

Third 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>Roll to 100 (2.1)</i>	<i>Subtraction Top-It (13)</i>	<i>Baseball Multiplication (4.7)</i>	<i>Decimal Solitaire (5.10)</i>	<i>Angle Race (6.9)</i>	<i>The Block-Drawing Game (8.2)</i>	<i>Array Bingo (9.6)</i>	<i>Multiplication Top-It (10.7)</i>
<i>Less Than You! (1.3)</i>	<i>What's My Attribute Rule? (2.3)</i>	<i>Division Arrays (4.3)</i>	<i>Number Top-It (5.2)</i>	<i>Number Top-It (Decimals) (5.10)</i>	<i>Multiplication Bingo (7.3)</i>	<i>Equivalent Fractions Game (8.5)</i>	<i>Factor Bingo (9.6)</i>	<i>Memory Addition/Subtraction (10.8)</i>
<i>Addition Top-It (1.4)</i>	<i>Target: 50 (2.7)</i>		<i>Number Top-It (5-Digit Numbers) (5.4)</i>	<i>Robot Game (6.3)</i>	<i>Beat the Calculator (Multiplication) (7.6)</i>	<i>Fraction Top-It (8.6)</i>	<i>Finding Factors (9.6)</i>	<i>Fingers (11.3)</i>
<i>Name That Number (1.6)</i>	<i>Base-10 Exchange (2.9)</i>			<i>Shading Shapes (6.5)</i>				<i>Soccer Spin (11.3)</i>
<i>Number-Grid Difference (1.8)</i>				<i>Touch and Match Quadrangles (6.5)</i>				<i>Spinning to Win (11.4)</i>
<i>Beat the Calculator (Addition) (1.9)</i>								<i>Multiplication Draw (11.6)</i>
<i>Coin Top-It (1.10)</i>								
<i>Spinning for Money (1.11)</i>								

Notes: