

Second Grade Everyday Mathematics Games Pacing Chart

(Lesson Where Game is First Introduced)

September	October	November	December	January	February	March	April	May
<i>Number Line Squeeze (1.1)</i>	<i>Name That Number (2.9)</i>	<i>Dollar Rummy (3.5)</i>		<i>Three Addends (6.1)</i>	<i>Basketball Addition (7.3)</i>	<i>Fraction Top-It (8.7)</i>	<i>Pick-A-Coin (10.3)</i>	<i>Beat the Calculator (Multiplication) 11.9</i>
<i>Addition Top-It (1.4)</i>	<i>Difference Game (2.12)</i>	<i>High Roller (3.7)</i>		<i>Base-10 Trading Game (6.5)</i>	<i>Soccer Spin (7.8)</i>			<i>Addition Card Draw (12.5)</i>
<i>Coin Top-It (1.4)</i>	<i>Digit Game (3.1)</i>	<i>Addition Spin (4.2)</i>		<i>Number-Grid Difference Game (6.5)</i>	<i>Equivalent Fractions Game (8.5)</i>			
<i>Money Exchange Game (1.5)</i>	<i>Spinning for Money (3.2)</i>	<i>Fact Extension Game (4.8)</i>		<i>Simon Says (6.8)</i>				
<i>Penny-Nickel Exchange (1.5)</i>	<i>Penny-Dime-Dollar Exchange (3.2)</i>			<i>Array Bingo (6.9)</i>				
<i>Penny Plate (1.6)</i>	<i>Base-10 Exchange (3.4)</i>			<i>Hit the Target (7.2)</i>				
<i>Two-Fisted Penny Addition (1.6)</i>								
<i>Number-Grid Game (1.8)</i>								
<i>Number Top-It (1.11)</i>								
<i>Beat the Calculator (2.2)</i>								
<i>Domino Top-It (2.2)</i>								
<i>Doubles or Nothing (2.3)</i>								

Notes: