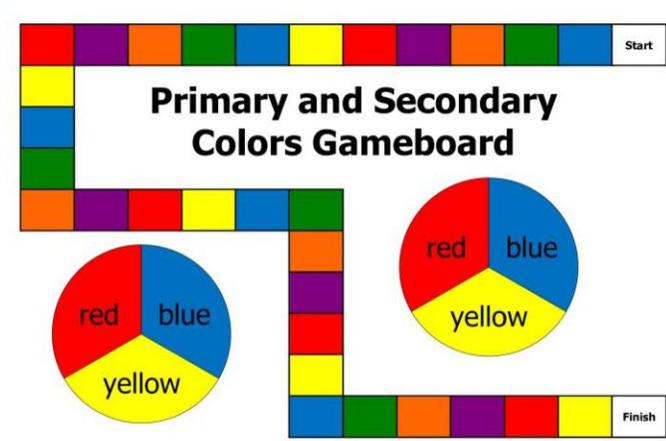


# Board Games and More

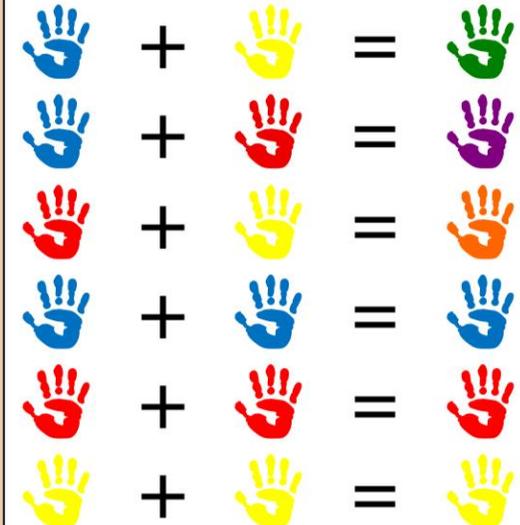


**Primary and Secondary Colors Gameboard**

The gameboard is an L-shaped path with 54 numbered spaces. The path starts at a 'Start' box and ends at a 'Finish' box. The path is divided into primary and secondary color sections. Two spinners are provided: one with red, blue, and yellow sections, and another with red, blue, and yellow sections.

**Directions:** Reproduce the "Color Path Gameboard" on white cardstock. Instructions for preparing the spinners and optional directions for using the gameboard are provided on the following page.

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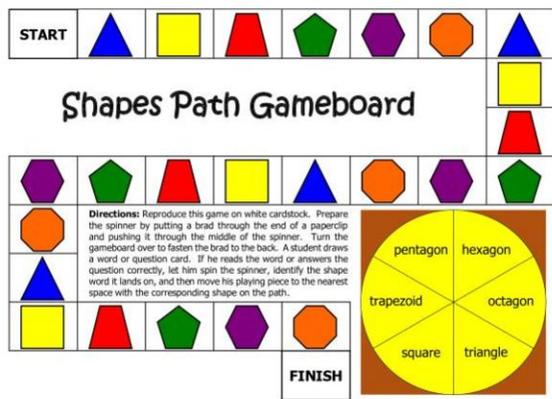


A series of six equations using handprints to represent colors:

- Blue handprint + Yellow handprint = Green handprint
- Blue handprint + Red handprint = Purple handprint
- Red handprint + Yellow handprint = Orange handprint
- Blue handprint + Blue handprint = Blue handprint
- Red handprint + Red handprint = Red handprint
- Yellow handprint + Yellow handprint = Yellow handprint



A winding path gameboard set in a space theme. The path is numbered from 1 to 54, starting at a 'START' box and ending at a 'FINISH' box. The path is decorated with various space-related illustrations including planets, moons, rockets, and astronauts.



**Shapes Path Gameboard**

The gameboard features a path of 54 numbered spaces, starting at a 'START' box and ending at a 'FINISH' box. The path is decorated with various geometric shapes. A spinner is provided with sections for pentagon, hexagon, trapezoid, octagon, square, and triangle.

**Directions:** Reproduce this game on white cardstock. Prepare the spinner by putting a brad through the end of a paperclip and pushing it through the middle of the spinner. Turn the gameboard over to fasten the brad to the back. A student draws a word or question card. If he reads the word or answers the question correctly, let him spin the spinner, identify the shape word it lands on, and then move his playing piece to the nearest space with the corresponding shape on the path.

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## BOARD GAMES AND MORE

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## Using Board Games with Computer-Based Tests

Computer-based tests are available to complement many of the books offered by Habakkuk Educational Materials and 70 Times 7 Math. The tests can be used in correspondence with various board games that have a pathway from start to finish. Students playing the game would answer one of the questions (most of which are multiple choice), and if the computer confirms that the answer is correct, the student could either move forward one space on the board or could roll a die or spin a spinner and move his or her playing piece the corresponding number of spaces on the path.

When King George III rejected the Olive Branch Petition, the colonists declared that they were no longer ruled by Great Britain but were an independent country. In what document did they record their reasons for this decision?

- Bill of Rights
- United States Constitution
- Declaration of Independence
- Articles of Confederation

Submit

**😊 Good Work Coupon 😊**

This coupon entitles \_\_\_\_\_

to \_\_\_\_\_.

Expiration date: \_\_\_\_\_

**😊 Good Work Coupon 😊**

This coupon entitles \_\_\_\_\_

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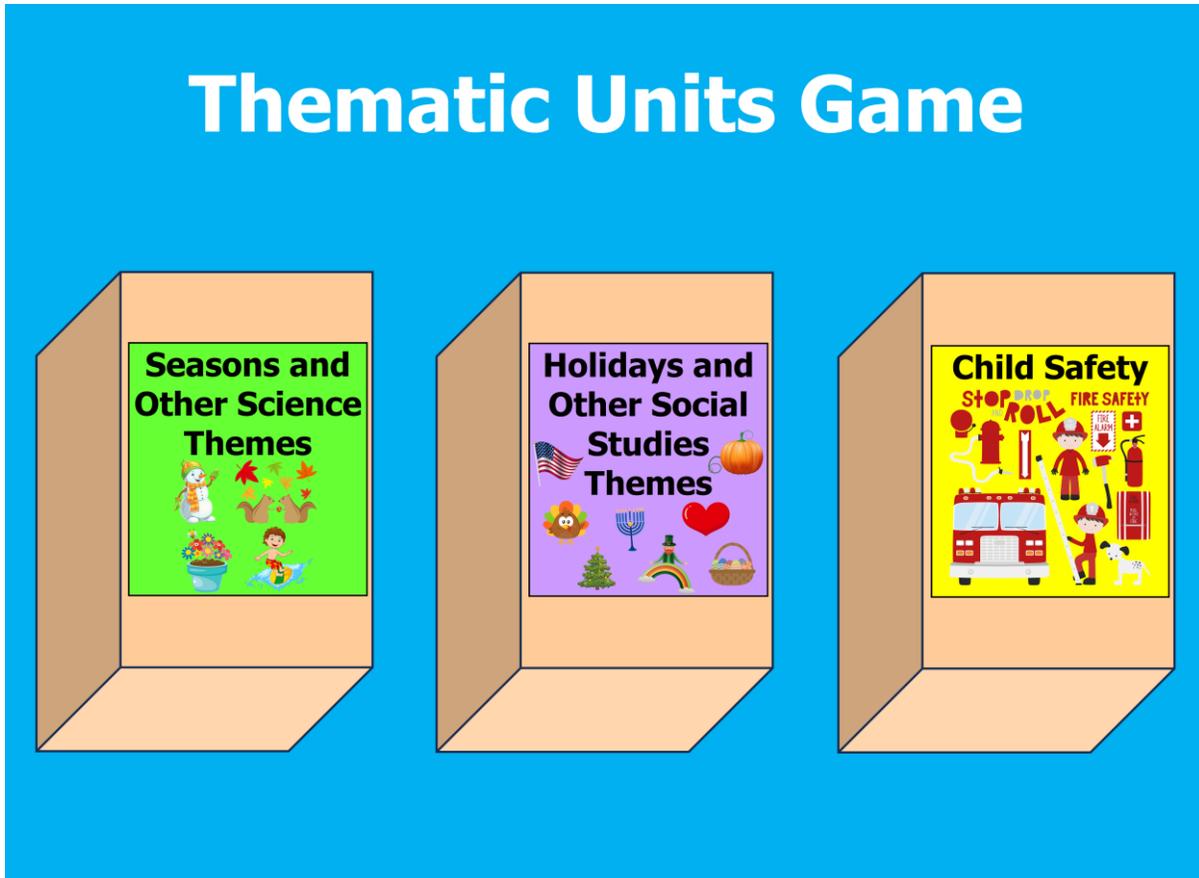
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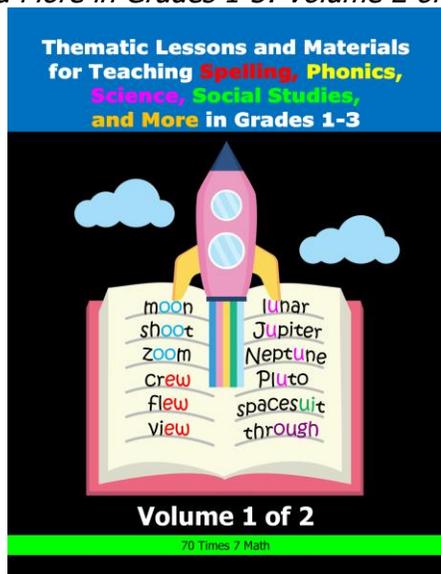
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# Thematic Units Game



Instructions for preparing the "Thematic Units Game" and the unit question cards that go with the game are provided in both books listed below.

- *Thematic Lessons and Materials for Teaching Spelling, Phonics, Science, Social Studies, and More in Grades 1-3: Volume 1 of 2*
- *Thematic Lessons and Materials for Teaching Spelling, Phonics, Science, Social Studies, and More in Grades 1-3: Volume 2 of Two*



**Thematic**

**Units**

**Game**

# Seasons and Other Science Themes



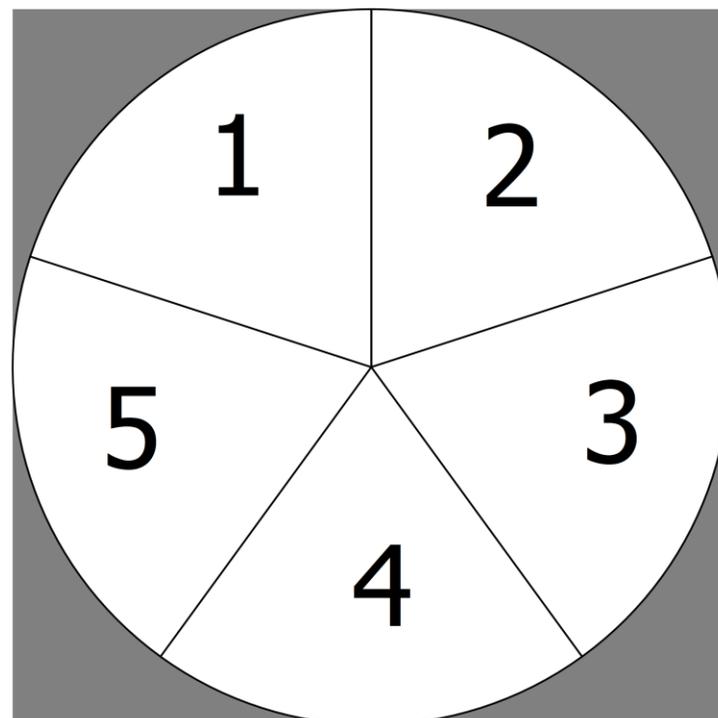
# Holidays and Other Social Studies Themes



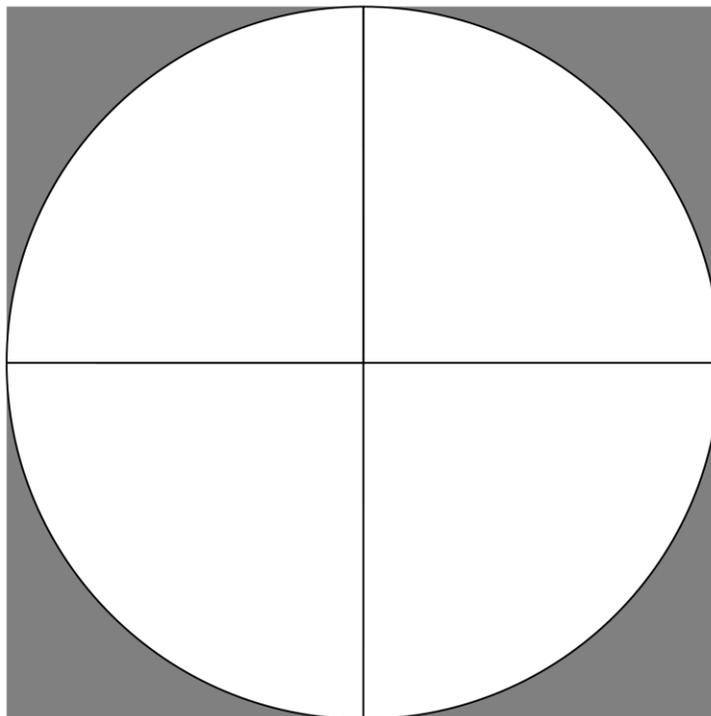
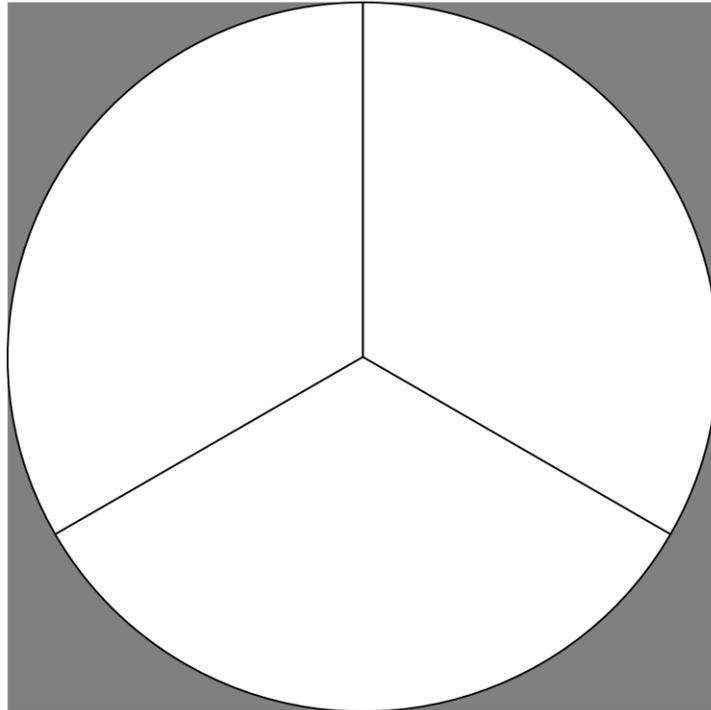
# Child Safety



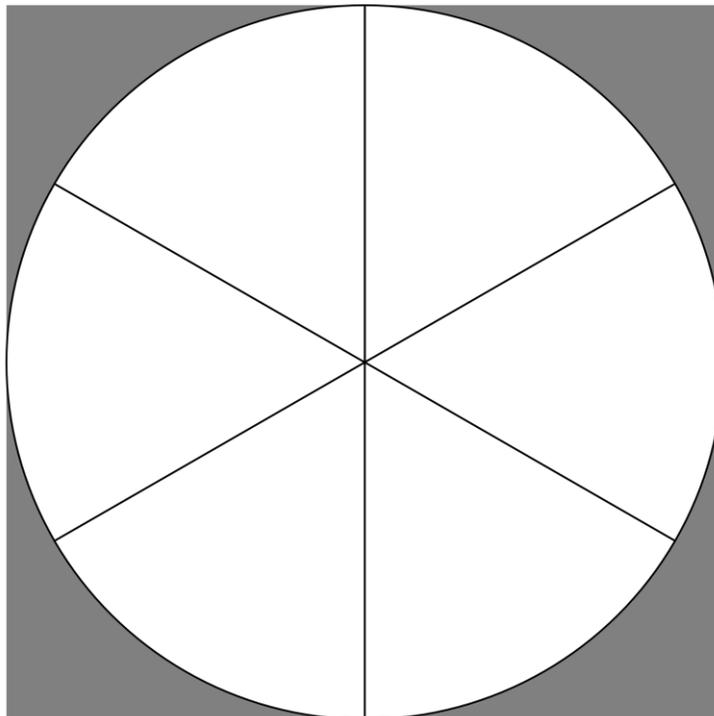
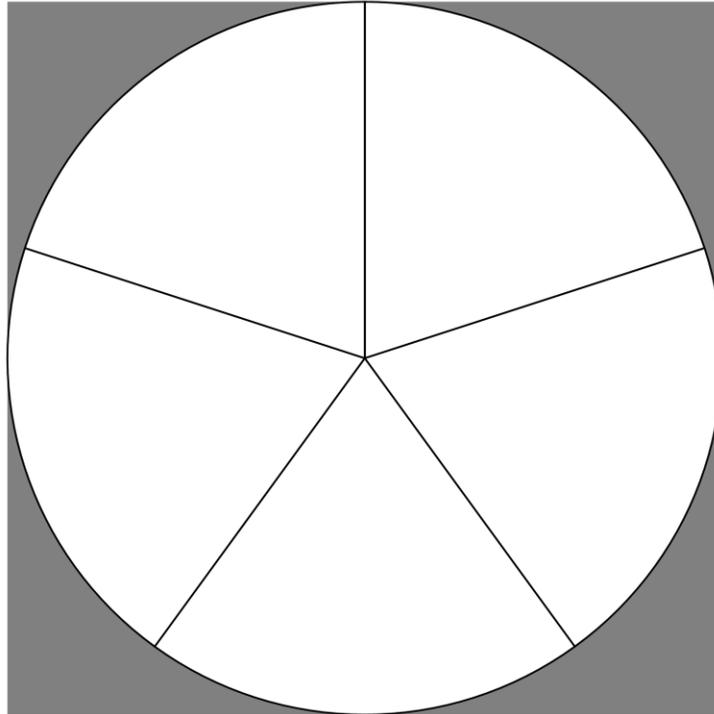
**Instructions for preparing the spinners:** To prepare the spinners, you will need brads and large paperclips. Reproduce the spinners on cardstock and cut apart. Put a brad through the end of a paperclip and push it through the middle of the spinner. Turn the spinner over to fasten the brad to the back. Students will spin the paperclips.

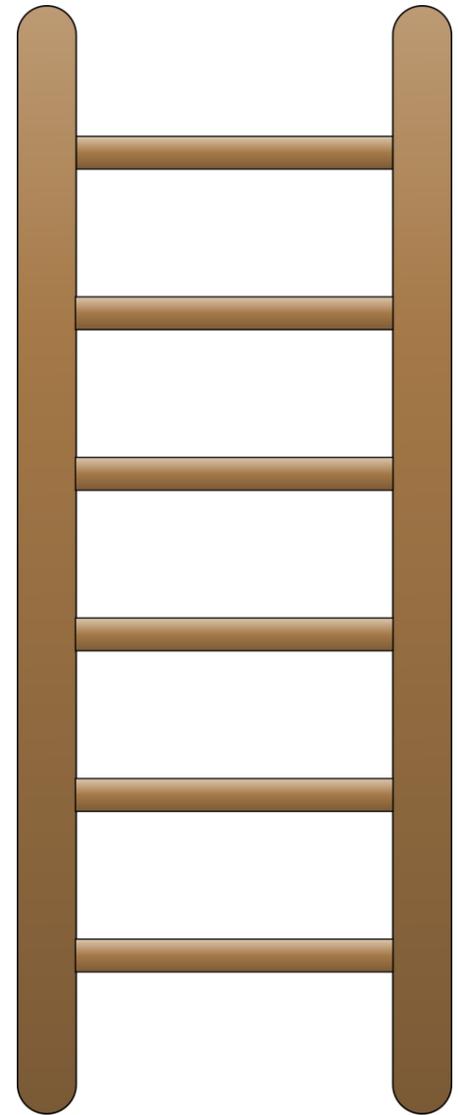
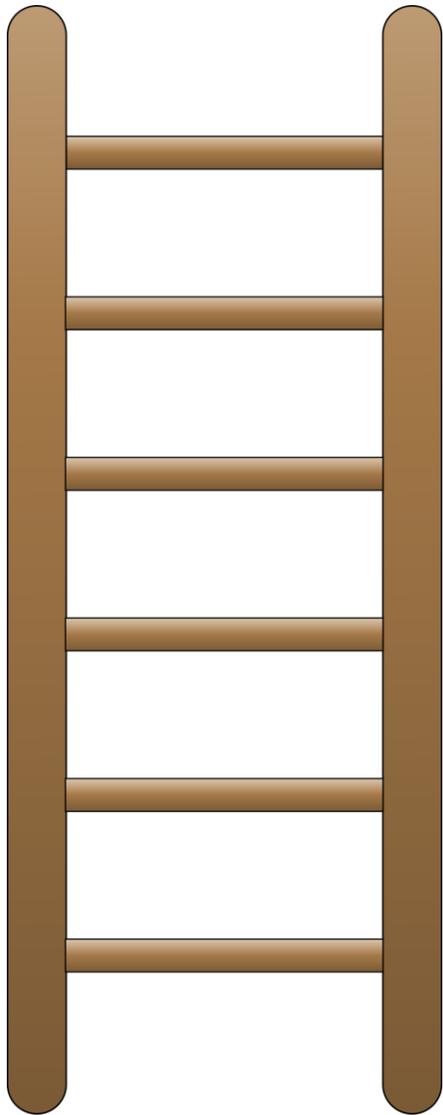


**Instructions for preparing the spinners:** To prepare the spinners, you will need brads and large paperclips. Reproduce the spinners on cardstock and cut apart. Put a brad through the end of a paperclip and push it through the middle of the spinner. Turn the spinner over to fasten the brad to the back. Students will spin the paperclips.



**Instructions for preparing the spinners:** To prepare the spinners, you will need brads and large paperclips. Reproduce the spinners on cardstock and cut apart. Put a brad through the end of a paperclip and push it through the middle of the spinner. Turn the spinner over to fasten the brad to the back. Students will spin the paperclips.

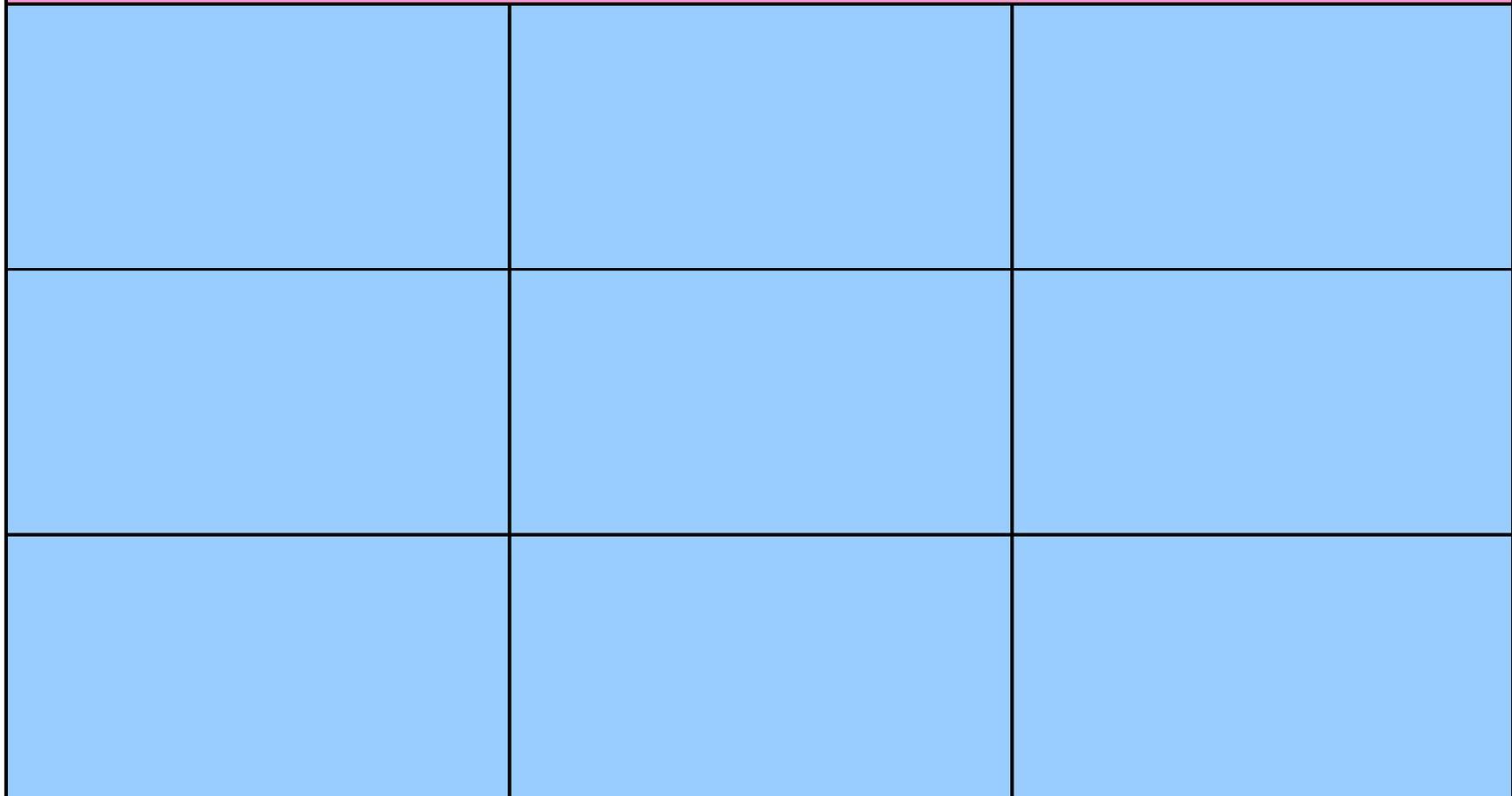


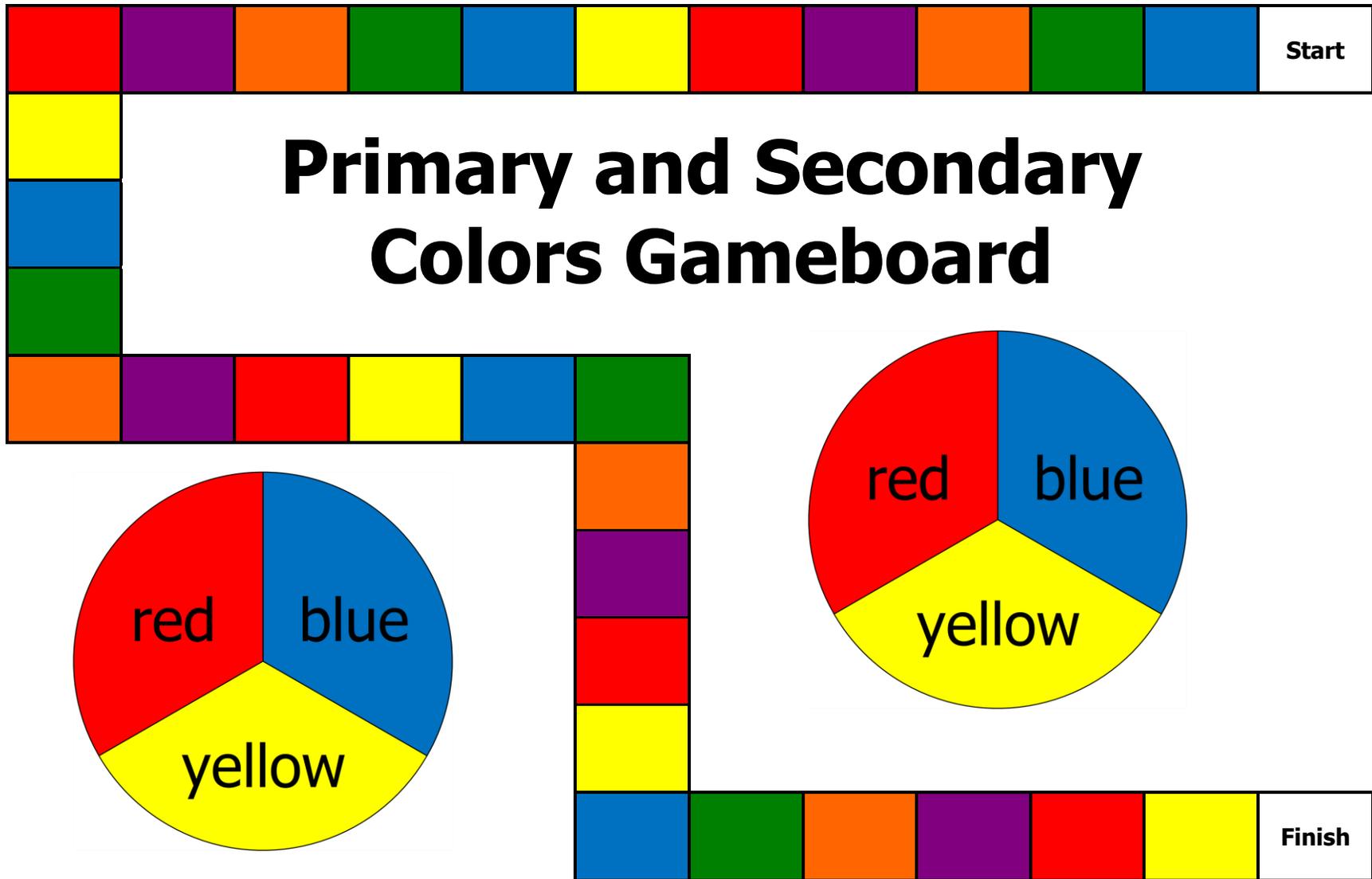


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**Jacob's Ladder Game:** Move your playing piece up one step for each correct answer or back one space for each incorrect response. The first team or player to reach the top of the ladder is the winner.

# Tic-Tac-Toe





# Primary and Secondary Colors Gameboard

**Directions:** Reproduce the "Color Path Gameboard" on white cardstock. Instructions for preparing the spinners and optional directions for using the gameboard are provided on the following page.

**Instructions for preparing the spinners:** To prepare the spinners, you will need brads and large paperclips. Reproduce the spinners on cardstock. Put a brad through the end of a paperclip and push it through the middle of the spinner. Turn the spinner over to fasten the brad to the back. Students will spin the paperclips.

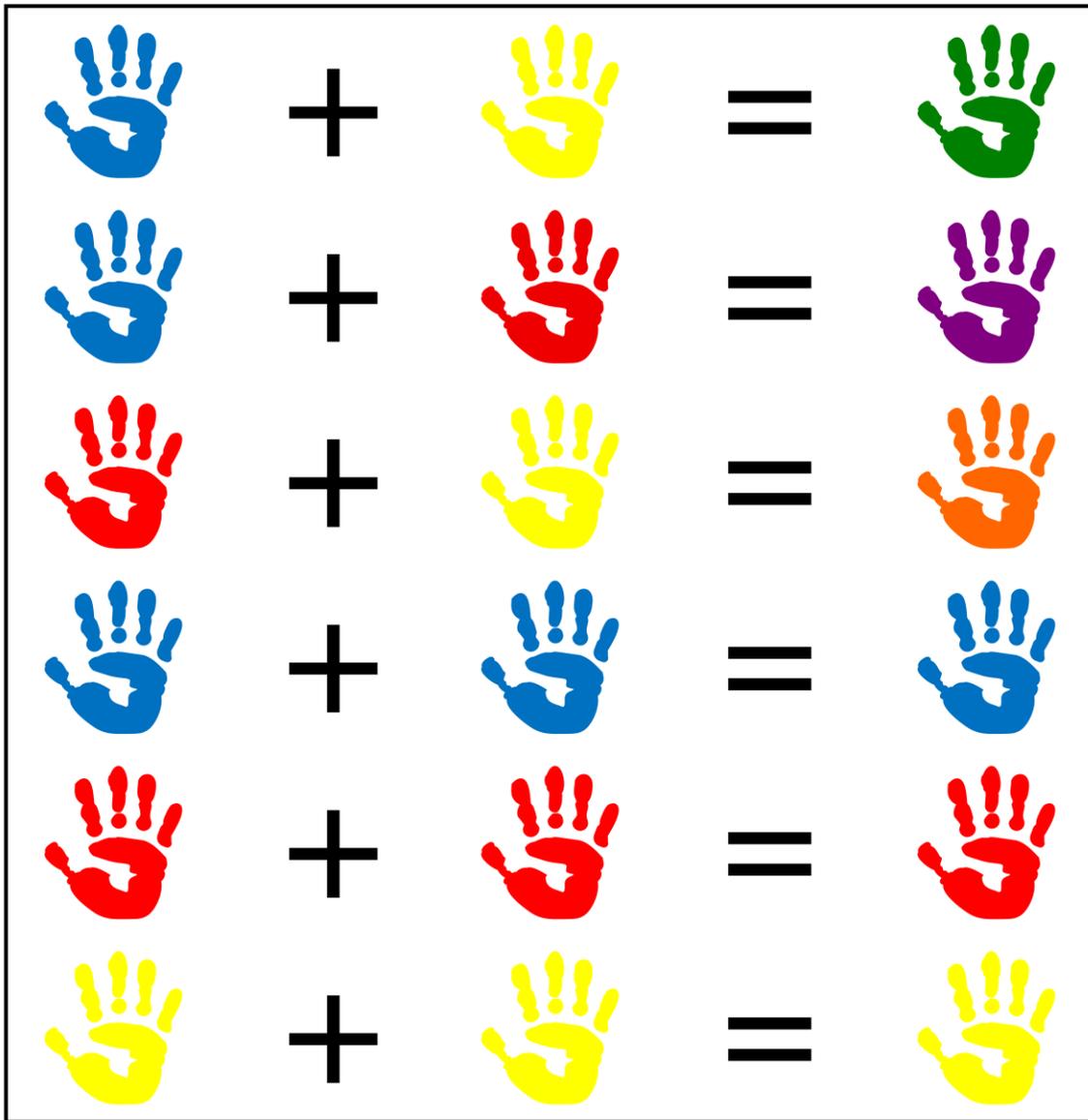
**Option 1 (Matching Colors):** Purchase a color cube with the colors blue, red, yellow, green, purple, and orange. A student draws a word or question card. If he reads the word or answers the question correctly, let him roll the color cube and move his playing piece to the nearest space with that color on the path.

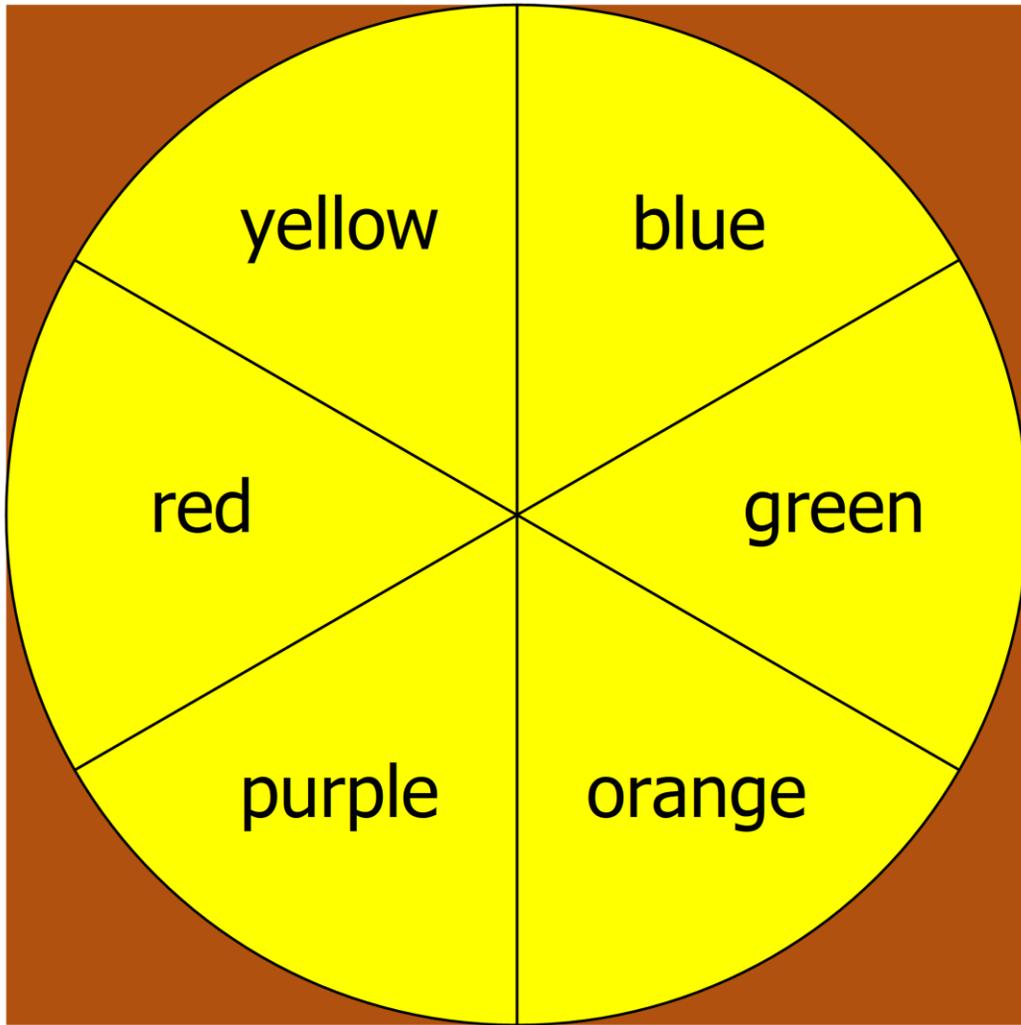
If you are working with a large group of students, you may want to divide them into teams and let them receive help from their team members when necessary.) A card that has been answered incorrectly can be returned to the stack after the teacher has specified the correct answer.

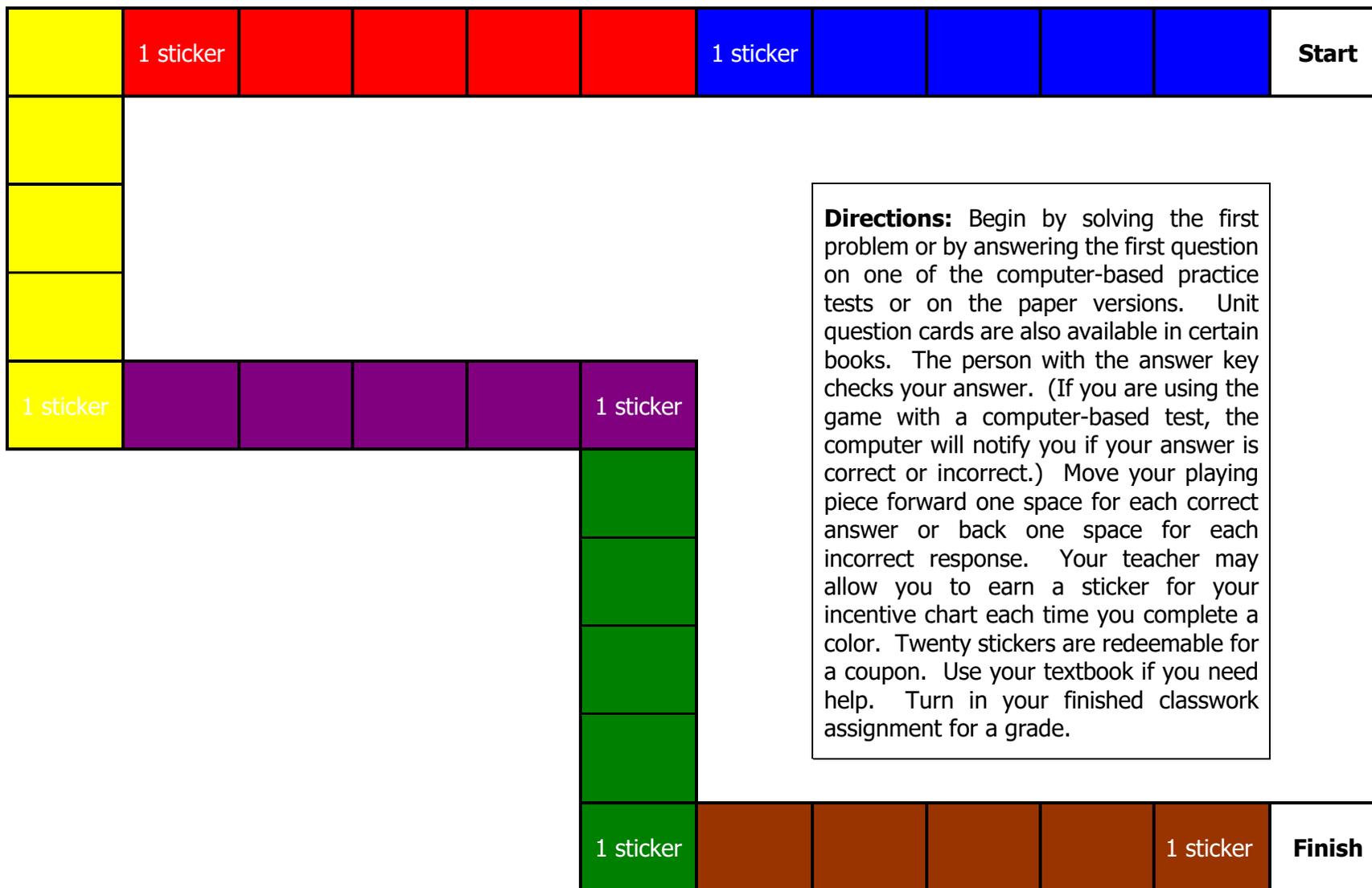
**Option 2 (Matching Color Words with Colors):** A reproducible spinner having the color names is available on the following page. A student draws a word or question card. If he reads the word or answers the question correctly, let him spin the spinner, identify the color word that the spinner lands on, and then move his team's playing piece to the nearest space with that color on the path.

**Option 3 (Primary and Secondary Colors):** The colors on the path are the primary and secondary colors. A student draws a word or question card. If he reads the word or answers the question correctly, let him spin both spinners with the primary colors (red, blue, and yellow). If one spinner lands on blue and the other spinner lands on yellow, the child moves his team's playing piece to the nearest green space because blue and yellow make green. See the complete guidelines below and reproduce the guide on the following page if needed.

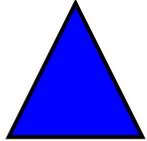
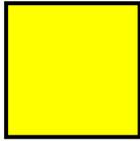
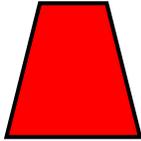
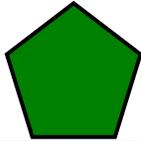
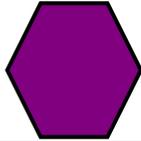
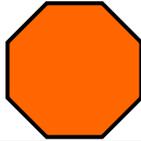
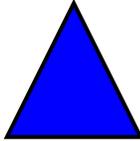
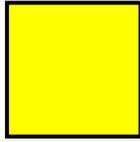
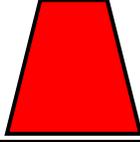
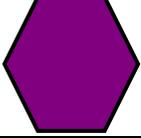
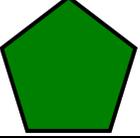
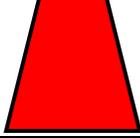
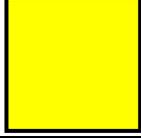
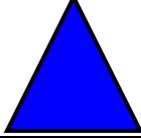
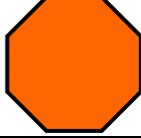
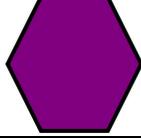
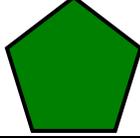
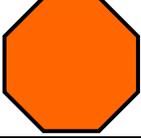
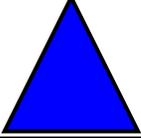
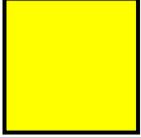
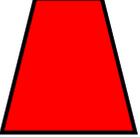
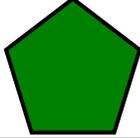
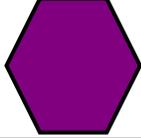
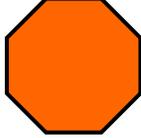
- **blue + yellow:** Move to the nearest green space.
- **blue + red:** Move to the nearest purple space.
- **red + yellow:** Move to the nearest orange space.
- **blue + blue:** Move to the nearest blue space.
- **red + red:** Move to the nearest red space.
- **yellow + yellow:** Move to the nearest yellow space.

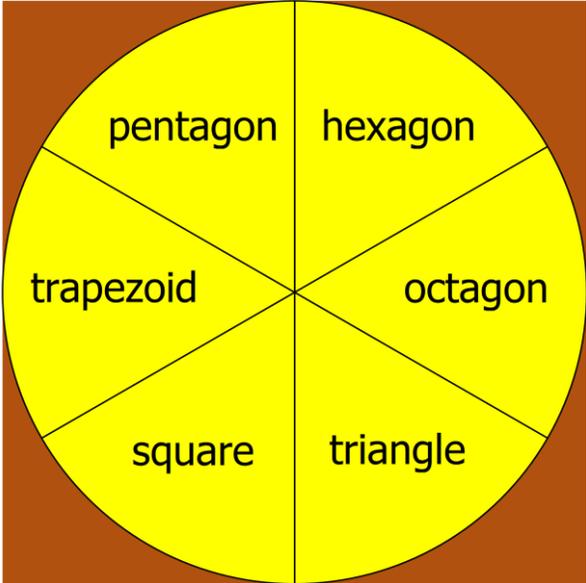






**Directions:** Begin by solving the first problem or by answering the first question on one of the computer-based practice tests or on the paper versions. Unit question cards are also available in certain books. The person with the answer key checks your answer. (If you are using the game with a computer-based test, the computer will notify you if your answer is correct or incorrect.) Move your playing piece forward one space for each correct answer or back one space for each incorrect response. Your teacher may allow you to earn a sticker for your incentive chart each time you complete a color. Twenty stickers are redeemable for a coupon. Use your textbook if you need help. Turn in your finished classwork assignment for a grade.

<b>START</b>							
Shapes Path Gameboard							
							
							
	<p><b>Directions:</b> Reproduce this game on white cardstock. Prepare the spinner by putting a brad through the end of a paperclip and pushing it through the middle of the spinner. Turn the gameboard over to fasten the brad to the back. A student draws a word or question card. If he reads the word or answers the question correctly, let him spin the spinner, identify the shape word it lands on, and then move his playing piece to the nearest space with the corresponding shape on the path.</p>						
							
							
				<b>FINISH</b>			













# AFRICA ANIMALS & FLORA



# SNAKES AND LADDERS GAME

The board is a 10x10 grid with numbers 1 to 100. The starting point is 100, marked with a starburst icon. The board features several snakes and ladders:

- Snakes:**
  - Green snake: 82 to 83
  - White snake: 85 to 86
  - Red snake: 89 to 90
  - Red snake: 73 to 74
  - Red snake: 27 to 28
- Ladders:**
  - Wooden ladder: 62 to 78
  - Wooden ladder: 38 to 64
  - Wooden ladder: 43 to 76
  - Wooden ladder: 53 to 69
  - Wooden ladder: 23 to 32
  - Wooden ladder: 14 to 27
- Other Icons:**
  - Four cones (orange, blue, red, green)
  - Three circles (red, green, white)
  - Two dice (white with black dots)
  - Three green bushes
  - Red maple leaf icon at 87