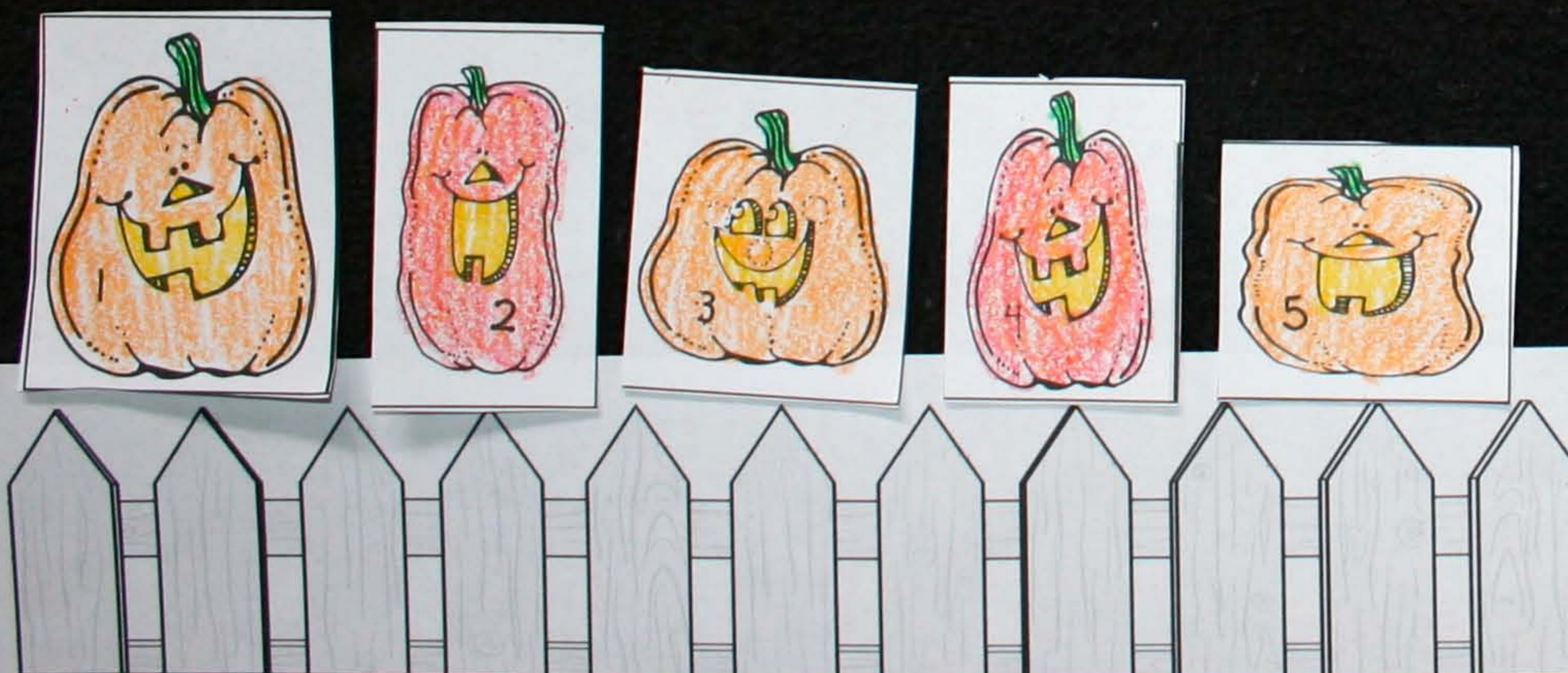
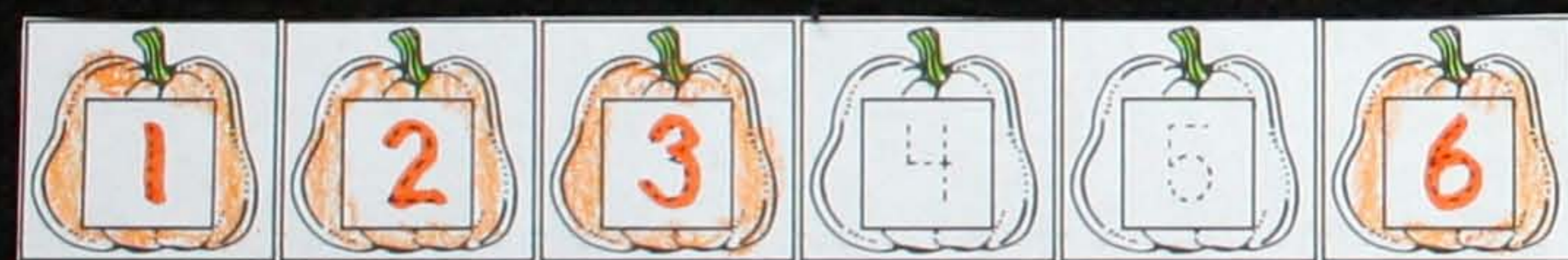


Pumpkin Roll and Color Game

Pick a partner.
Take turns rolling the dice.
Whatever number you roll is the
matching numbered thing on the pumpkin
that you color.
The 1st one to have completely colored
in their pumpkin is the winner.

Diane



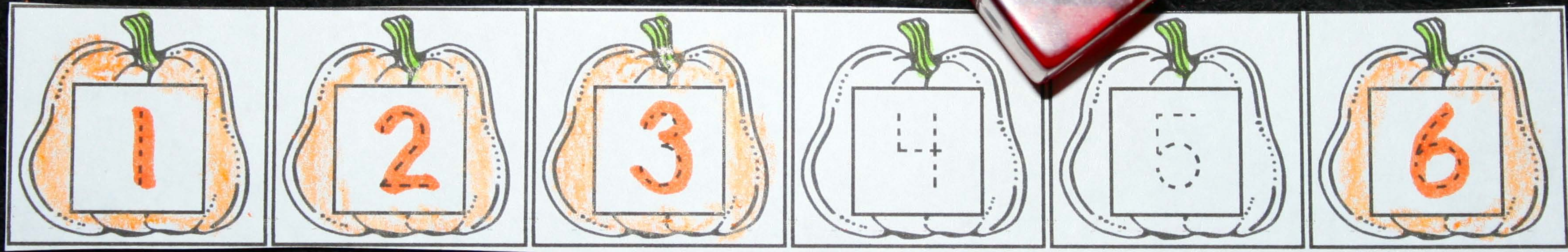
Five little pumpkins sitting on a gate. Knock them all off and don't be late!

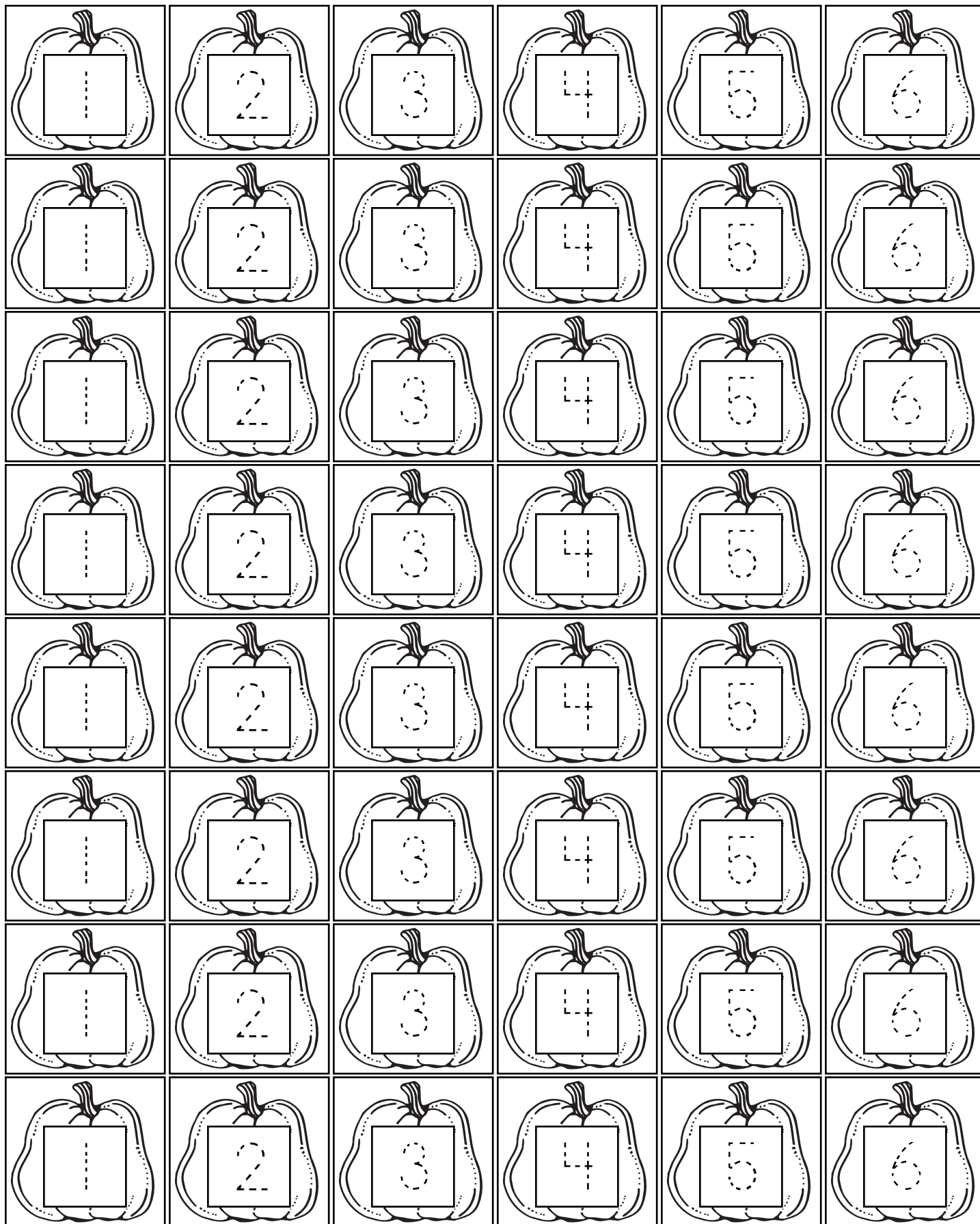
TeachWithMe.com



Choose a partner.
Take turns rolling the dice and
draw whatever the number
says you should. The 1st one to
complete their
Jack-O-Lantern is the winner.

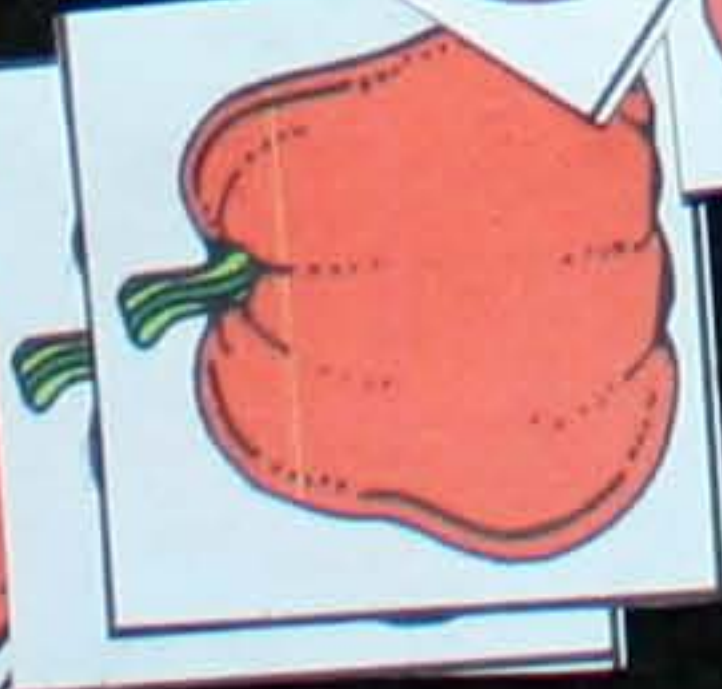
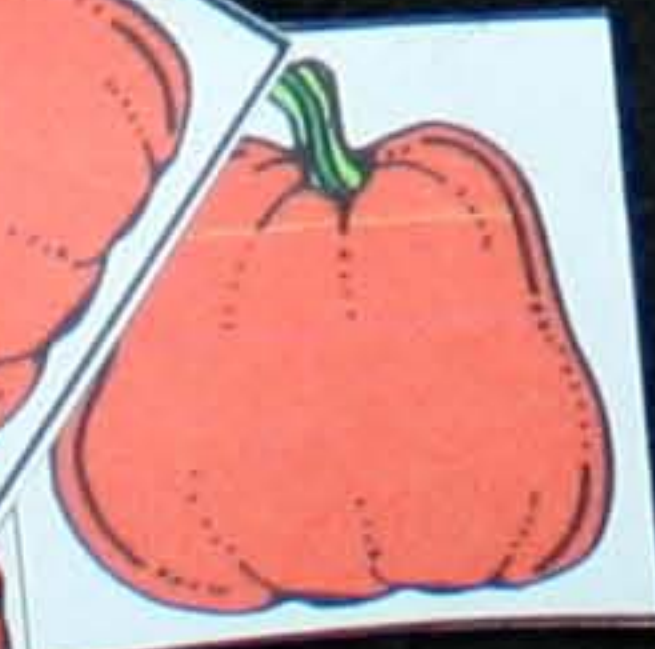
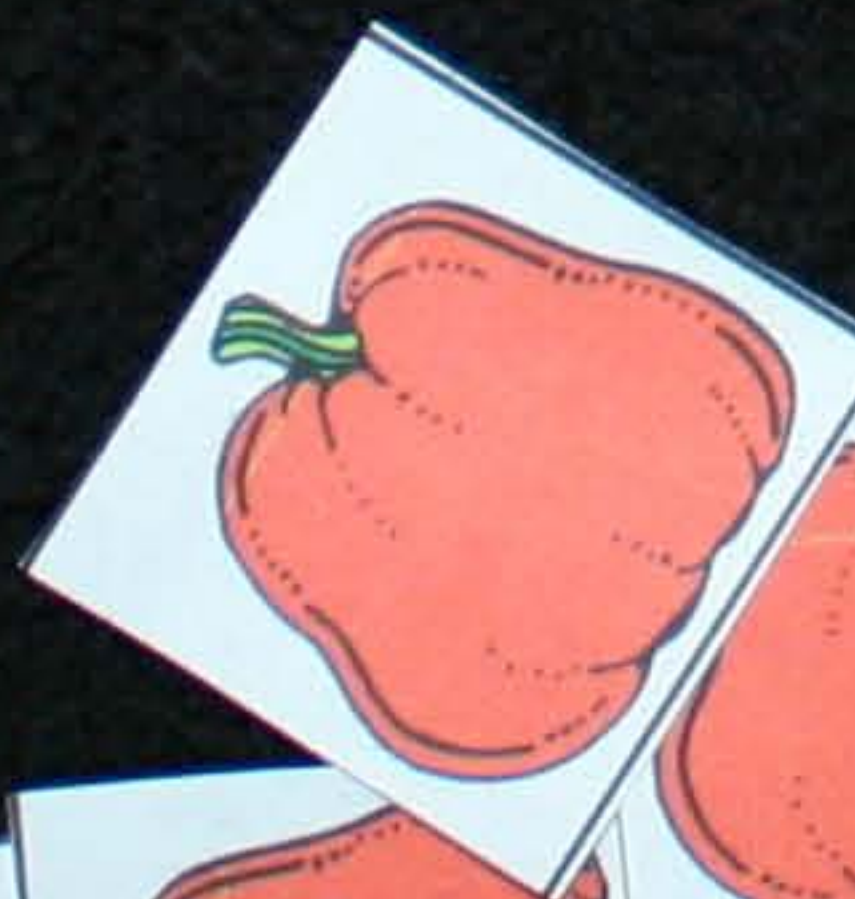
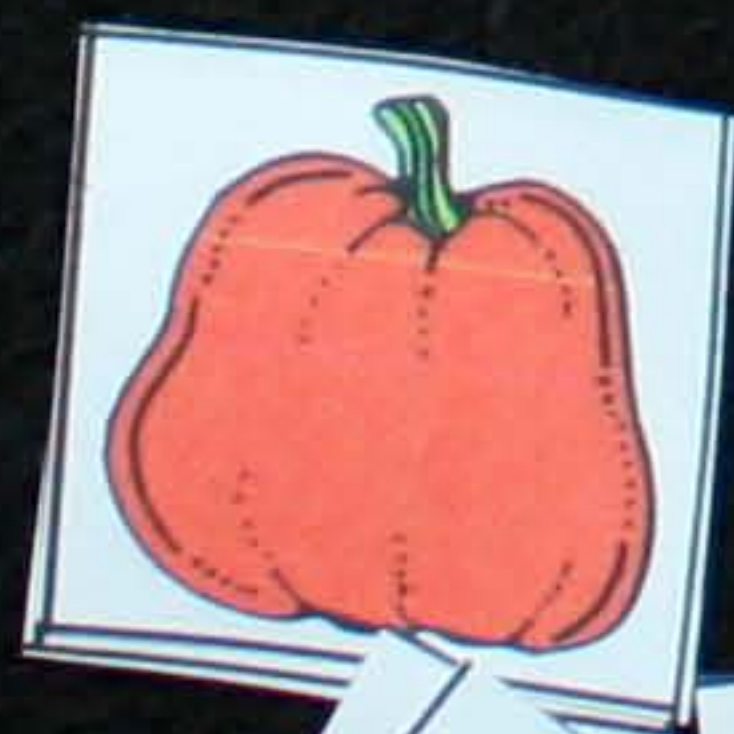
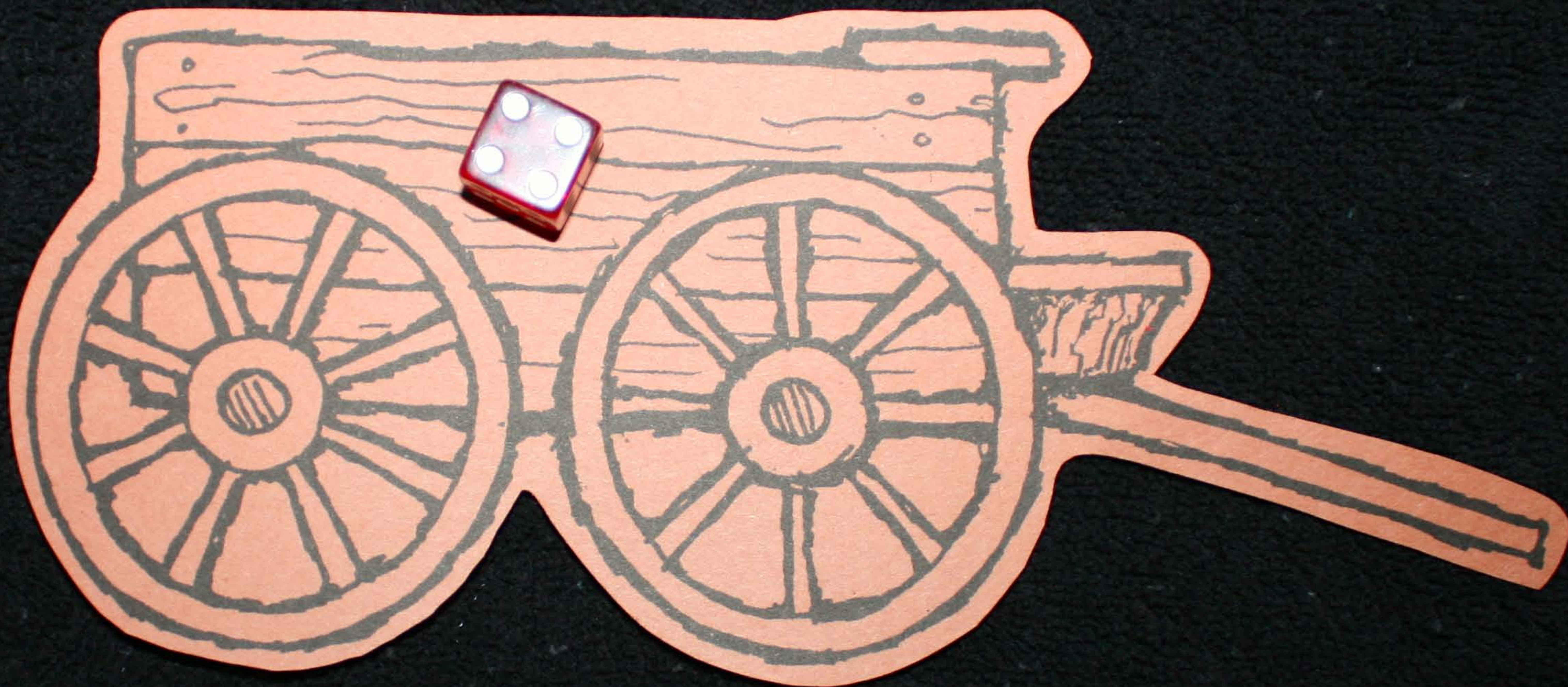
- 1 Stem
- 2 1 eye
- 3 2nd eye
- 4 Nose
- 5 Smile
- 6 Lose your turn



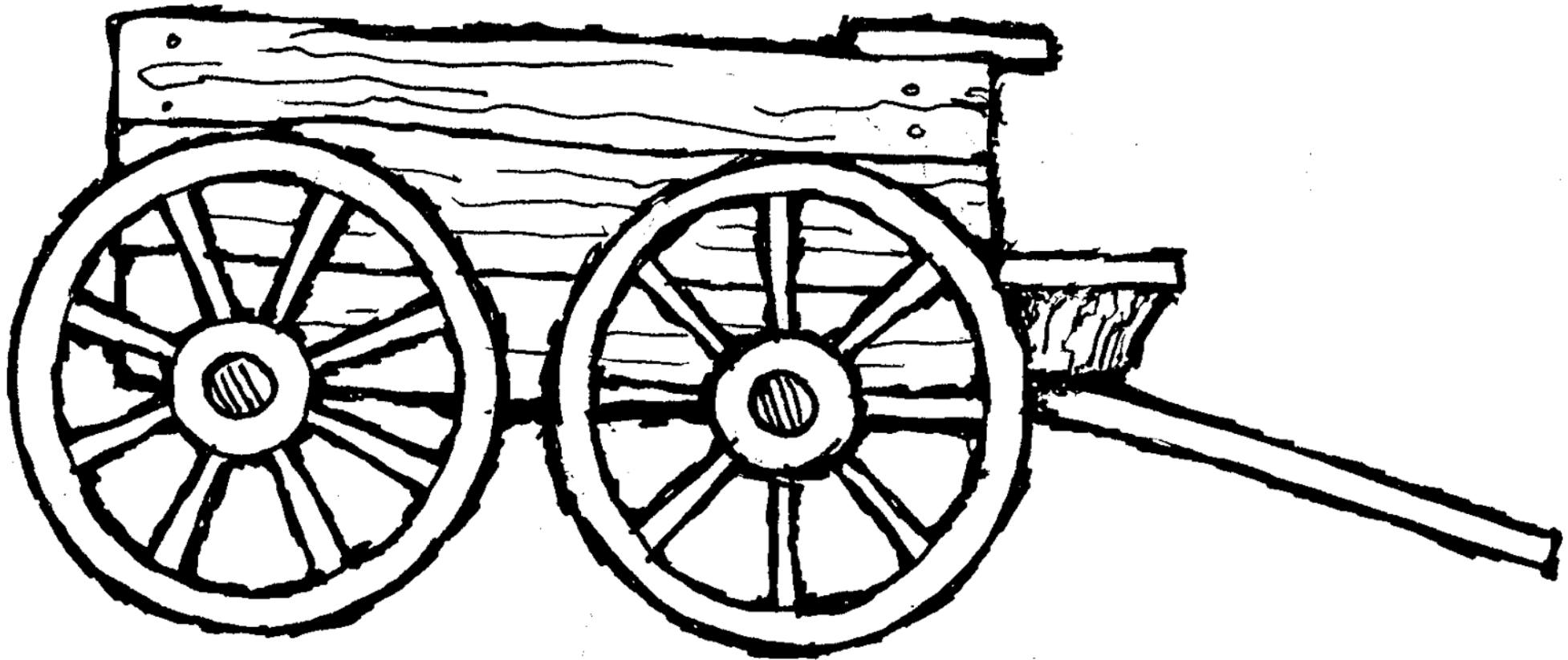


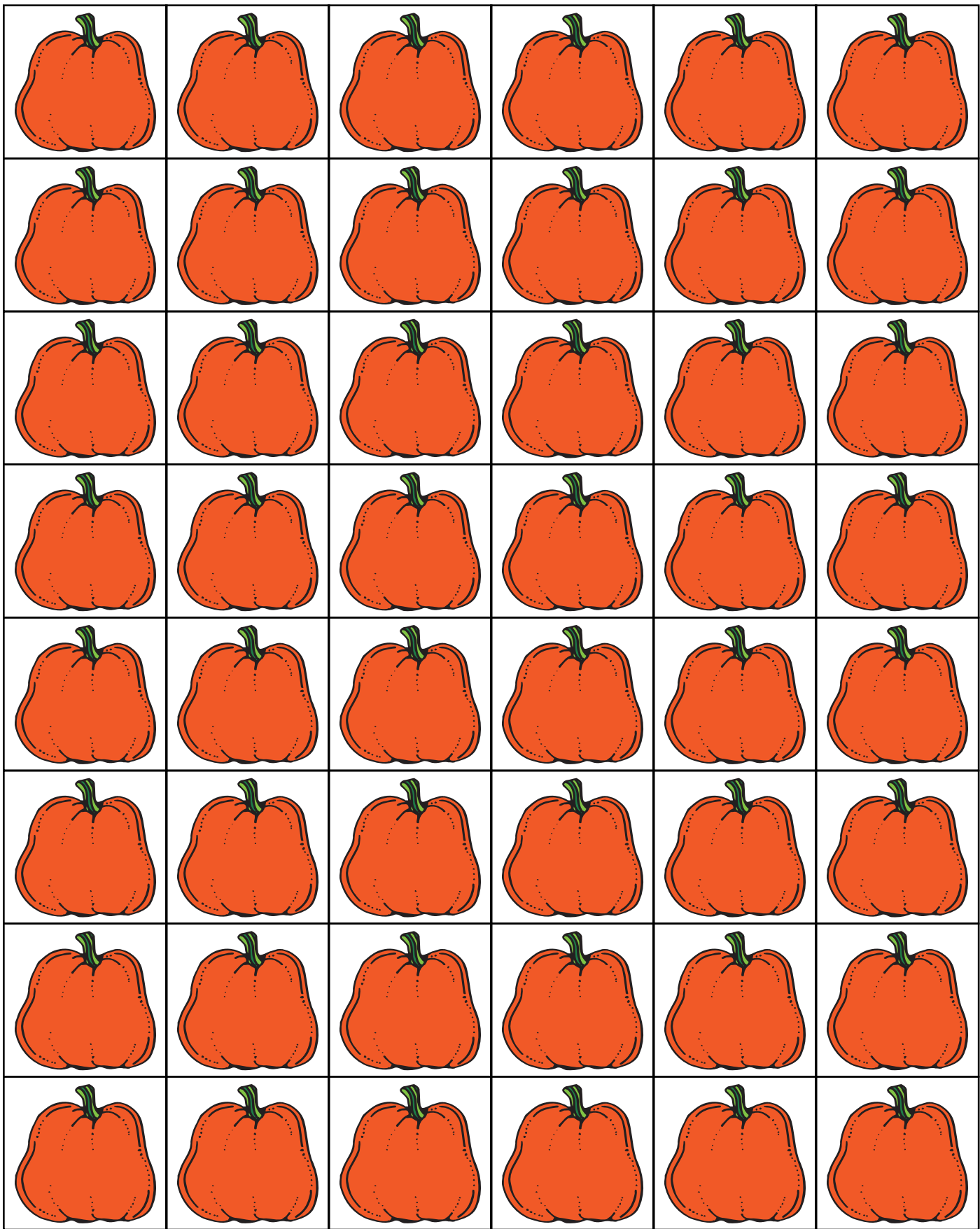
Run off and cut into strips. Each child gets one. They choose a partner and take turns rolling a dice. Whatever number they roll, they trace that number on their pumpkin strip and color the pumpkin. The 1st child with all of their pumpkins colored in, or the one with the most done, when the timer rings, is the winner.

c. TeachWithMe.com

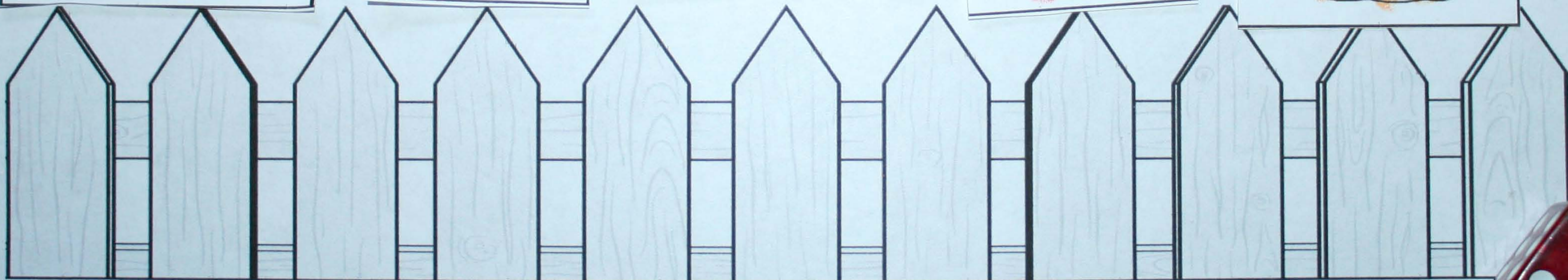
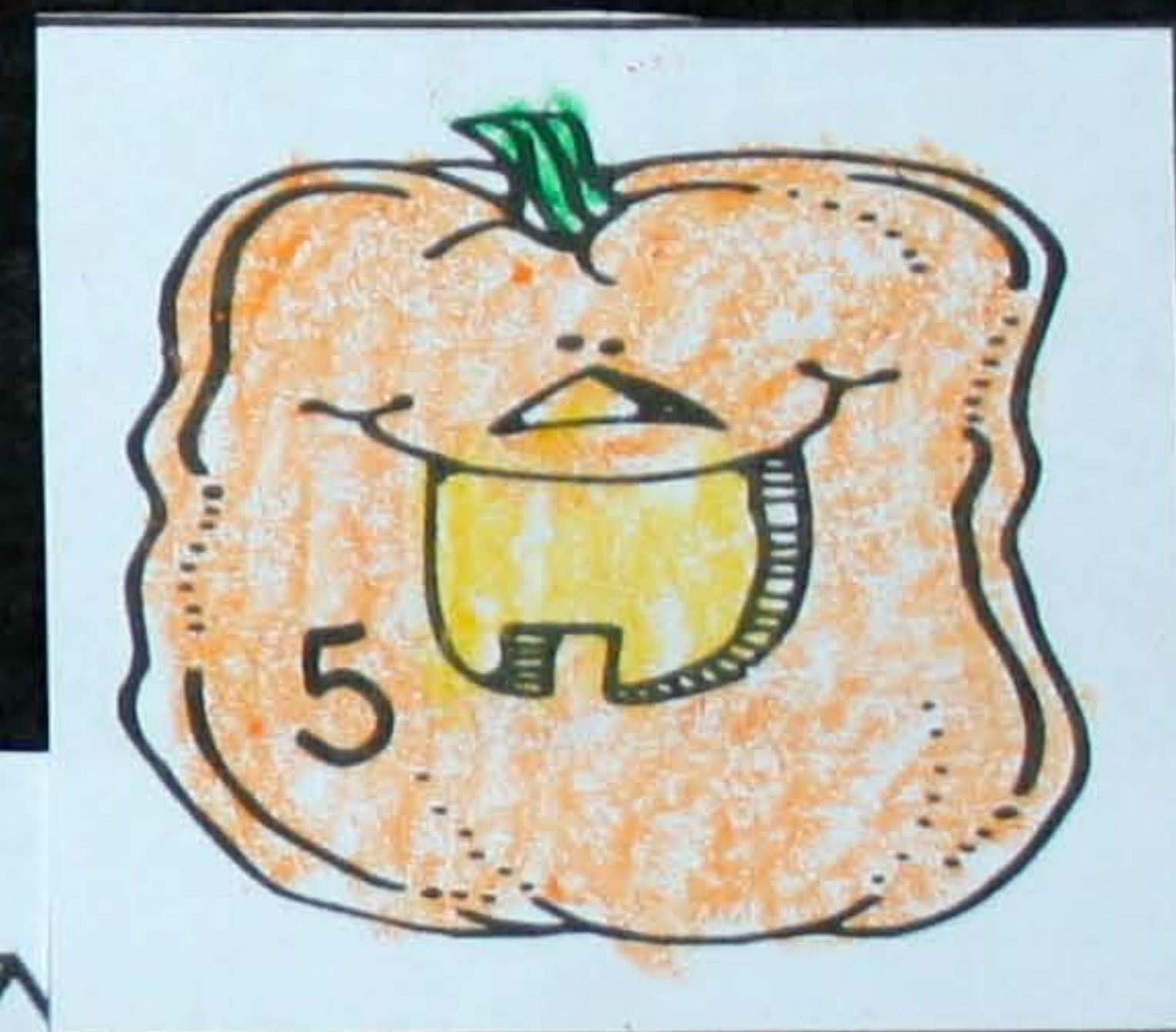
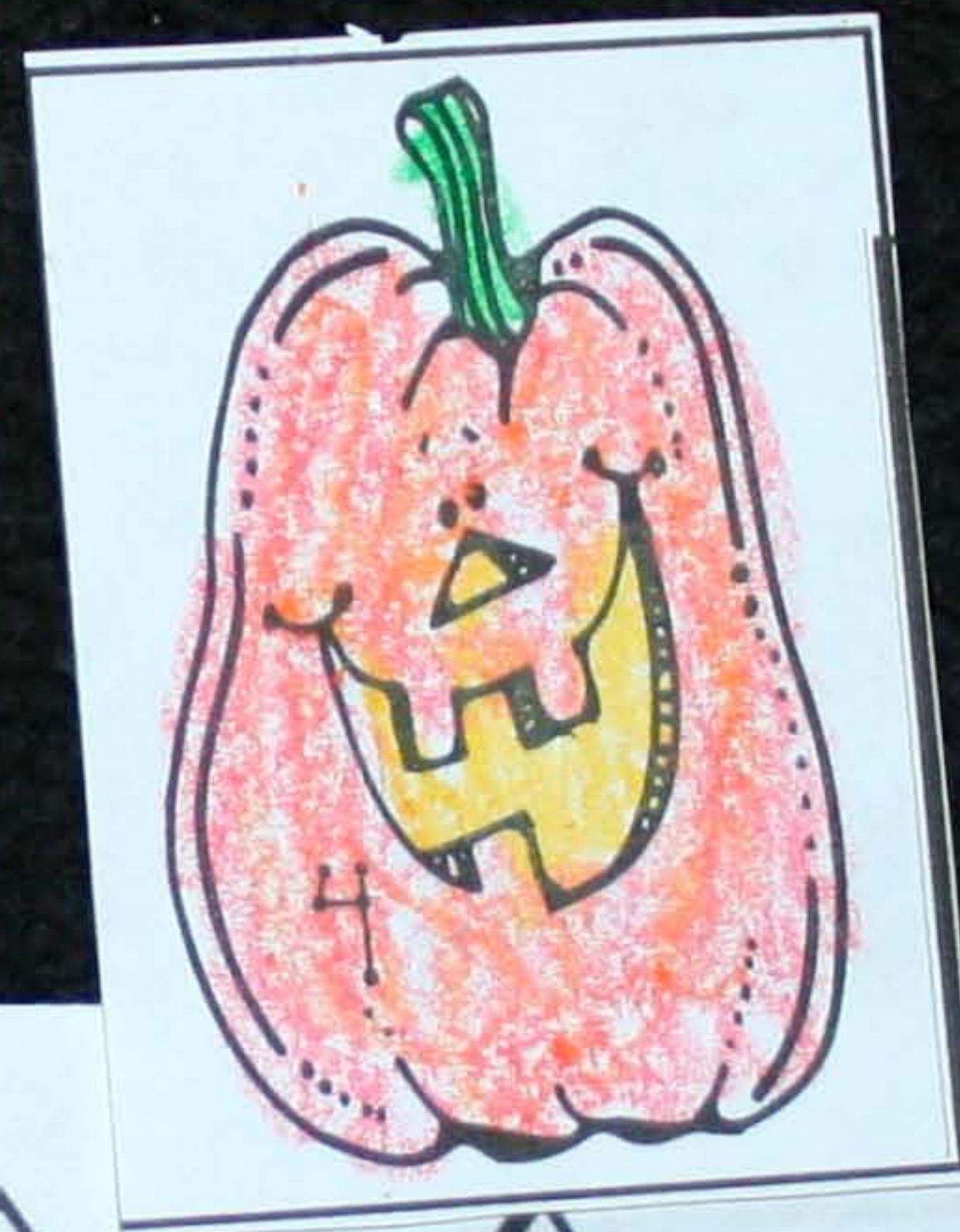
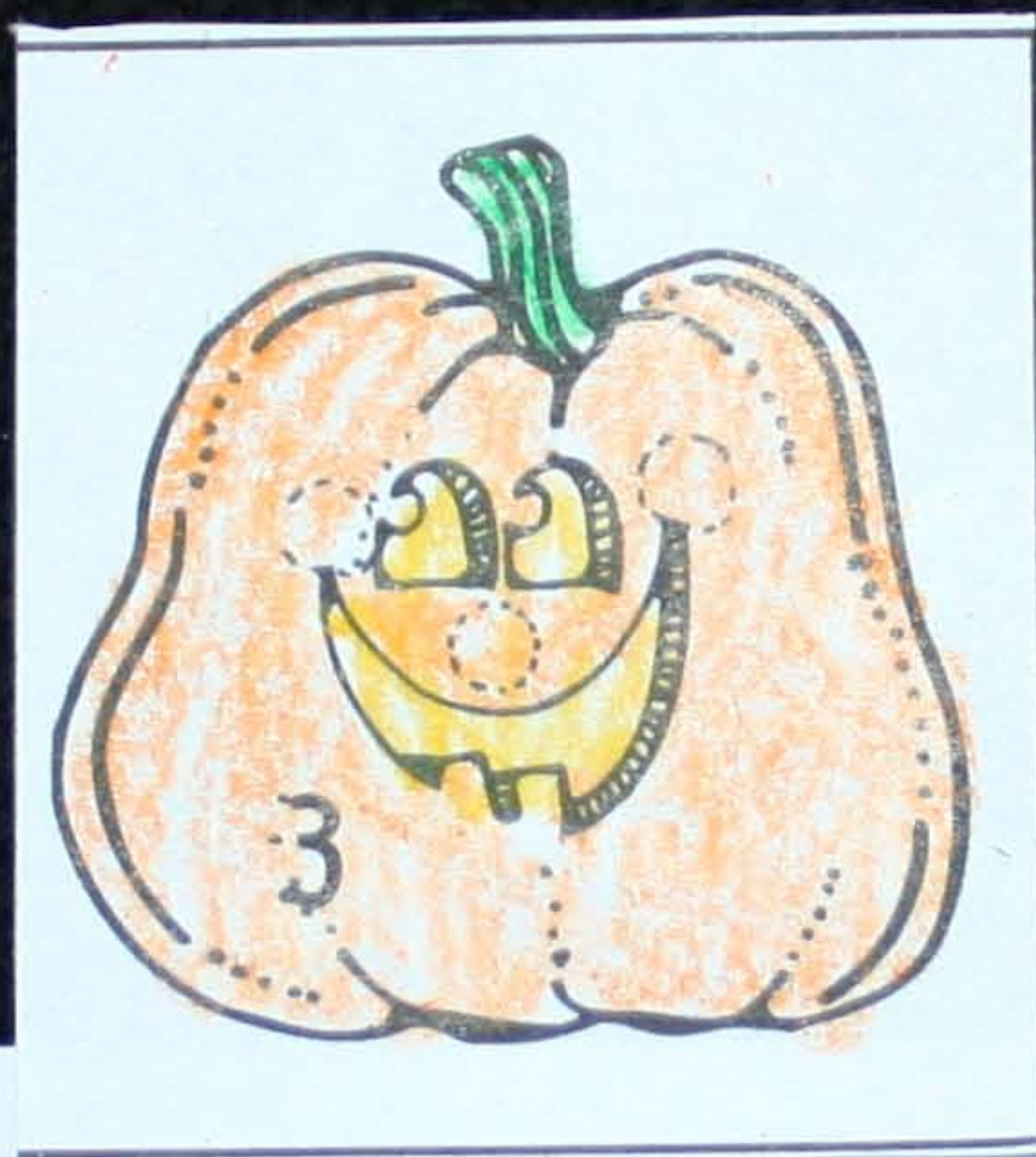
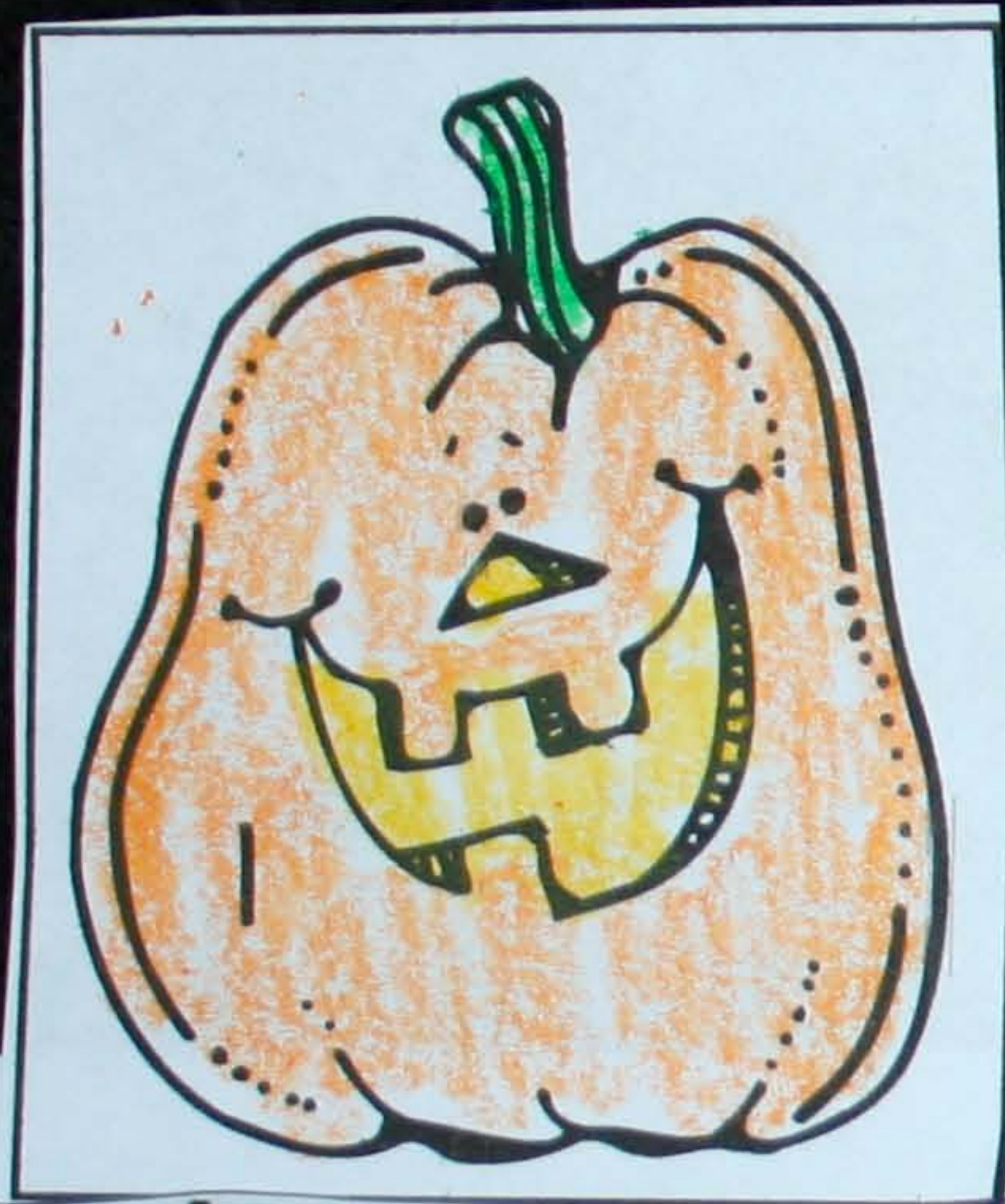


Run off the pumpkin cart on brown construction paper. Laminate & trim.
Students play with a partner. Each child gets 20 pumpkin tiles. They take turns rolling the dice.
Whatever number they roll, they put that many pumpkin tiles in their cart. The 1st one to get rid of all of their pumpkins, or the one with the most in their cart, when the timer rings, is the winner. You can make the game more difficult by having the children roll the exact number to get rid of all of their pumpkins. i.e. if they have one pumpkin left they must roll a one.



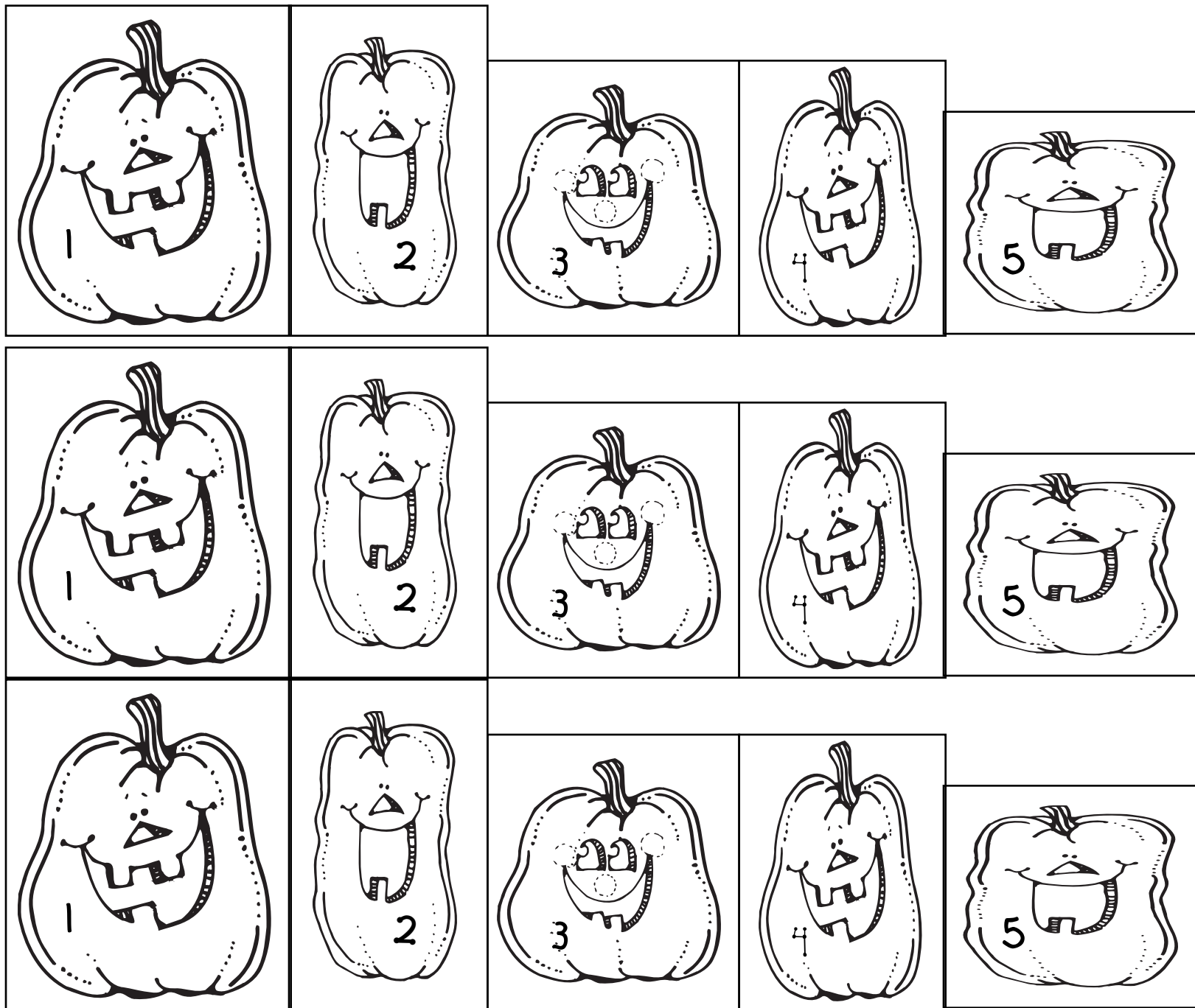


Print, laminate, trim. Use for showing groups/sets and counting.



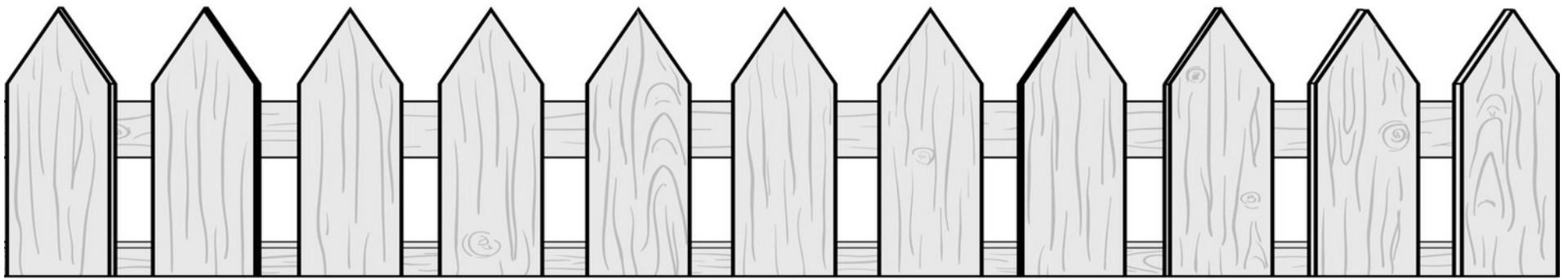
Five little pumpkins sitting on a gate. Knock them all off and don't be late!



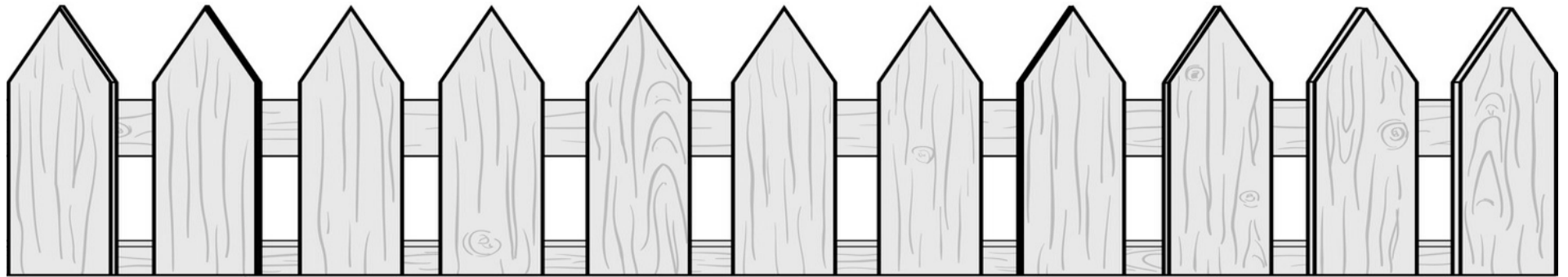


5 Little Pumpkins Sitting On A Gate Dice Game

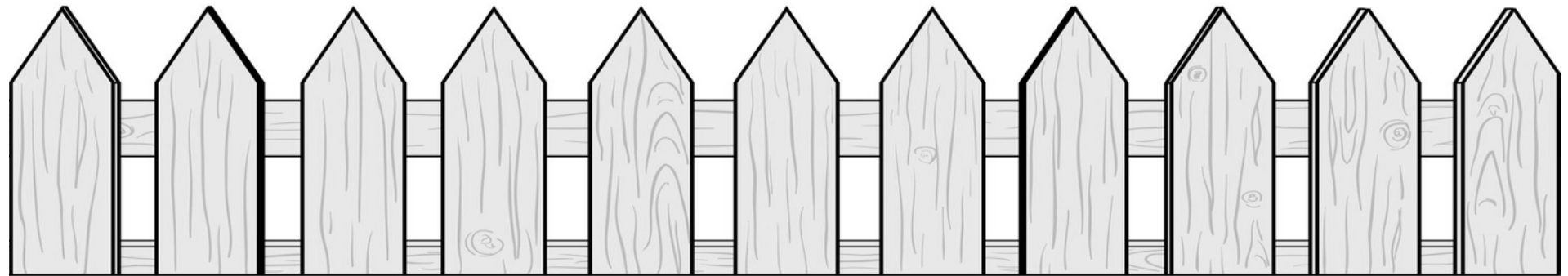
Run off on white copy paper. Students color and cut out their pumpkins and put them on the "gate" in the proper order. They choose a partner and take turns rolling the dice. Whatever number the roll is the matching numbered pumpkin that they remove from the gate as it goes "rolling into the night..." If they roll a 6 they lose their turn. The 1st child with all of their pumpkins off their gate is the winner.



Five little pumpkins sitting on a gate. Knock them all off and don't be late!



Five little pumpkins sitting on a gate. Knock them all off and don't be late!



Five little pumpkins sitting on a gate. Knock them all off and don't be late!

Run off on construction paper and trim. Students use the fence to put their pumpkins on. They choose a partner and take turns rolling the dice. Whatever number they roll is the matching numbered pumpkin that they "roll into the night..." If they roll a 6 they lose their turn. The 1st child to have all of their pumpkins off the gate is the winner.

Pumpkins on a Roll Dice Game. TeachWithMe.com Pumpkin clip art by djinkers.com
Children choose a partner and take turns rolling the dice. Whatever number they roll, they color that matching numbered pumpkin.
The 1st child to color all of their pumpkins is the winner.

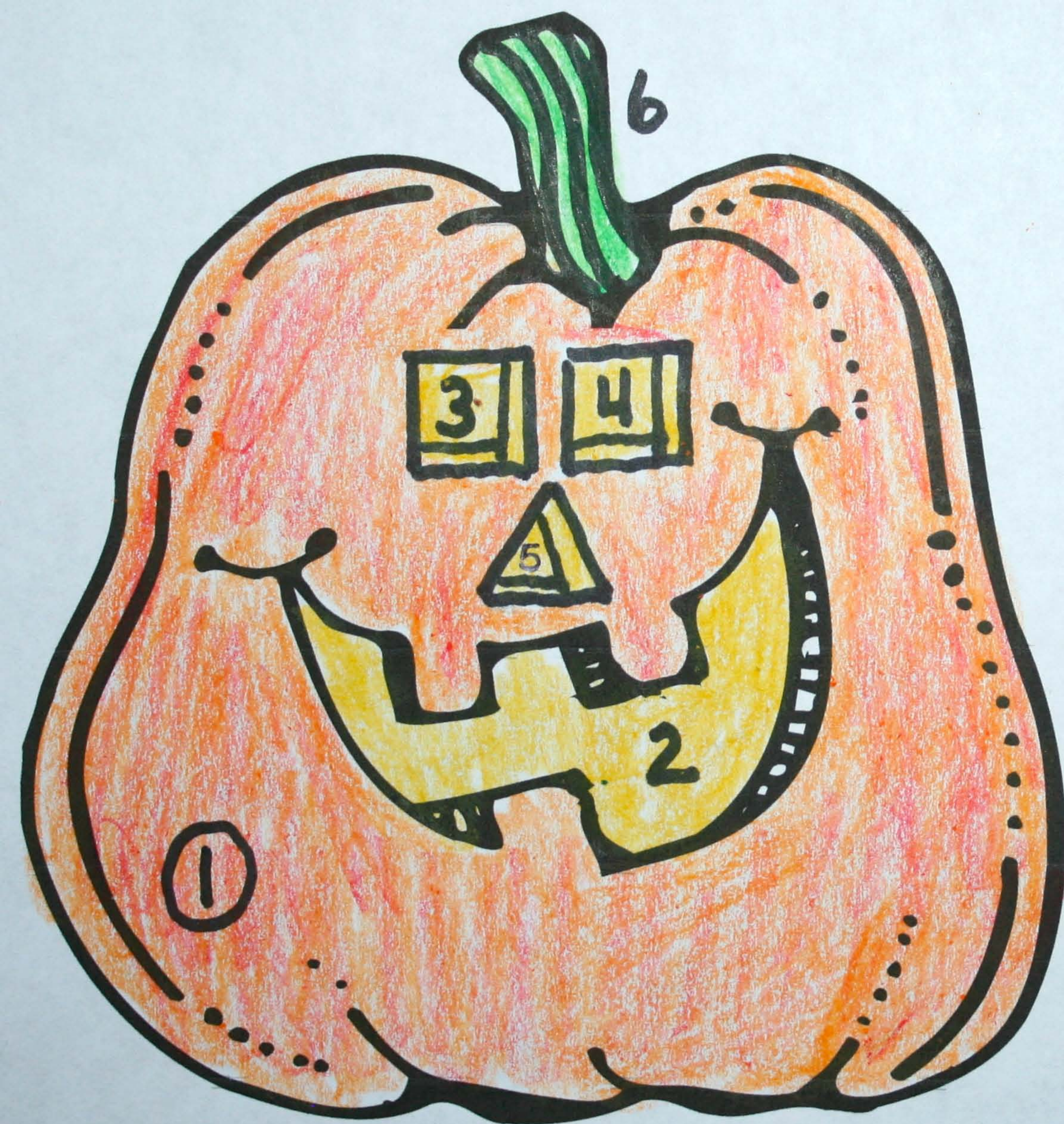




Teacher reads the following. Students color the appropriate pumpkin that color, to show that they know ordinal numbers.

Color the fourth pumpkin orange. Color the first pumpkin purple. Using a yellow crayon, color in the smile on the third pumpkin. Using a green crayon, color the stem of the fifth pumpkin. Color the second pumpkin blue and the sixth pumpkin red. Point to each pumpkin as I say their ordinal placement: first, second, third, fourth, fifth, sixth. No you say the words on your own.





Pumpkin Roll and Color Game

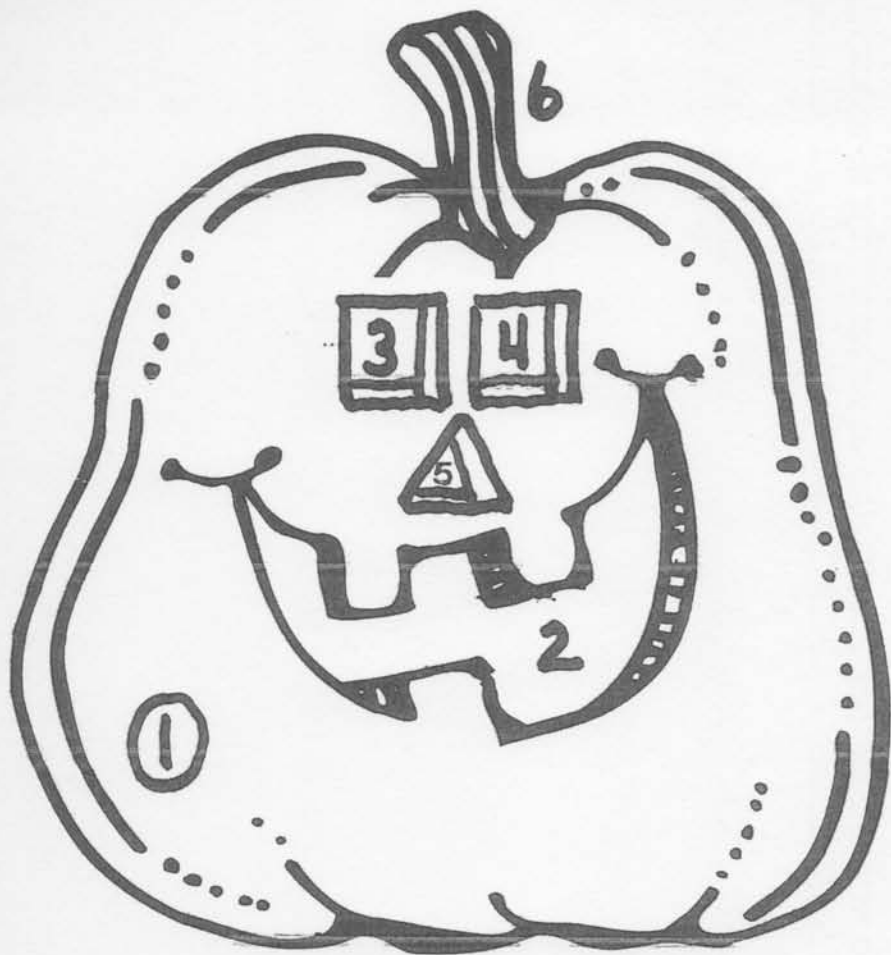
Pick a partner.

Take turns rolling the dice.

Whatever number you roll, is the matching numbered thing on the pumpkin that you color.

The 1st one to have completely colored in their pumpkin, is the winner.

Diane



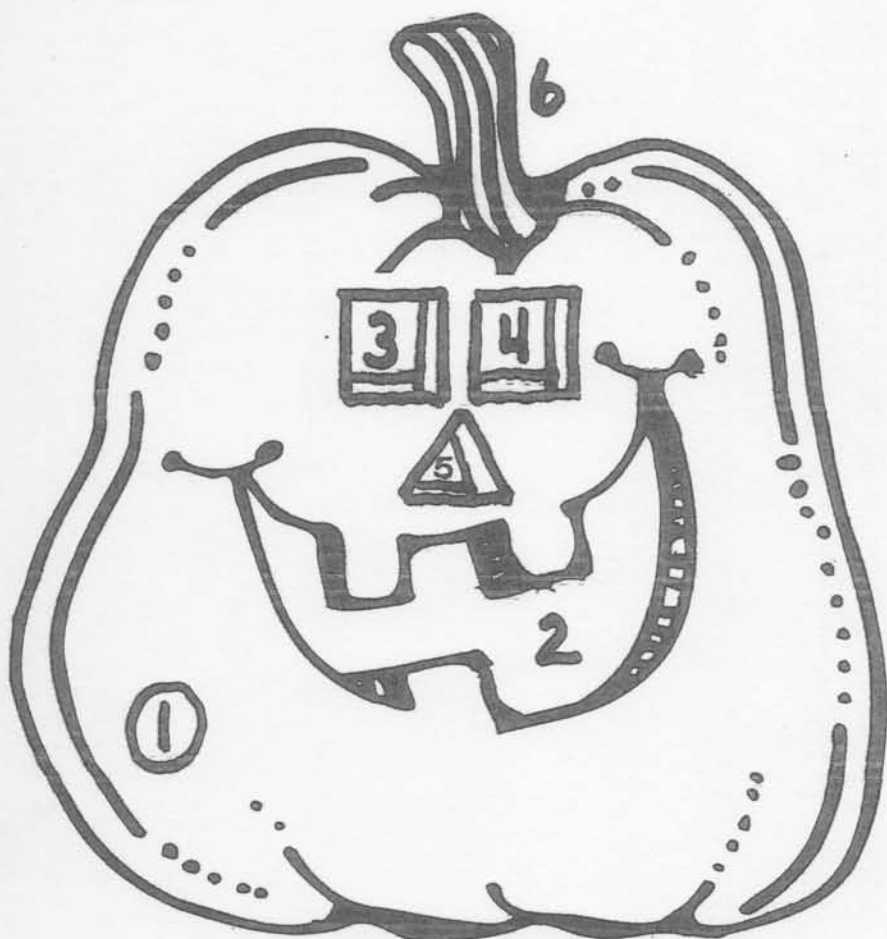
Pumpkin Roll and Color Game

Pick a partner.

Take turns rolling the dice.

Whatever number you roll, is the matching numbered thing on the pumpkin that you color.

The 1st one to have completely colored in their pumpkin, is the winner.



Pumpkin Roll and Color Game

Pick a partner.

Take turns rolling the dice.

Whatever number you roll, is the matching numbered thing on the pumpkin that you color.


The 1st one to have completely colored in their pumpkin, is the winner.

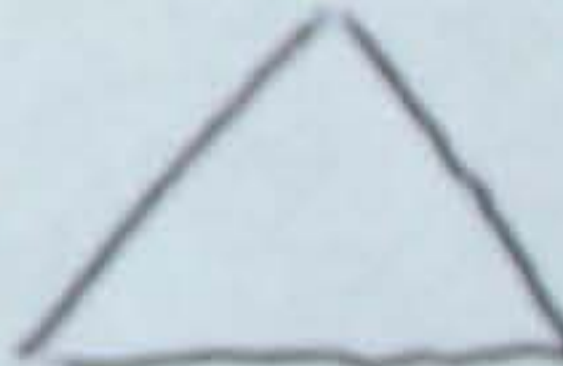



Choose a partner.


Take turns rolling the dice and draw whatever the number says you should. The 1st one to complete their Jack-O-Lantern is the winner.

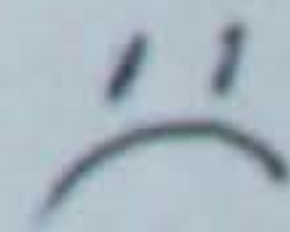
1 Stem 

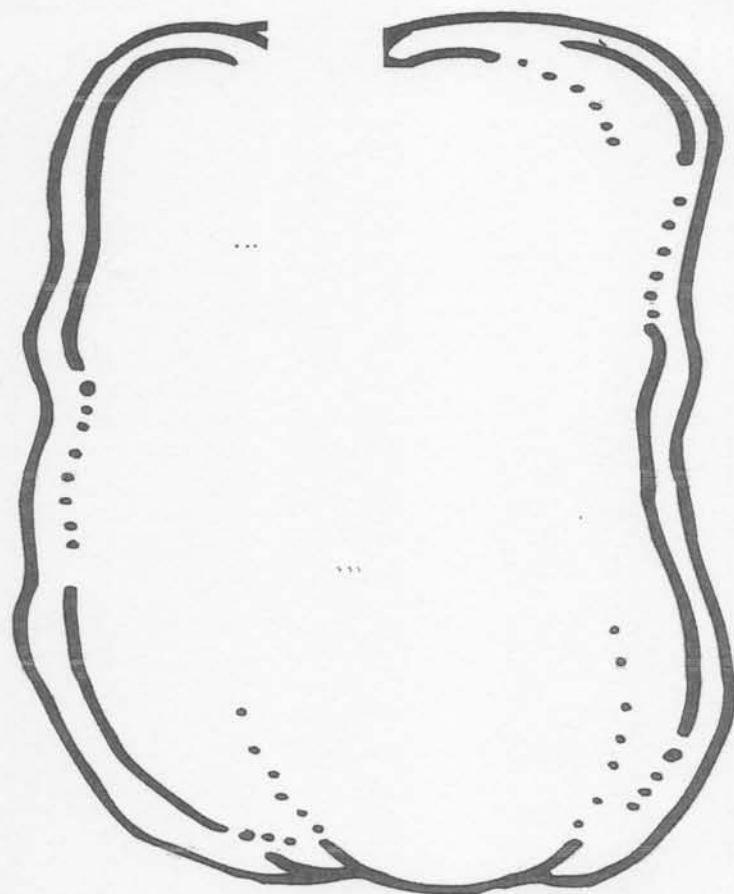
2 1 eye 

3 2nd eye 

4 Nose 

5 Smile 


6 Lose your turn 





Choose a partner.


Take turns rolling the dice and draw whatever the number says you should. The 1st one to complete their


Jack-O-Lantern is the winner.


1 Stem 

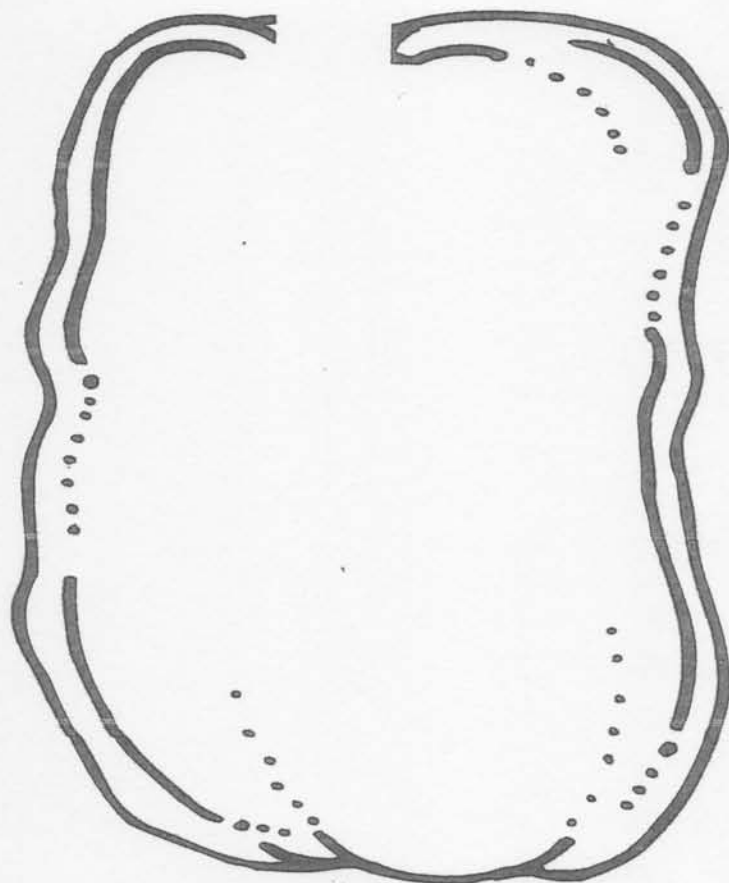
2 1 eye 

3 2nd eye 

4 Nose 

5 Smile 


6 Lose your turn. 





Choose a partner.


Take turns rolling the dice and draw whatever the number says you should. The 1st one to complete their


Jack-O-Lantern is the winner.

1 Stem 

2 1 eye 

3 2nd eye 

4 Nose 

5 Smile 

6 Lose your turn. 