

Really Good Stuff® Activity Guide

Grades 2-3 Math Adventures - Set 2

This Really Good Stuff® product includes:

- 2 Math Adventures Game Boards
- 2 Card Decks (75 game cards and 1 Answer Key in each deck)
- 12 Pawns
- Storage Box
- This Really Good Stuff® Activity Guide

Congratulations on your purchase of this Really Good Stuff® **Grades 2-3 Math Adventures - Set 2**—a two-board game set that is sure to improve students' mathematical thinking.

Meeting the Standards

The Really Good Stuff® **Grades 2-3 Math Adventures - Set 2** aligns with the Common Core State Standards for Mathematics below. For alignment with other state standards, please refer to our Web site's Standards Match.

Measurement and Data

Grade 2 Overview

- Measure and estimate lengths in standard units.
- Relate addition and subtraction to length.
- Work with time and money.
- Represent and interpret data.

Grade 3 Overview

- Solve problems involving measurement and estimation of intervals of time, liquid volumes, and masses of objects.
- Represent and interpret data.
- Geometric measurement: understand concepts of area and relate area to multiplication and to addition.
- Geometric measurement: recognize perimeter as an attribute of plane figures and distinguish between linear and area measures.

Geometry

Grade 2 Overview

- Reason with shapes and their attributes.

Grade 3 Overview

- Reason with shapes and their attributes.

Before introducing the **Grades 2-3 Math Adventures - Set 2**, make copies of this Really Good Stuff® Activity Guide and file the pages for future use. Or, download another copy of it from our Web site at reallygoodstuff.com.

Math Adventures Games

Number of Players: 2 to 4. A fifth player is the answer keeper.

Object: To answer math questions correctly and win

Materials: 2 Math Adventures Game Boards, 2 Card Decks (75 game cards and 1 Answer Key in each deck), 12 Pawns

How to Play:

1. All Players:

- Decide which of the two Card Decks and which of the two Game Boards you want to use.
- Give the Answer Key to the answer keeper.
- Shuffle the Cards, and place them question-side down on the Draw space.
- Choose a different-colored Pawn, and place it on Start.
- Decide who goes first.

2. Player 1:

- Select a Card from the Draw pile, read the entire Card aloud, and answer the multiple-choice question.
- If you answer correctly, move the number of spaces shown on the top of the Card.
- If players disagree, the answer keeper checks the Answer Key. If your answer is incorrect, you do not move.
- Place your discarded Card question-side up on the Discard space.

3. Player 2 (moving clockwise):

- Repeat Step 2.
- Special spaces:
 - If a player lands on a Bonus space, he or she chooses another Card and goes again.
 - If a player lands on the strength tester/airplane, he or she moves up to the connecting space.
 - If a player lands on the top of the log flume/parachute, he or she moves down to the connecting space.

4. All Players:

- Continue moving around the Game Board until a player reaches Finish.

2-3 Math Adventures – Set 2 Answer Key Deck A

Card #	Answer	Card #	Answer	Card #	Answer
1.	b	26.	a	51.	c
2.	a	27.	c	52.	a
3.	a	28.	c	53.	c
4.	b	29.	b	54.	b
5.	c	30.	a	55.	c
6.	c	31.	c	56.	a
7.	c	32.	a	57.	a
8.	a	33.	b	58.	b
9.	c	34.	b	59.	c
10.	c	35.	a	60.	c
11.	b	36.	c	61.	b
12.	a	37.	a	62.	a
13.	c	38.	a	63.	b
14.	c	39.	b	64.	c
15.	a	40.	c	65.	a
16.	a	41.	b	66.	b
17.	b	42.	a	67.	b
18.	a	43.	c	68.	b
19.	c	44.	b	69.	c
20.	a	45.	a	70.	a
21.	b	46.	a	71.	c
22.	b	47.	c	72.	a
23.	a	48.	c	73.	b
24.	c	49.	c	74.	c
25.	a	50.	b	75.	c

2-3 Math Adventures – Set 2 Answer Key Deck B

Card #	Answer	Card #	Answer	Card #	Answer
1.	b	26.	c	51.	c
2.	a	27.	a	52.	c
3.	c	28.	b	53.	a
4.	c	29.	c	54.	c
5.	a	30.	c	55.	c
6.	b	31.	a	56.	b
7.	b	32.	b	57.	a
8.	a	33.	c	58.	b
9.	c	34.	c	59.	c
10.	b	35.	a	60.	b
11.	c	36.	b	61.	c
12.	b	37.	b	62.	a
13.	a	38.	c	63.	c
14.	b	39.	c	64.	b
15.	a	40.	b	65.	b
16.	b	41.	b	66.	a
17.	b	42.	a	67.	a
18.	c	43.	c	68.	c
19.	c	44.	c	69.	b
20.	c	45.	b	70.	b
21.	a	46.	a	71.	c
22.	c	47.	c	72.	b
23.	c	48.	c	73.	a
24.	b	49.	b	74.	c
25.	a	50.	a	75.	b