End of Year Math Games 3rd Grade

14 Printable Games

By Games 4 Learning
www.teacherspayteachers.com

Please enjoy these End of Year Math Games from Games 4 Learning!

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Contents

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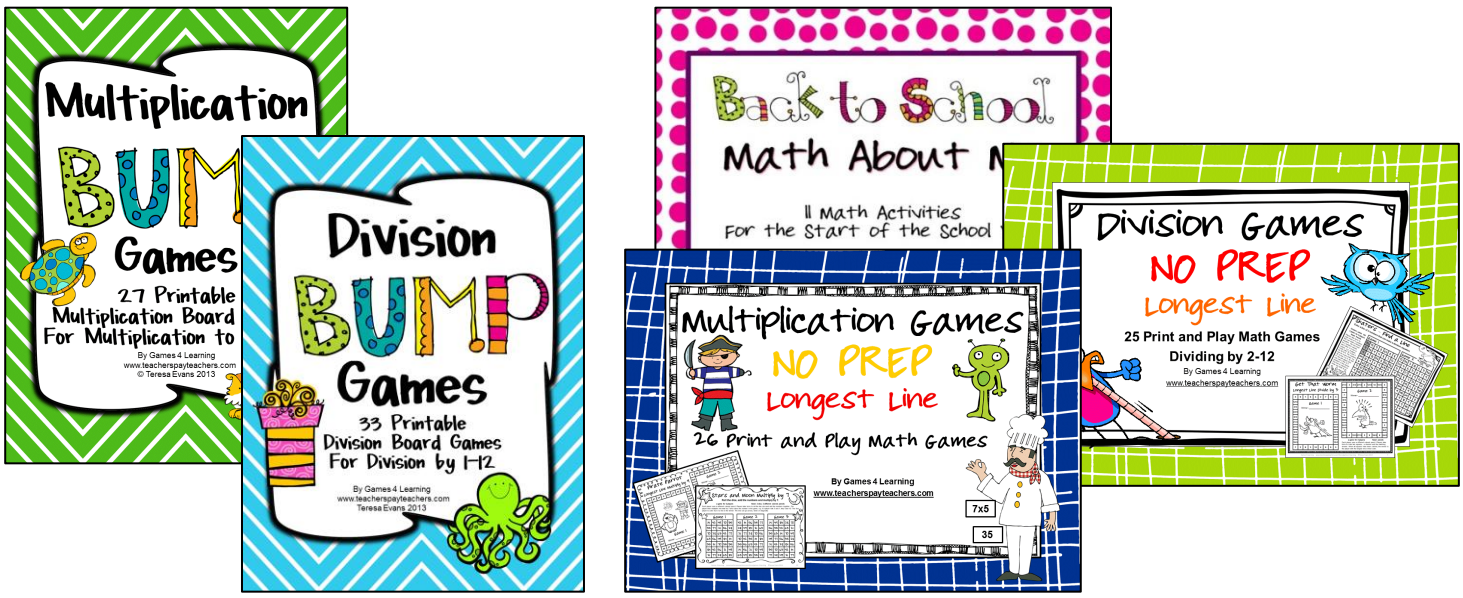


This set contains 11 color board games and 3 black and white game sheets.

Preparing the Games

The board games can be printed on cardstock and laminated if desired. The games can also be printed on cardstock or paper and put in a sleeve protector.

Some games have cards which are to be printed on cardstock and cut into cards. Dice and counters are required for some games.

The last three games are 'Print and Play' games.
Simply print the game on paper and it is ready.
Players will require pencils to play and some games also require dice.

Using the Games

Math Centers – These games are ideal for a math center activity. Have the children read the instructions themselves if possible as this is a great reading comprehension activity.

Display on Smart Board – The games can be projected onto your smart board and the class can be broken into 2 teams to play.

Homework – The games are also suitable for homework. They are a fun alternative to regular homework and parents can be involved in playing the game with their children. This is really popular with the kids and the parents.

Fast Finishers – The games are a perfect activity for those children who finish their work early.

Students as Teachers - A worthwhile activity is to have children learn how to play a game and then teach it to others. Teaching others how to play is a great communication activity.

START →	Round to the nearest 10. 252	Round to the nearest 100. 750	Round to the nearest 10. 73	Round to the nearest 100. 437	
	# Beach Play ## Round to nearest 10 or 100 **a game for 2 - 4 players** **Need: counters, dice** Each player puts a counter on Start. Players take turns to roll the dice and move forward that many spaces. The player reads the clue, finds a circle to match the clue and covers it with a counter. If no circle matches the clue, the player doesn't cover a circle on this turn. If a player lands on a bucket they can cover any number of their choice. The winner is the player to cover the last number.				Round to the nearest 10. 414
Round to the nearest 10. 644					Round to the nearest 10. 245
Round to the nearest 10. 25					Round to the nearest 100. 821
Round to the nearest 100. 749					Round to the nearest 10. 125
Round to the nearest 100. 490					Round to the nearest 10. 31
Round to the nearest 10. 796					Round to the nearest 100. 515
Round to the nearest 10. 131					Round to the nearest 10. 635
	Round to the nearest 10. 68	Round to the nearest 100. 670	Round to the nearest 10. 407	Round to the nearest 100. 360	

Beach Fun Numbers

a game for 2 players **Need: Beach Fun Number Cards**

Spread the number cards out face down beside the board. Players take turns to pick a card and try to match the number with the expanded form. If a player makes a match they leave the card beside the expanded form and have another turn. If a player can't make a match on their turn they return the card to the others. The player to make the last match is the winner.

5000+400+9	9000+70+1
3000+100+6	6000+40+3
2000+400+70	5000+40+9
8000+200+50	3000+10+6
4000+80+2	7000+90
2000+40+7	7000+10+3

Number Cards for Beach Fun Numbers

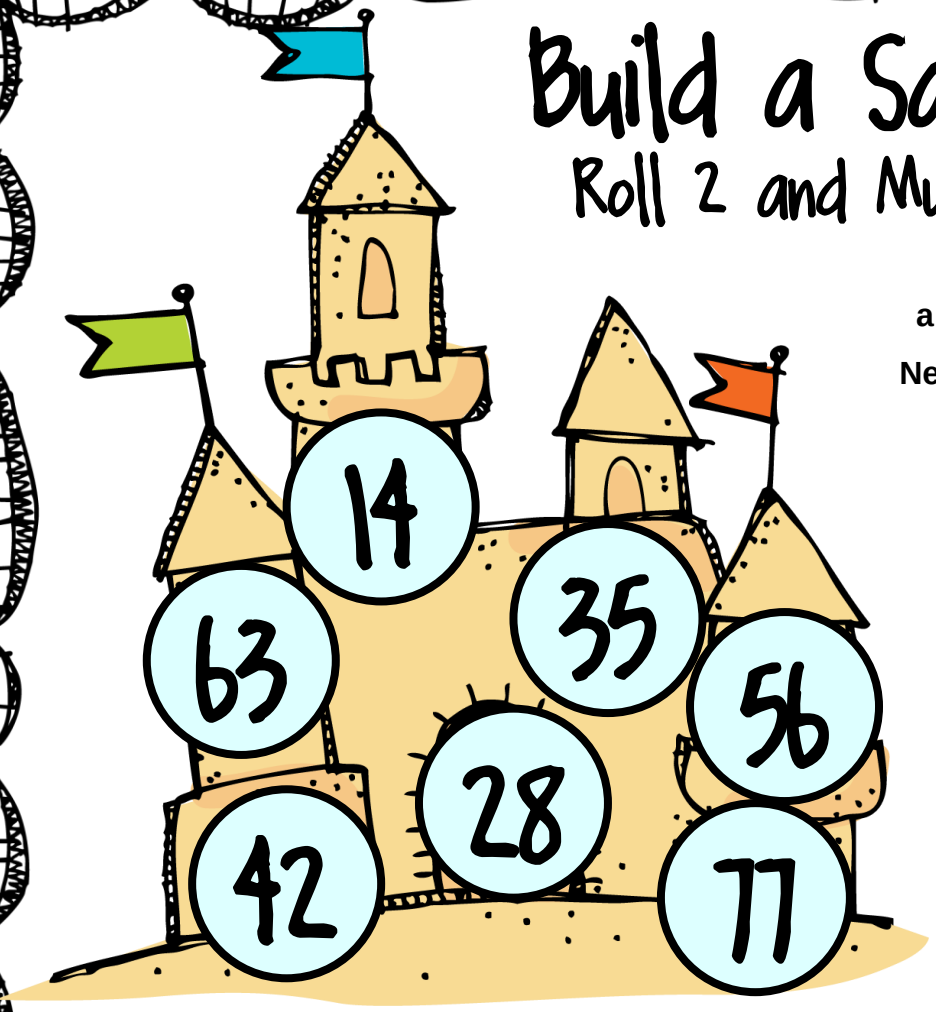
2470	2047	4082	8705	9071	3006
2074	7090	5409	3016	2005	6043
4006	8250	7013	3106	7015	5049

Build a Sandcastle

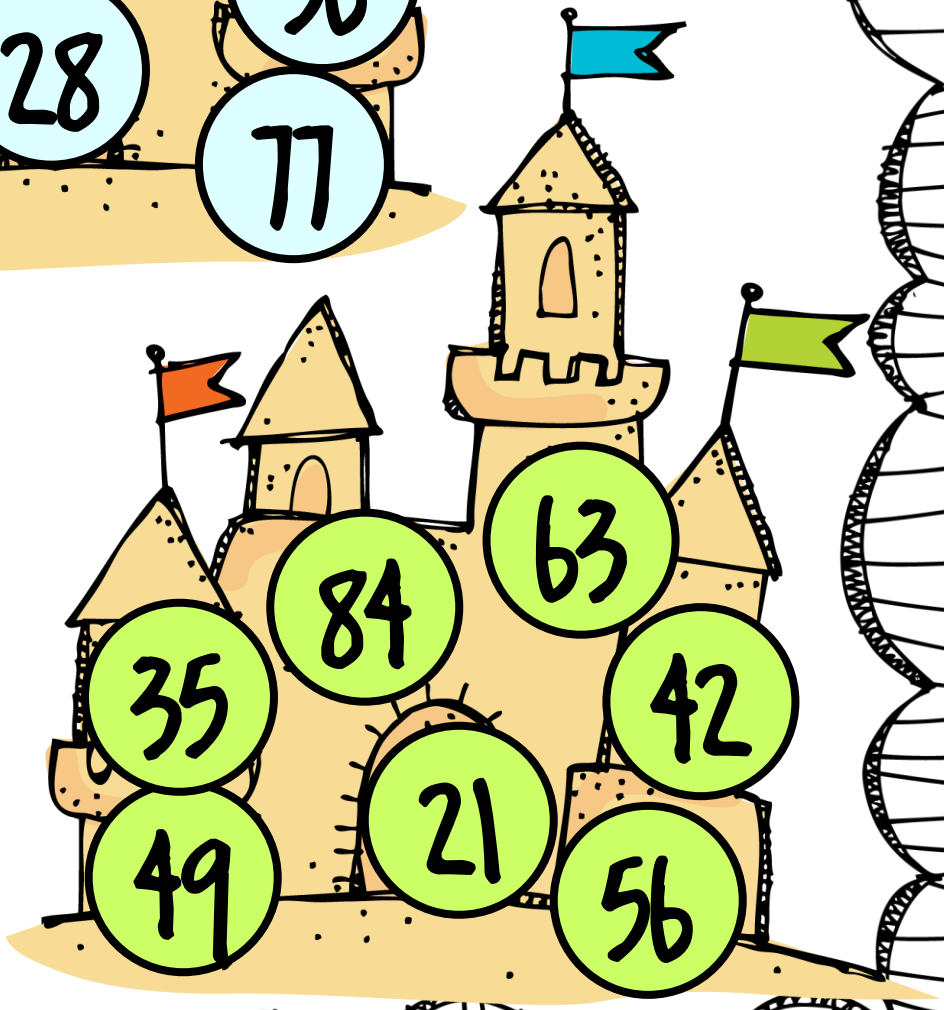
Roll 2 and Multiply by 7.

a game for 2 players

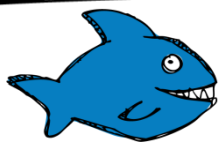
Need: counters, 2 dice



Each player chooses a sandcastle for the game. Players take turns to roll 2 dice, add the numbers and multiply the total by 7. If the player has this number on their sandcastle, they cover it with a counter. Play continues until one player has covered each of the numbers on their sandcastle with a counter, This player is the winner.



Shark Tank



a game for 2 players **Need: Counters, Dice**

Each player chooses a shark for the game and places a counter on the Start. Place 13 counters beside the game board. Each player rolls a dice and moves forward that many spaces. Players then calculate the answer for the multiplications and the player with the largest answer takes a counter. Continue moving around the board and comparing answers. When all 13 counters are gone, the winner is the player with the most counters.

Start 3X90 →	8x20	5x70	2X70	6x60	2x80	8x80
3x30						4x20
5x50						7x40
7x30						9x40
9x90	3x20	6x90	4x80	8x30	2x50	5x60

Start 4X80 →	9x80	9x30	4x40	5x60	2x90	5x80
8x70						9x50
3x20						6x30
5x70						4x20
8x50	6x90	2x40	3x80	7x60	2x90	7x70

Take 5 and Add

a game for 2 players
Need: 7 Counters,
Number Cards

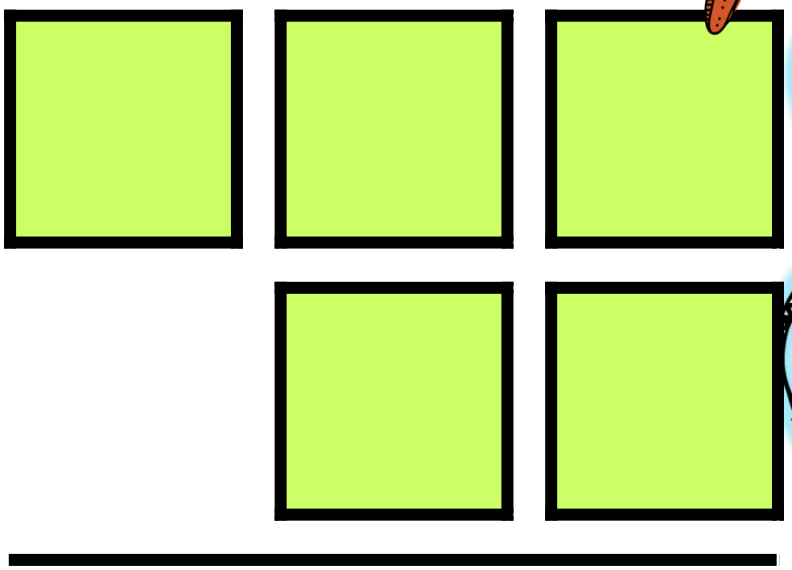
Place the number cards face down beside the board.
Each player chooses five number cards and then arranges them in their five boxes to make an addition with the highest possible total. Calculate the total for each player.

The player who creates the largest total is the winner of the round and scores one point and takes a counter.

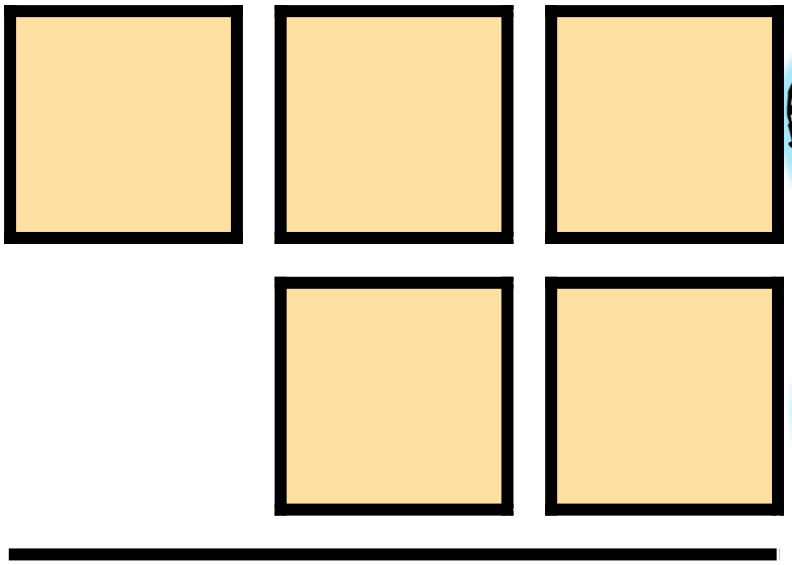
For example - if a player chooses 1, 2, 8, 4 and 3, they could make 842 + 31.

Play seven rounds. The winner is the person who collects the most counters.

Player 1



Player 2



Take 5 and Subtract

Player 1

a game for 2 players
Need: 7 Counters, Number Cards

Place the number cards face down beside the board.
Each player chooses five number cards and then arranges them in their five boxes to make a subtraction with the highest possible answer. Calculate the answer for each player.

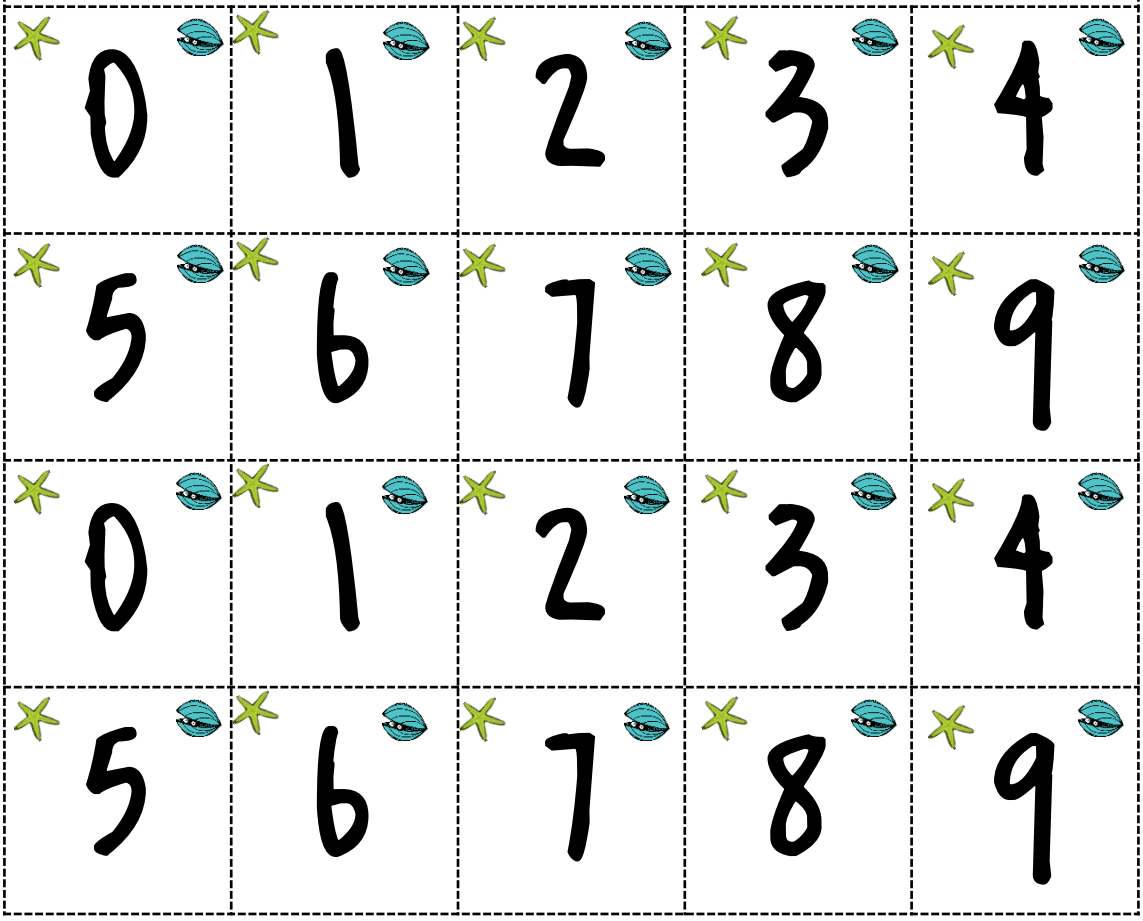
The player who creates the largest answer is the winner of the round and scores one point and takes a counter.

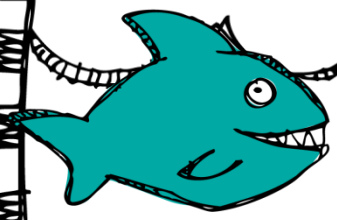
For example - if a player chooses 1, 2, 8, 4 and 3, they could make 843 - 12.

Play seven rounds. The winner is the person who collects the most counters.

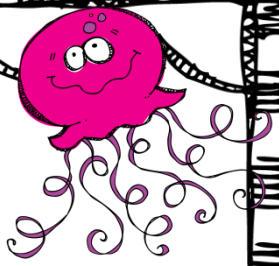
Player 2

Number Cards for Take 5 and Add and Take 5 and Subtract Games





Under the Sea

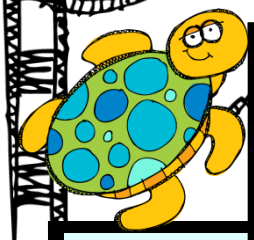


Four in a Row Division

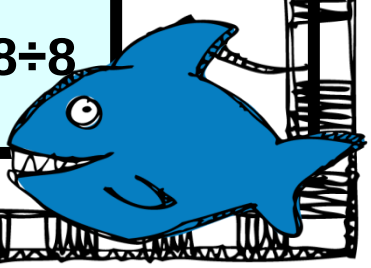
a game for 2 players

Need: Counters in 2 different colors – each player uses a different color

On a turn a player covers a square of their choice. Before they cover the square, they must answer the division fact correctly. The first player to cover 4 in a line is the winner. The line can be across, down or diagonally.



56÷8	63÷9	24÷3	80÷8	49÷7	27÷9
16÷2	25÷5	30÷3	32÷8	56÷7	48÷6	21÷3
72÷9	12÷6	27÷3	18÷9	20÷2	28÷4	36÷6
18÷3	45÷5	72÷8	54÷6	63÷7	81÷9	14÷2
24÷4	32÷4	16÷8	35÷5	42÷6	64÷8	14÷7
54÷9	18÷2	35÷7	36÷4	40÷5	48÷8	

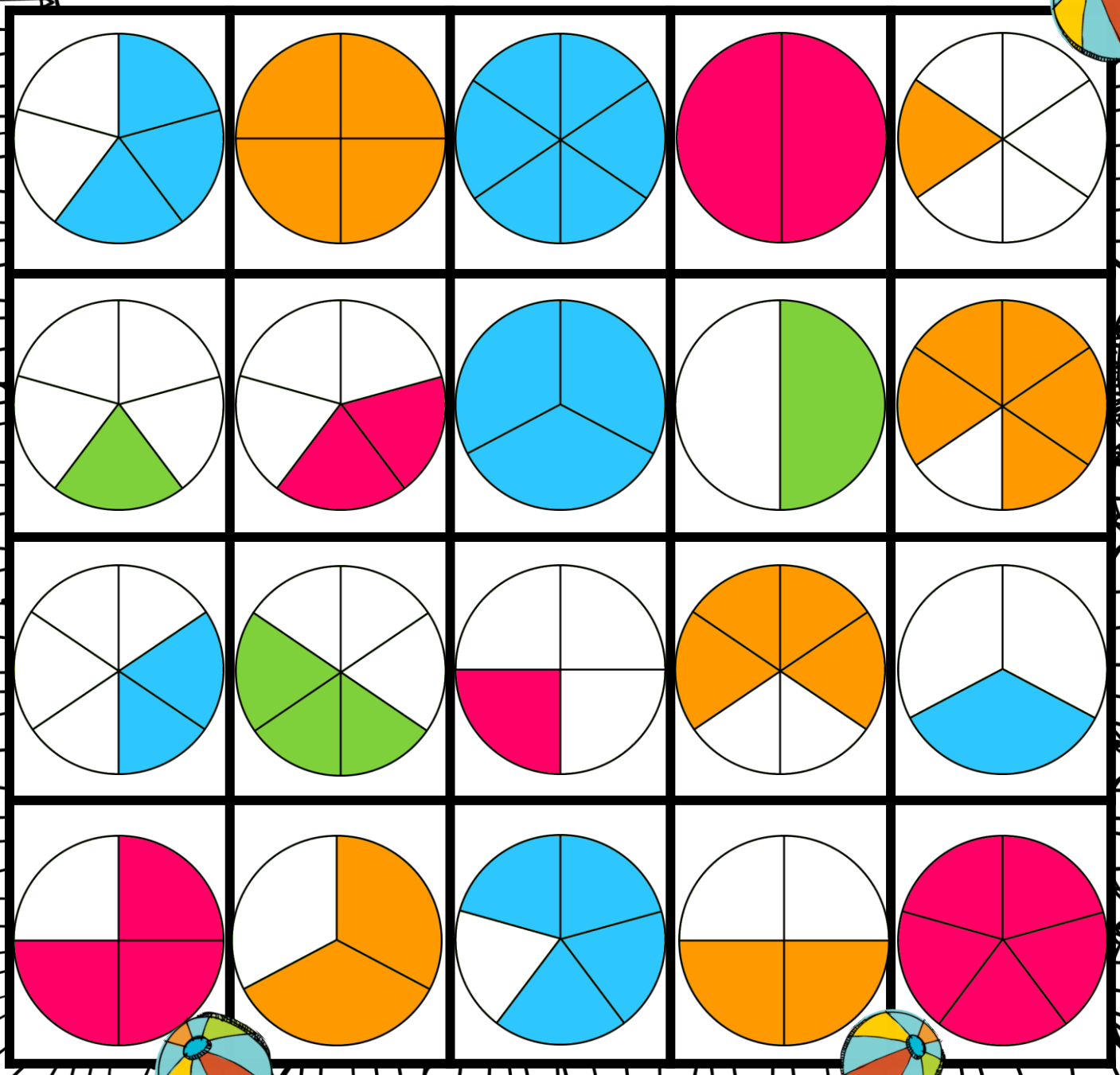


Beach Ball Fractions – Four in a Row

a game for 2 players

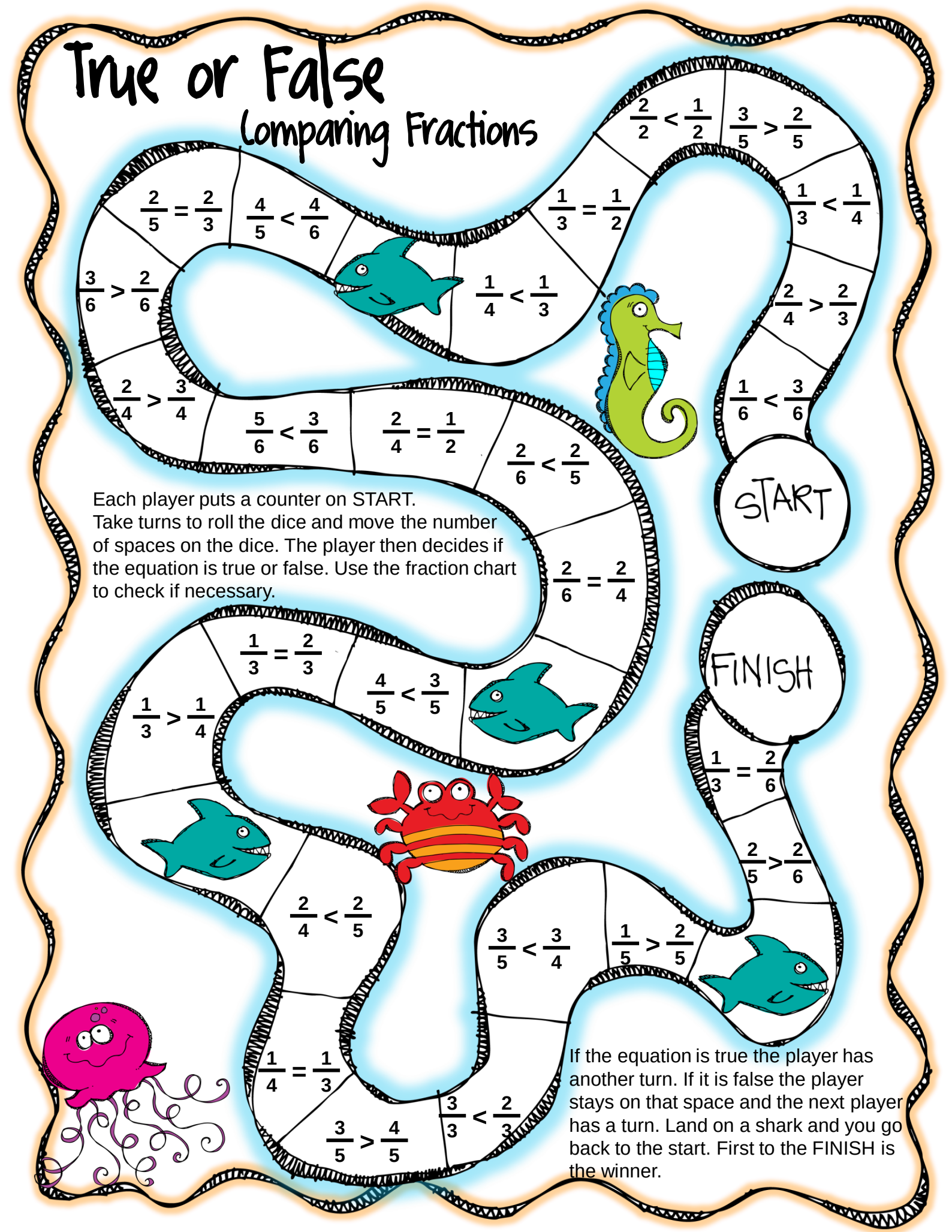
Need: 2 Dice, Counters in 2 different colors – each player uses a different color

On a turn a player rolls 2 dice and creates a fraction from the numbers on the dice by placing the smaller number above the larger number. They then cover this fraction or an equivalent fraction with a counter of their color, e.g. if a player rolls 4 and 6, the fraction would be 4/6 and the player could cover 4/6 or 2/3, if a player rolls 5 and 5 they could cover 5/5 or 2/2. If a player rolls a lucky 1 and 1, they can cover any fraction of their choice. The first player to cover 3 in a line is the winner. The line can be across, down or diagonally.



True or False

Comparing Fractions

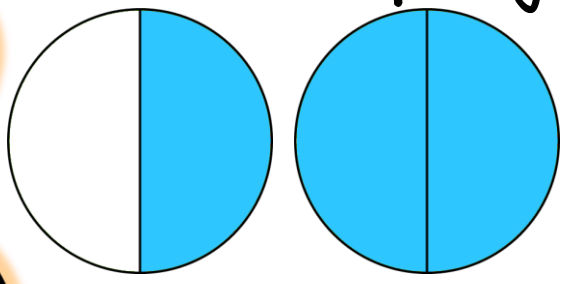


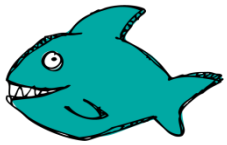
Each player puts a counter on START.
Take turns to roll the dice and move the number of spaces on the dice. The player then decides if the equation is true or false. Use the fraction chart to check if necessary.

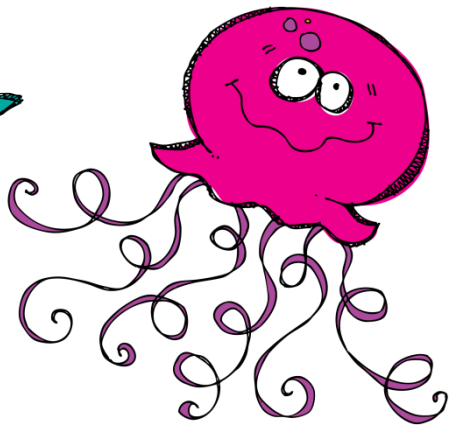
If the equation is true the player has another turn. If it is false the player stays on that space and the next player has a turn. Land on a shark and you go back to the start. First to the FINISH is the winner.

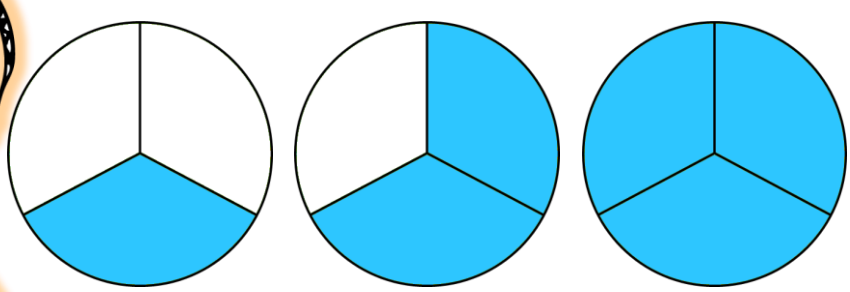
Fraction Chart for True or False

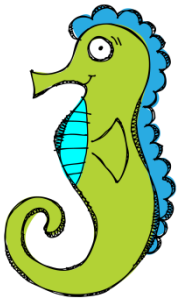
Comparing Fractions

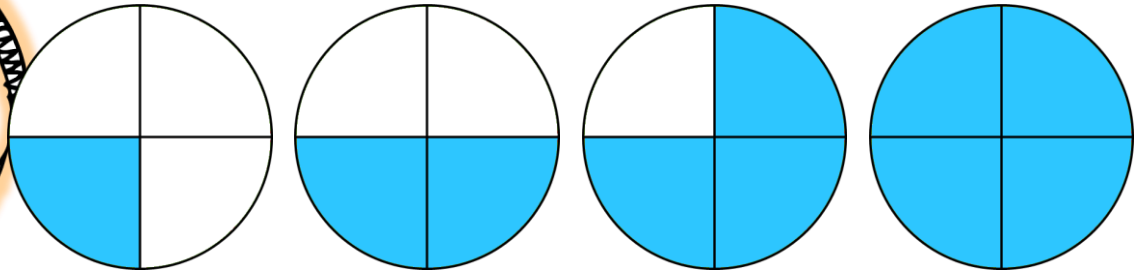


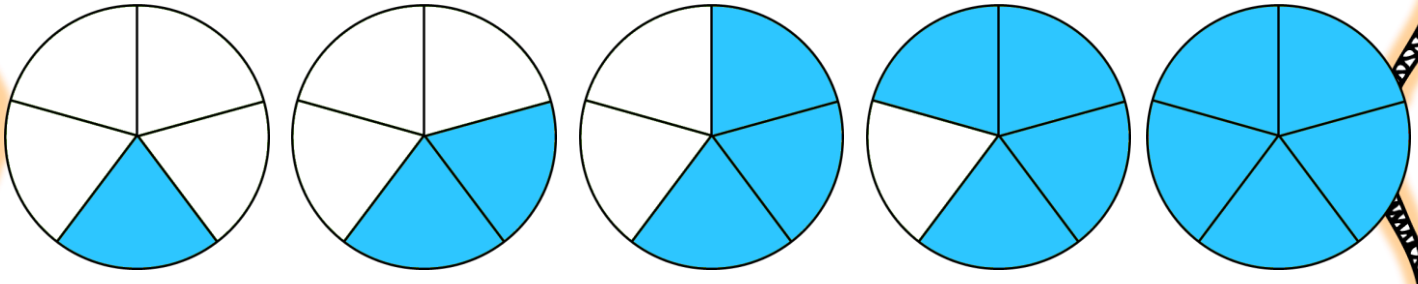


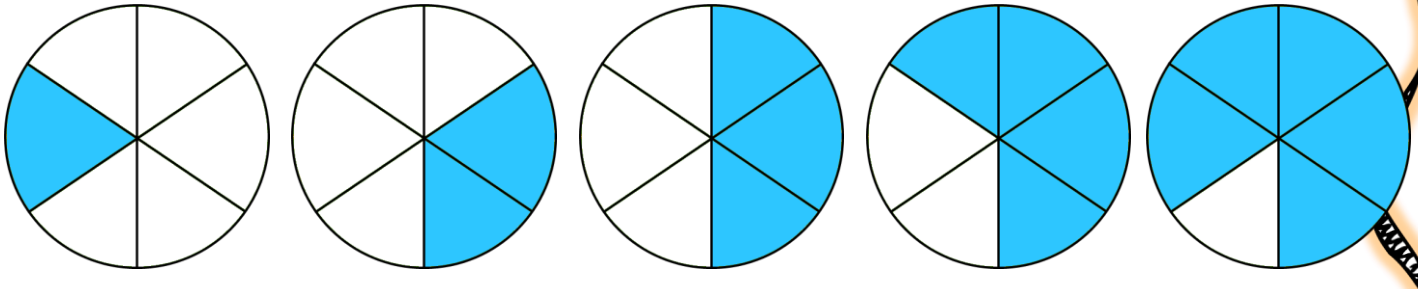


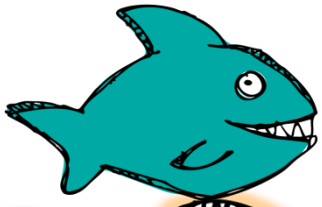


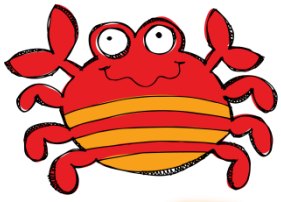


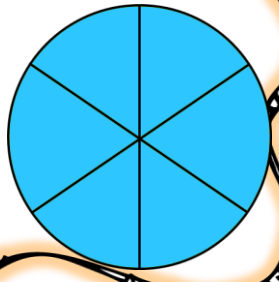












Start

Beach Time

a game for 2 - 4 players **Need: counters, dice**

Each player puts a counter on Start. Players take turns to roll the dice and move forward that many spaces. The player reads the time on the clock, finds the matching digital time in the center and covers it with a counter. If no times match the clock, the player doesn't cover any time on this turn. If a player lands on a Lucky Crab they can cover any digital time of their choice. The winner is the player to cover the last digital time.

3:52

4:07

8:40

6:07

7:11

2:22

5:37

12:09

10:32

6:53

11:27

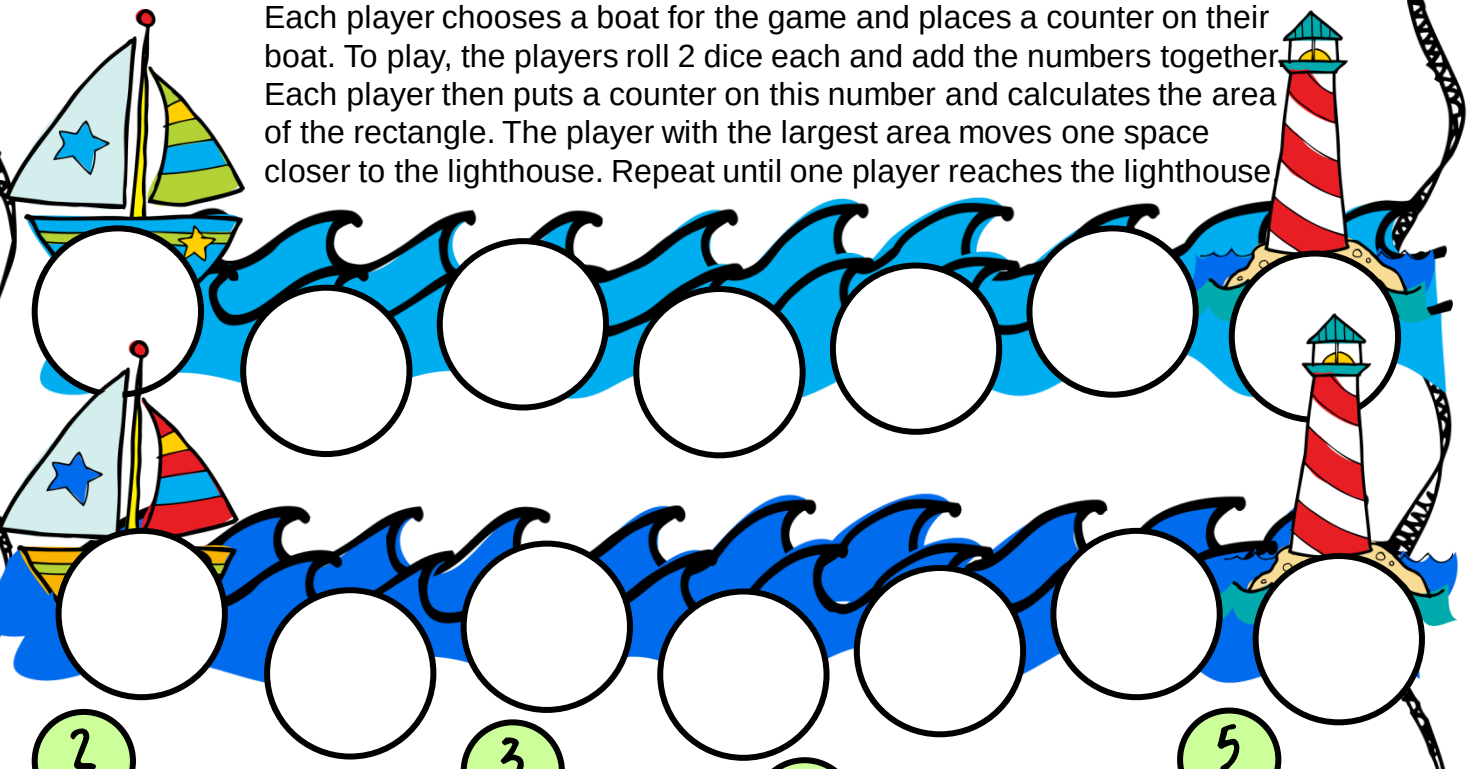
7:28

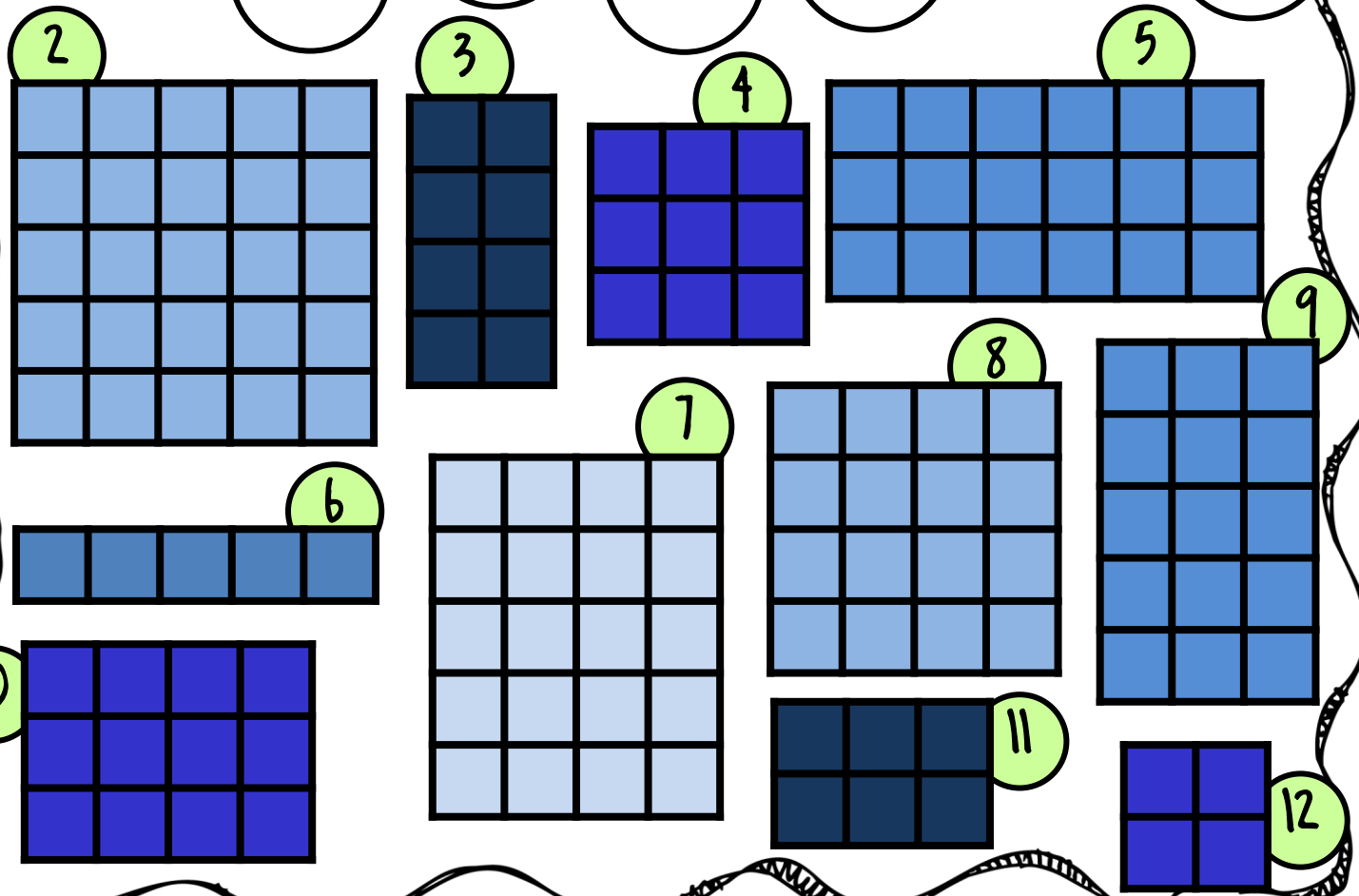
Race to the Lighthouse

Calculating Area Game

a game for 2 players **Need: Counters, 2 Dice**

Each player chooses a boat for the game and places a counter on their boat. To play, the players roll 2 dice each and add the numbers together. Each player then puts a counter on this number and calculates the area of the rectangle. The player with the largest area moves one space closer to the lighthouse. Repeat until one player reaches the lighthouse





Crabby Multiplication

Color a Multiplication Equation.

a game for 2 players **Need: pencils**

Players take turns to color the numbers to make a multiplication equation coloring one square from each set, e.g. a player could color 3, 5 and 15 for 3x5=15. Once a number is colored it can't be used again. The winner is the last person to make an equation.

Game 1

6	4	10		2	7	3		20	24	21
5	4	8	x	9	6	5	=	16	12	18
4	6	3		2	7	2		14	15	28
2	7	5		5	3	6		24	25	30

Game 2

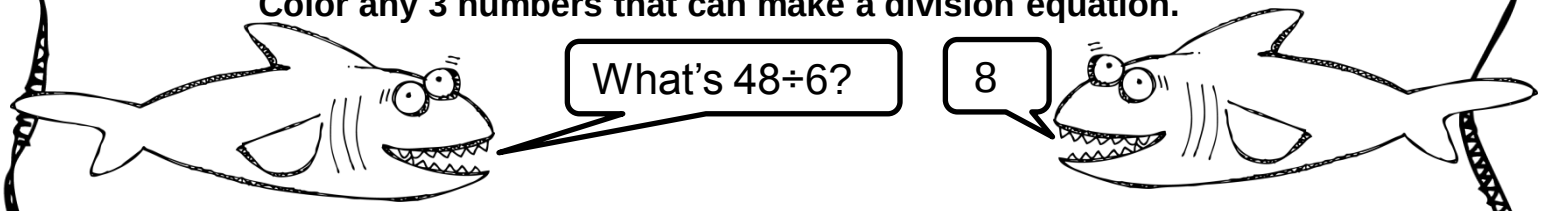
7	4	7		3	4	8		30	49	28
9	8	5	x	5	4	7	=	25	40	36
5	10	3		7	8	10		24	32	42
9	6	5		7	4	5		36	50	35

Game 3

10	5	7		8	5	6		50	84	64
8	7	9	x	11	7	5	=	72	45	54
8	5	8		9	6	10		48	55	90
9	9	12		9	12	8		56	63	60

Sharks Divide

Color any 3 numbers that can make a division equation.



a game for 2 players **Need: Pencils**

Players take turns to color any 3 numbers on the board that can make a division equation. The numbers can be anywhere on the board, e.g. A player could color 48, 6 and 8 for 48÷6=8. The last player who can color 3 numbers to make a division equation is the winner.

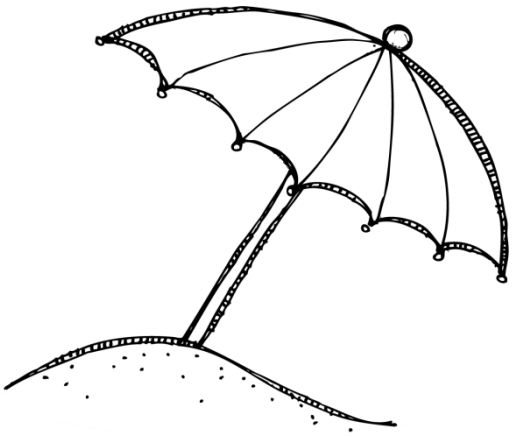
Game 1					
8	9	6	8	5	4
8	5	10	8	20	45
4	6	48	5	3	5
3	4	9	5	25	6
2	7	6	3	8	32
6	30	8	8	2	56
4	64	35	28	72	24
40	10	7	9	24	4
8	36	27	18	9	3
5	12	7	32	8	4
81	5	70	9	15	42
7	9	9	54	9	8

Game 2					
5	3	5	28	72	24
5	25	6	8	2	56
4	9	8	9	6	5
7	6	8	5	10	3
30	8	4	6	48	2
8	5	12	7	64	6
4	81	5	70	3	4
35	7	9	9	24	40
10	7	9	9	3	8
36	27	18	32	8	4
8	5	4	9	15	42
8	20	45	54	9	8

Fill the Bucket

a game for 2 players Need: 2 Dice, Pencils

Each player chooses a bucket for the game. Players take turns to roll 2 dice and add the numbers together. If the total can be used to complete an equation on their bucket they write this number in the equation. e.g. if a player rolls 4 and 5, they could complete, **18 ÷ ☐ =2**. Play continues until one player has completed every equation on their bucket. This player is the winner.



12÷ ☐ =2

9x ☐ =72

27÷ ☐ =9

☐ x 8=32

40= ☐ x8

☐ = 54÷6

6x ☐ =42

24= ☐ x8

☐ x7=49

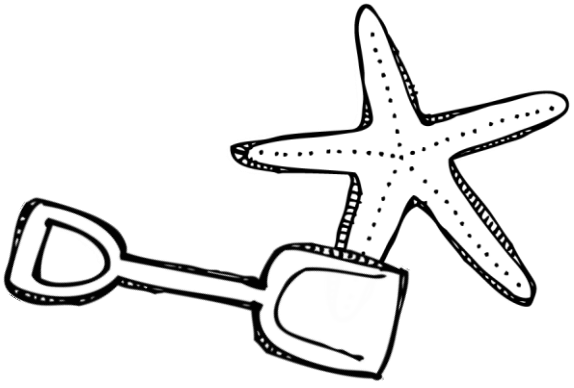
6x ☐ =54

45÷ ☐ =9

8x ☐ =48

☐ =36÷9

24÷3= ☐



Thank You!

I would like to take this opportunity to thank you for downloading End of Year Math Games Third Grade and to wish you and your students lots of fun with these games!

If you and your students enjoy these activities please consider leaving a comment and rating for the product.

Kind regards,
Teresa

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