

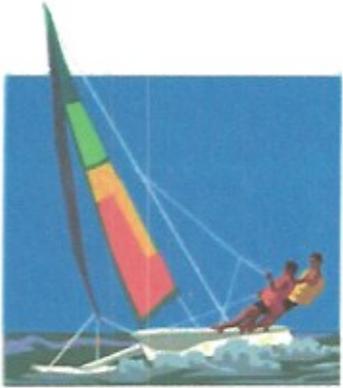


Smooth
Sailing
Count by 1's

Winner!





Smooth Sailing Weather Game

Materials:

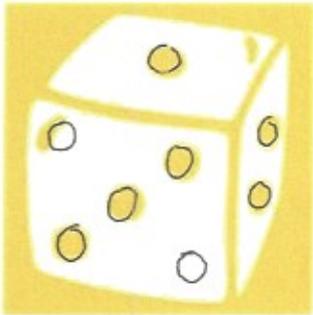
- A pair of dice per group
- Game boards & playing pieces

Directions:

- Play with 2-4 players.
- Roll the dice.
- If you are skip counting by 5's then 5 is the "magic number". You must roll a 5 + any other number in order to play.
- If you roll a 5 & a 6 you get to move your sailboat 6 spaces. If you roll a 5 & a 2 you get to move your sailboat 2 spaces etc.
- Another way to get addition or subtraction involved is also to allow the sailboats to move if you roll a combination of dice that will give you the sum or difference of 5.
- i.e. You roll a 2 & 3. $2+3 = 5$ so you can move ahead 1 space.
- If you roll a 6 & 1 this can be turned into $6-1 = 5$ so you can move ahead 1 space.
- The same rules apply if you are skip counting by 2's or 3's. You need to roll that "magic number." If you are skip counting by 2's the magic number will be 2. You must roll a 2 in order to move your sailboat the number of spaces on the other die.
- If you are including addition & subtraction skills then a roll of 1 & 1 (addition) or 3&1, 4&2, 5&3, 6 &4 (subtraction) would also allow your sailboat to move.
- Playing board movement: If you land on a space that is either blank, or has a sun or clouds on it you get to stay put.

- If you land on a space with the wind blowing he moves you ahead 1 more space because sailboats need wind to move.
- If you land on a space with rain or snow you will move back 1 space because sailboats have trouble in nasty weather and are often thrown off course.
- If you land on fog you are “in chains” and stuck because you can’t see anything to move ahead. You lose your turn for the next round.
- If you land on the rainbow you have the option to change places with another player. You put your sailboat where theirs was, and they move their sailboat to where you were. Obviously if you are ahead of everyone, you don’t want to take this option.
- Feel free to change up any of the rules to make them easier for younger students.
- I’ve also included a playing board where you simply count by 1’s and play with 1 die, moving ahead the amount that you roll.





Counting by 5's

- The "Magic Number" to move ahead is 5
- Roll a 5 and any other number & move ahead the number of spaces that = 's the # on the other die. 5 and a 2 means you move ahead 2 spaces.
- If you want to include addition & subtraction skills to be able to move ahead as well, then you don't have to roll the magic # 5 to move ahead.

Move ahead 1 space if the **SUM** of the dice = 's 5

Include addition:

$$4 + 1$$

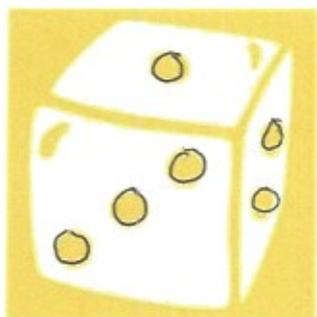
$$3 + 2$$

Move ahead 1 space if the **DIFFERENCE** of the dice = 's 5

Include subtraction:

$$6 - 1$$

The object of the game is to get your sailboat to port and collect 100 points. Remind students to count by 5's when they move on the playing board as each square is worth 5 points. When a player has won the game, everyone counts by 5's again to reinforce counting by 5's.



Counting by 3's

- The "Magic Number" to move ahead is 3
- Roll a 3 and any other number & move ahead the number of spaces that = 's the # on the other die. 3 and a 2 means you move ahead 2 spaces.
- If you want to include addition & subtraction skills to be able to move ahead as well, then you don't have to roll the magic # 3 to move ahead.

Move ahead 1 space if the **SUM** of the dice = 's 3

Include addition:

$$2 + 1$$

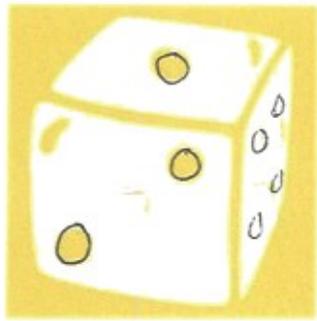
Move ahead 1 space if the **DIFFERENCE** of the dice = 's 3

Include subtraction:

$$5 - 2$$

$$4 - 1$$

The object of the game is to get your sailboat to port and collect 30 points. Remind students to count by 3's when they move on the playing board as each square is worth 3 points. When a player has won the game, everyone counts by 3's again to reinforce counting by 3's.



Counting by 2's

- The "Magic Number" to move ahead is 2
- Roll a 2 and any other number & move ahead the number of spaces that = 's the # on the other die. 2 and a 3 means you move ahead 3 spaces.
- If you want to include addition & subtraction skills to be able to move ahead as well, then you don't have to roll the magic # 2 to move ahead.

Move ahead 1 space if the **SUM** of the dice = 's 3

Include addition:

$$1 + 1$$

Move ahead 1 space if the **DIFFERENCE** of the dice = 's 2

Include subtraction:

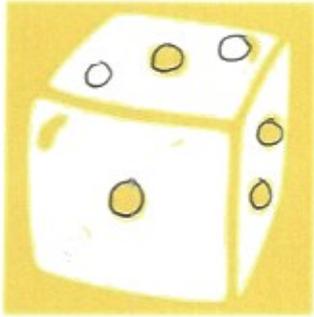
$$6 - 4$$

$$5 - 3$$

$$3 - 1$$

The object of the game is to get your sailboat to port and collect 40 points.

Remind students to count by 2's when they move on the playing board as each square is worth 2 points. When a player has won the game, everyone counts by 2's again to reinforce counting by 2's.



Counting by 1's

- There is no "Magic Number" to move ahead.
- Simply roll ONE die and move that many spaces forward.
- The object of the game is to be the first one to get their boat to port.



Print, laminate and cut out. These are the playing pieces for the weather game "Smooth Sailing".

Smooth
Sailing
Count by 1's

Winner!

Smooth
Sailing
Count by 2's

2

4

6

8

10

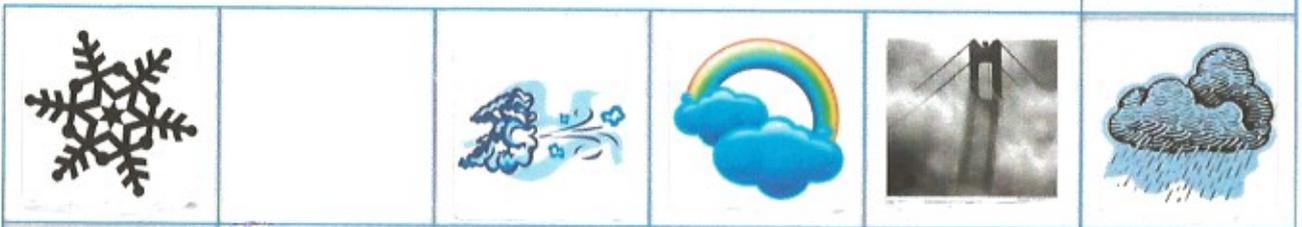
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14



16

28



18

26

24

22

20

Winner!



30

Smooth
Sailing
Count by 3's

3

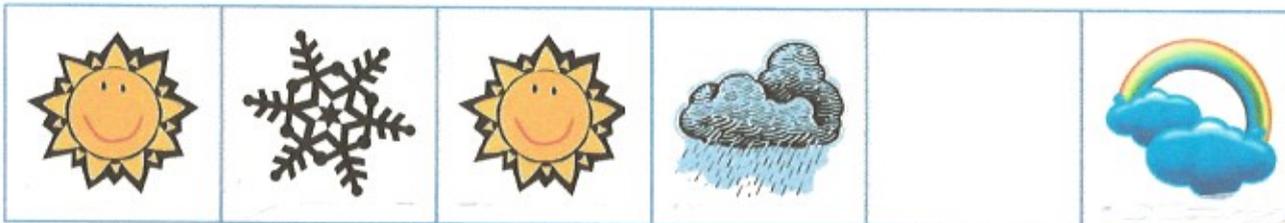
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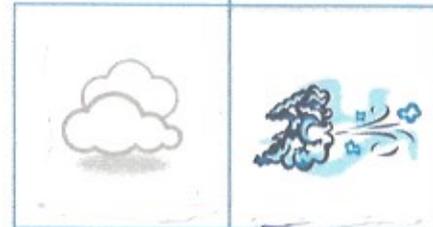
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18



21

27



24

Winner!



30

Smooth
Sailing
Count by 5's

5	10	15	20	25	30	35
						

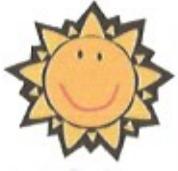


40

70						
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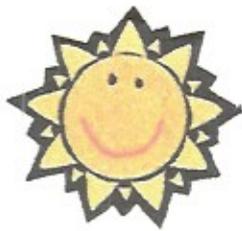
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75		65	60	55	50
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80						100
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85 90 95

Winner!



Stay put



Stay put



Move ahead 1



Move back 1



Move back 1



Switch places with another player



Lose your turn



Congratulations!

sailed through our weather game and won it!



Congratulations!

sailed through our weather game and won it!



Congratulations!

sailed through our weather game and won it!



Congratulations!

participated in our weather game.



Congratulations!

participated in our weather game.



Congratulations!

participated in our weather game.