

## Odds & Evens Games

**Learning Objective:** To identify odd and even numbers

**Intended Outcome:** Accurate identification of odd and even numbers

### **Materials:**

- Counters

### **Games:**

#### Fingers

Play a little like “Rock, Paper, Scissors”. One partner is odds, the other is evens. Count one two three, on three you need to show some fingers on one hand. If the total of fingers from partners is odd, odd wins, if the total is even, even wins.

#### Odd and Even Nim

Start with 15 counters. Take turns to remove 1, 2 or 3 counters. Whoever ends with the odd number of counters wins.

#### The Odd Game

Start with 19. Roll a dice, if you roll an odd number you subtract the number, if you roll an even number you add the number. First player to lose all their 19 points wins. This game is good if you use a bead string, or a numberline and counters to keep track.

### **These games were referenced from:**

Odd and Even Nim:

[http://www.curriculum.edu.au/verve/\\_resources/Odd\\_and\\_even.pdf](http://www.curriculum.edu.au/verve/_resources/Odd_and_even.pdf)

The Odd Game:

[http://www.educationworld.com/a\\_lesson/math-odd-even-game.shtml](http://www.educationworld.com/a_lesson/math-odd-even-game.shtml)