

First Grade Everyday Mathematics Games Pacing Chart

(Lesson Where Game is First Introduced)

September	October	November	December	January	February	March	April	May
<i>Monster Squeeze (1.2)</i>	<i>Penny Grab (2.8)</i>	<i>Coin-Dice (3.12)</i>	<i>Time Match (4.4)</i>	<i>Animal Weight Top-It (5.5)</i>	<i>Fact Power Game (6.4)</i>	<i>One-Dollar Exchange (8.2)</i>	<i>Number Grid Game (9.2)</i>	<i>\$1, \$10, \$100 Exchange Game (10.4)</i>
<i>Penny-Dice Game (1.3)</i>	<i>Penny Plate (2.8)</i>	<i>Dime-Nickel-Penny Grab (3.14)</i>	<i>Shaker Addition Top-It (4.12)</i>	<i>Difference Game (5.7)</i>	<i>Tric-Trac (6.8)</i>	<i>3, 2, 1 Game (8.5)</i>		
<i>Bunny Hop (1.5)</i>	<i>Penny Guessing (2.9)</i>	<i>Domino Top-It (3.14)</i>	<i>Digit Game (5.1)</i>	<i>Beat the Calculator (5.11)</i>	<i>Quarter-Dime-Nickel-Penny Grab (6.9)</i>			
<i>Top-It (1.6)</i>	<i>Penny-Nickel Exchange (2.10)</i>		<i>Base-10 Exchange (5.3)</i>	<i>Penny-Nickel-Dime Exchange (5.13)</i>	<i>Coin Exchange (6.10)</i>			
<i>Rock, Paper, Scissors (1.8)</i>	<i>Penny-Drop Addition (2.11)</i>			<i>Addition Top-It (6.1)</i>	<i>Make My Design (7.1)</i>			
<i>Rolling for 50 (2.1)</i>	<i>Nickel-Penny Grab (2.11)</i>				<i>Attribute Train Game (7.2)</i>			
	<i>High Roller (2.12)</i>							
	<i>Coin Top-It (2.13)</i>							
	<i>Before & After (3.1)</i>							

Notes: