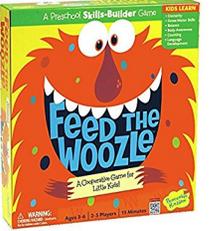
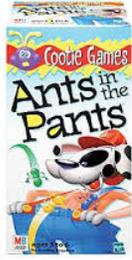
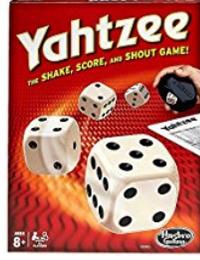


Board Games for Preschool Early Numeracy Learning

Skill: 1:1 Correspondence & Cardinality	Game						
		Hi-ho Cherry-O	Feed the Woozle	Don't Spill the Beans	Froggy Feeding Fun	Ladybug Number Match	Crazy Cereal
	Manufacturer	Hasbro	Peaceable Kingdom	Hasbro	Learning Resources	Lakeshore	Educational Insights
	Price (Amazon)	\$11.14	\$17.66	\$8.39	\$15.19	\$19.99	\$19.99
	Physical Adaptations	Do not use puzzle	Do not use spinner, spoon, or Mmm Yummy cards	None	Do not use color dice	None	None
	Game Play Adaptations	None	Orally give number, use dice to 3, or add number cards to 12	None	Orally give number, use number, or add number cards	None	Do not use color lights on spoons to match color of cereal; can use the light-up spoons as timers for collecting/ counting
Guiding Questions	“You got a X! Let’s add X cherries to your tree. (after counting) How many did you add? How many do you have in your tree all together?”	“Woozle is very hungry! Let’s feed him X yucky snacks. How many weird snacks did you feed him?”	Kids count together, (after it spills) “how many did the jar have before it spilled? Count how many beans you have left on your side. How many do you have all together?”	“Let’s help the froggies eat some yummy flies! Help him catch X flies. How many did your flies did you froggy eat?”	“Let’s count the number of spots on the Ladybug’s wings and find the number leaf that matches. (after counting) How many spots are on the	“Let’s see how many pieces of cereal you can get into your bowl before the time runs out you’re your spoon lights up! How many pieces of cereal	

						Ladybug's wings?"	do you have in your bowl?"
	Other Skill Adaptations	None	Number Identification (add numbers on chips face up); Number Naming (add numbers on chips face down)	Number Identification (add numbers on beans and tell child which number to find)	Number Identification (add numbers on flies face up); Number Naming (add numbers on flies face down)	Number Identification ("Let's find the number X leaf, now let's find the Ladybug that matches")	None
	Age	3-4	3-5	4-5	3-5	4-5	3-5
Skill: Number ID	Game	 Don't Break the Ice	 Ready Set Woof!	 Snug as a Bug in a Rug	 Ants in the Pants	 Counting Cookies	 Numbers and Colors Pig E Bank
	Manufacturer	Hasbro	Educational Insights	Peaceable Kingdom	Hasbro	Learning Resources	Learning Journey
	Price (Amazon)	\$14.99	\$15.99	\$19.99	\$11.92	\$15.29	\$19.89
	Physical Adaptations	Add numbers on top of ice blocks	Do not use Randomizer; add numbers on dogs	Do not use dice, little/big, color, or shape parts of spinner; add numbers	Add numbers on ants	None	None
	Game Play Adaptations	Teacher can use number cards to randomize for play; Can play each block has its' own number or repeated 0-5 blocks	Each player gets 5 or 10 dog bones; race to put their bone on the number the fastest	When adding numbers match to number of shapes on bugs; use stink bugs as '0' bugs instead	None	None	Do not use shape mode; Use the 'find it' mode for numbers
	Guiding Questions	"Find a X ice block to	"We are going to give these puppies	"You got a X, lets find the X bug that	"Let's try and flick the number X ant	"Let's find a number X cookie	"Let's find the number X coin

		carefully tap out. Let's see if Phillip the Penguin falls!"	some dog treat's. Let's see who can find the number X puppy to give a treat."	matches. Let's check with the number of shapes on our bug and put it under the rug."	into his pants."	to add to your cookie jar."	and put it in the piggy bank."
	Other Skill Adaptations	Number Naming (put numbers on the underside of the ice blocks)	Number Naming (put numbers on the bones face down)	1:1 Correspondence (focusing on number of shapes on bugs)	Number Naming ("what number did you get in the pants?")	1:1 Correspondence (number of chips on cookie to numeral); Number Naming ("what number cookie did you get?")	Number Naming ("pick a coin to put in the piggy bank. What number coin did you pick?")
	Ages	3-5	4-5	3-5	4-5	3-5	3-4
Skill: Number Naming	Game	 Let's Go Fishin'	 Lucky Ducks	 Pop the Pig	 Shark Bite	 Count and Learn Cookie Jar	 Smart Counting Cookies
	Manufacturer	Pressman Toys	Pressman Toys	Goliath	Pressman Toys	Learning Journey	Learning Resources
	Price (Amazon)	\$4.99	\$19.94	\$15.00	\$16.98	\$19.99	\$19.99
	Physical Adaptations	Add numbers on bottom of fish	Add numbers on bottom of ducks	None	Add numbers on fish; do not use dice	None	None
	Game Play Adaptations	None	Do not use shapes component	None	None	Can use number of chocolate chips to learn numbers; Do not use count mode	Can use number of chocolate chips to learn numbers
	Guiding Questions	"Cast your line! Let's see what	"Choose a duck to take from the	"Roll the dice to pick a hamburger.	"Quick cast your line! Let's see if	"Let's add a cookie to our	"Let's add a cookie to our

		fish you catch. What number did you catch?"	pond. What number duck did you get?"	What number did you get? Feed the pig the hamburger and press his head X number of times."	you can catch a fish before the shark bites. What number did you catch?"	cookie jar. What number cookie did you get? You can use the number of chocolate chips to help you."	cookie jar. What number cookie did you get? You can use the number of chocolate chips to help you."
	Other Skill Adaptations	Number Identification (add numbers on top of fish); 1:1 Correspondence ("How many fish did you catch?")	Number Identification (add numbers on top of ducks); 1:1 Correspondence ("How many ducks did you get?")	Number Identification (numbers face up); 1:1 Correspondence ("How many hamburgers did you feed him?")	1:1 Correspondence ("How many fish did you catch?") or use dice to count how many fish to try and catch	1:1 Correspondence (numbers face down and each cookie is 1 to add to the jar); Number Identification (numbers face up)	1:1 Correspondence (numbers face down and each cookie is 1 to add to the jar); Number Identification (numbers face up)
	Ages	4-5	4-5	4-5	4-5	3-5	3-5
Skill: Quantity Comparison	Game	 Double 6 Dot Dominoes	 Assorted Colorful Dice	 Yahtzee			
	Manufacturer	Cardinal	Super Z Outlet	Hasbro			
	Price (Amazon)	\$9.20	\$5.99	\$8.88			
	Physical Adaptations	None	None	Need 2 sets of game or add cups; Do not use score sheets			
	Game Play Adaptations	Child answers which side has more. If they get	Both players roll an equal number of dice at same	Both players roll an equal number of dice at same			

		it right, then they get to try to find a match and add it to the game	time and shout out who has more dots; can vary number of dice	time and shout out who has more dots; can vary number of dice			
	Guiding Questions	“Which side has more dots?”	“Ready? Roll. Who has more dots?”	“Ready? Roll. Who has more dots?”			
	Other Skill Adaptations	1:1 Correspondence (count up number of dots)	1:1 Correspondence (count up number of dots)	1:1 Correspondence (count up number of dots)			
	Ages	3-5	3-5	3-5			
Skill: Oral Counting & Number Line Estimation	Game	 Little Circuit	 Chutes & Ladders	 Snail's Pace Race	 Count Your Chickens!	 Candy Land	 The Great Cheese Chase
	Manufacturer	Dejeco	Hasbro	Ravensburger	Peaceable Kingdom	Hasbro	Peaceable Kingdom
	Price (Amazon)	\$16.95	\$14.89	\$10.50	\$15.42	\$12.99	\$17.99
	Physical Adaptations	Add numbers to board, add numbers to dice	None	Add numbers to board, add numbers 1-2 or 0-3 on 1 dice (only use 1 dice)	Add numbers to board, add numbers to spinner	Add numbers to board, add numbers to cards	Add numbers to board
	Game Play Adaptations	Do not use pictures on dice; each time a player gets to the end they win or they get a token/the first player to get 2-3 tokens wins;	None	Roll 1 dice to move number of spaces, child must count up from current spot	Do not use pictures on spinner & board; when a player gets to the end they win or they get a token /the 1 st player to get 2-3 tokens wins, put chick	Do not use double space cards or picture cards; child must count up from current spot	None

		child must count up from current spot			tokens in coop; play together with 1 hen or add 1-2 hens		
Guiding Questions	“You rolled a X, lets move your animal up the trail.” (guide them to count up from spot)	“You spun a X, let’s move your kid up X spaces.” (guide them to count up from spot)	“You rolled a X, lets move your snail up in the race.” (guide them to count up from spot)	“You spun a X, let’s move your momma hen up towards her coop.” (guide them to count up from spot)	“You got a X card, go ahead and move your gingerbread up X spots.” (guide them to count up from spot)	“ You spun a X let’s move one of the mice up towards the attic.” (guide them to count up from spot)	
Other Skill Adaptations	Number Identification/ 1:1 Correspondence (use dots cards that the child then finds the number on the board that matches)	None	Number Identification (use dots dice (2) that the child then finds the number on the board that matches); 1:1 Correspondence (use dots dice that the child then finds the same number of dots on the board that matches)	1:1 Correspondence (while playing game also count number of chick tokens that matches the number spot the hen is on)	None	None	
Ages	4-5	4-5	3-5	4-5	4-5	4-5	

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