

# Double It & Double It + 1 Math ( 2 - 4 )



Materials: 1 die / 2 students  
12 squares, numbered 2 - 13  
Pencils

Procedure: Find a partner that is at the same math level.  
(Assess the math level in 2<sup>nd</sup> grade by first rolling the die & adding 1.)  
Switch partners if you are not equally matched.  
Take turns rolling the die.  
Double the number on the die or double the number + 1  
Put an X or an O on the number in the square.  
The one with the most X's or O's wins.  
The game is over when all the squares have an X or an O.

\* Loss your turn, if there is already a mark in the box.

## Double It and Double It + 1

2	3	4	5	6	7
8	9	10	11	12	13