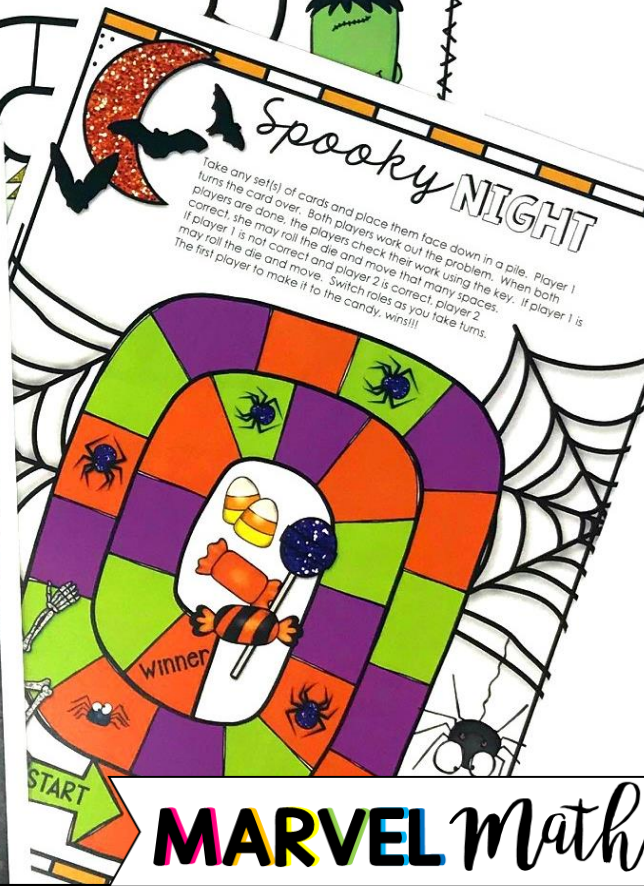
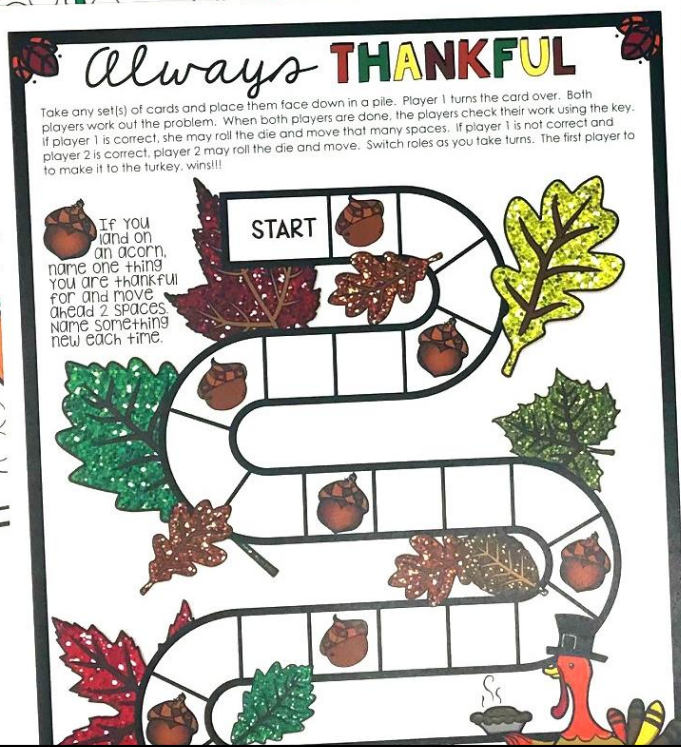
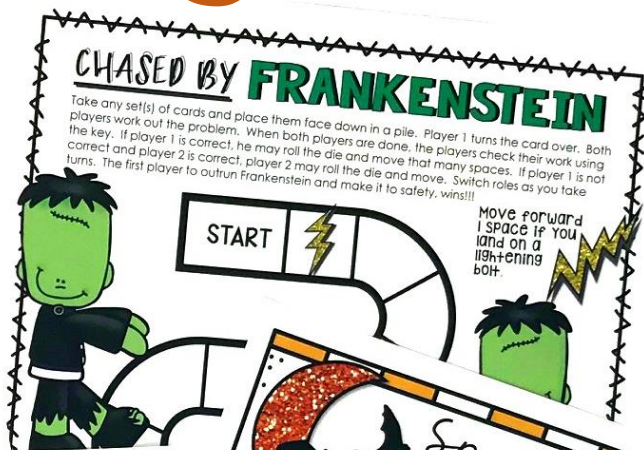
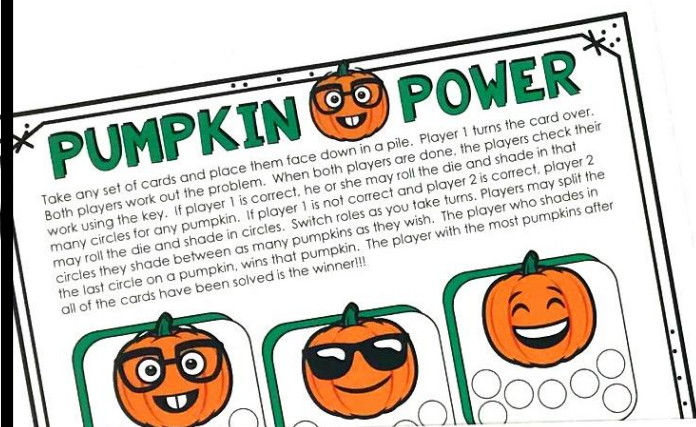
Use any 2-3 sets of cards. Turn over one card. All players work out the problem. When all players are done, the players check their work using the key. Each player who correctly answers the problem rolls the die and places a chip on any ugly sweater with that number. If another player already has a chip on that sweater, it may be "bumped" off. If a player has his/her chip on a sweater and rolls that sweater, that again, he or she may place another chip on that sweater. When a player has 2 chips on a sweater, that sweater is locked and controlled by that player for the rest of the game. Play until all of the sweaters are locked. The winner is the player who controls the greatest number of ugly sweaters.



$13.\overset{\sim}{9}4$
 13.9



Halloween & Thanksgiving games



Winter & Christmas

games

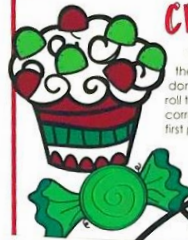
HANG THE LIGHTS

Take any set(s) of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. Any player who is correct may roll the die and complete the instructions for the number rolled. Use a dry-erase marker to color in your lights. The first person to color in all of his or her strands is the winner!



CHRISTMAS CANDYLAND

Take any set(s) of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, he may roll the die and move that many spaces. If player 1 is not correct and player 2 is correct, player 2 may roll the die and move. Switch roles as you take turns. The first player to make it through Christmas Candyland, wins!!!



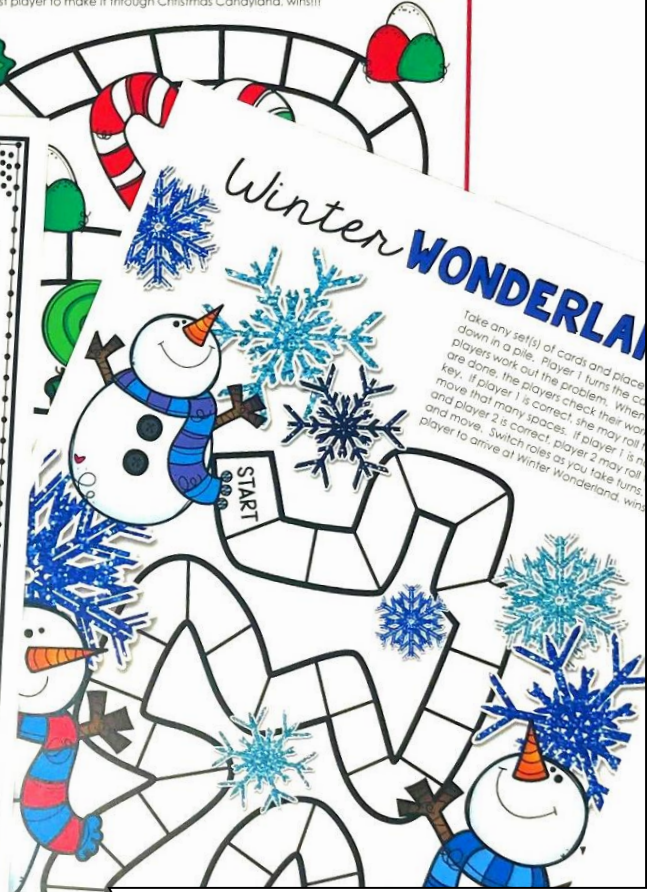
UGLY SWEATER BUMP

Use any 2-3 sets of cards. Turn over one card. All players work out the problem. When all players are done, the players check their work using the key. Each player who correctly answers the problem rolls the die and places a chip on any ugly sweater with that number. If another player already has a chip on that sweater, it may be "bumped" off. If a player has his/her chip on a sweater and rolls that sweater again, he or she may place another chip on that sweater. When a player has 2 chips on a sweater, that sweater is locked and controlled by that player for the rest of the game. Play until all of the sweaters are locked. The winner is the player who controls the greatest number of ugly sweaters.



Winter WONDERLAND

Take any set(s) of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, she may roll the die and move that many spaces. If player 1 is not correct and player 2 is correct, player 2 may roll the die and move. Switch roles as you take turns. The first player to arrive at Winter Wonderland, wins!!!



Valentine's Day St. Patrick's Day & Easter

games

Love Bug RACE

Take any set(s) of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, he may roll the die and move that many spaces. If player 1 is not correct, player 2 may roll the die and move. Switch roles! correct, player 2 may roll the die and move. Switch roles! first player to make it to the party at the end, wins!!!



LUCKY LEPRECHAUN

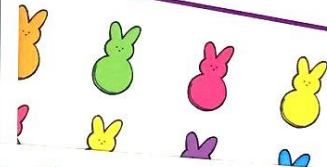
Take any set(s) of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, he may roll the die and move that many spaces. If player 1 is not correct and player 2 is correct, player 2 may roll the die and move. Switch roles as you take turns. The first player to make it to the pot of gold, wins!!!



© 2017 Melissa Johnson www.MarvellousMath.com

CONNECT THE PEEPS

There will YOU draw your line? and place them face down in a pile. Player 1 turns the card over. the problem. When both players are done, the players check their work. If player 1 is correct, she may draw a horizontal or vertical line. If player 1 is not correct and player 2 is correct, player 2 may draw a line. When a player closes a box, she may write a number to draw another line. Continue playing until all of the boxes are filled. The player with the most boxes, wins!!!



FLOWERS FOR MY VALENTINE

Take any set(s) of cards and place them face down in a pile. Player 1 turns the card over. Both players work out the problem. When both players are done, the players check their work using the key. If player 1 is correct, he may roll the die and shade that many petals on a flower. If player 1 is not correct, player 2 may roll the die and shade petals on any combination of flower. A player wins a flower when she has shaded all the petals on that flower. Switch roles as you take turns. The player who collects the most flowers for her Valentine, wins!!!



Easter Egg BUMP

Use any 2-3 sets of cards. Turn over one card. All players work out the problem. When all players are done, the players check their work using the key. Each player who correctly answers the problem rolls the die and places a chip on an Easter egg with that number. If another player already has a chip on that egg, it may be "bumped" off. If a player has his/her chip on an egg and rolls that egg's number again, he or she may place another chip on that egg. When a player has 2 chips on an egg, that egg is locked and controlled by that player for the rest of the game. Play until all of the eggs are locked. The winner is the player who controls the greatest number of Easter eggs.



MARVEL Math