**4th Grade EM Games Recommendations**

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| **Unit** | **Game & Lesson** | **Purpose: math concepts/skills** | **When you would use it** | **Score (1-2-3)** |
| 3 | Buzz and Bizz-Buzz (3-2) | Multiples/skip-counting | As you are learning and mastering multiplication facts – may start even at the beginning of the year to help build multiples facts | 3 |
| Baseball Multiplication (3-3) | Multiplication and gaining automaticity | As you are learning and mastering multiplication facts – can start with 1 – 6 facts at the beginning of the year and use modified version as students become more fluent in the facts | 2 |
| Multiplication Top-It (3-3) | Multiplication and gaining automaticity and comparing products | As you are learning and mastering multiplication facts (same as above) | 3 |
| Beat The Calculator (3-5) | Automaticity and fluency | As you are learning and mastering multiplication facts | 1 |
| Division Arrays (3-5) | Division and equal shares; Concept of division;  | After you have introduced division | 2 |
| Seega (3-6) | Think: Checkers, Chess, Mancala | More of a strategy game, not connected to math in this unit. | 1 |
| 4 | Base-10 Exchange (4-2) | Place-Value of decimals | After introduction of place value and ONLY with students recording decimal numbers as they “make” them with the base ten blocks. If not, rating on this game would drop.  | 3 |
| Product Pile-up (4-3) | Multiplication; Comparing Numbers; Strategizing | As you are getting closer to mastery of multiplication facts | 3 |
| Coin Top-It - Decimals (4-3) | Comparing Value of Money; Adding | After introducing decimals | 3 |
| Number Top-It – Decimals (4-4) | Comparing Decimals | After several lessons on decimals | 3 |
| Fishing for Digits (4-8) | Place Value; Strategizing; Adding: Subtracting: Cumulative of Value | After all concepts have been introduced  | 3 |