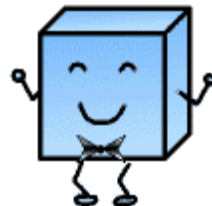


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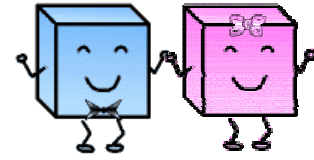
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# Cube Friends

## Overview:

Practice hundreds, tens, and ones with sets of boy and girl cubes.



## Assembling the game:

Print one or two copies each of pages 3 to 5 and cut into cards. Print one or more copies of page 6 for each player, either in color or using only black ink. These will be written on and discarded, so print on plain paper and do not cover with plastic for durability.

(See Game Assembly Tips, pages 7 and 8, for ideas on making the cards more durable.)

\*\*\*\*\*

*Playing the game:* **Cube Friends**

1. Give every player one copy of the playing board, page 6, and make pens or pencils available for players.
2. Shuffle the playing cards and place face down in the center between players.
3. On each turn, players draw one card off the top of the deck. Each player holds onto their own cards until they have at least one of each card: a ones card (with single cubes), a tens card (with bars of cubes), and a hundreds card (with blocks of cubes).
4. Whenever a player gets a “run” of cards (one of each place, as above), those cards are placed in order (H-T-O) on the table and the number of each is written on the player’s board. For example, if they have a card with 2 hundreds, a card with 4 tens, and a card with 8 ones, they would write 2-4-8 on one row under the H-T-O headings on their board, and the number 248 in the fourth box. Encourage children to say the whole number out loud (“two hundred forty-eight”).
5. Place used cards back into the deck and re-shuffle.
6. The winner is the player who fills their board with 5 different 3-digit numbers first.
7. NOTE: Zero cards are wild and can be used as either tens or ones!

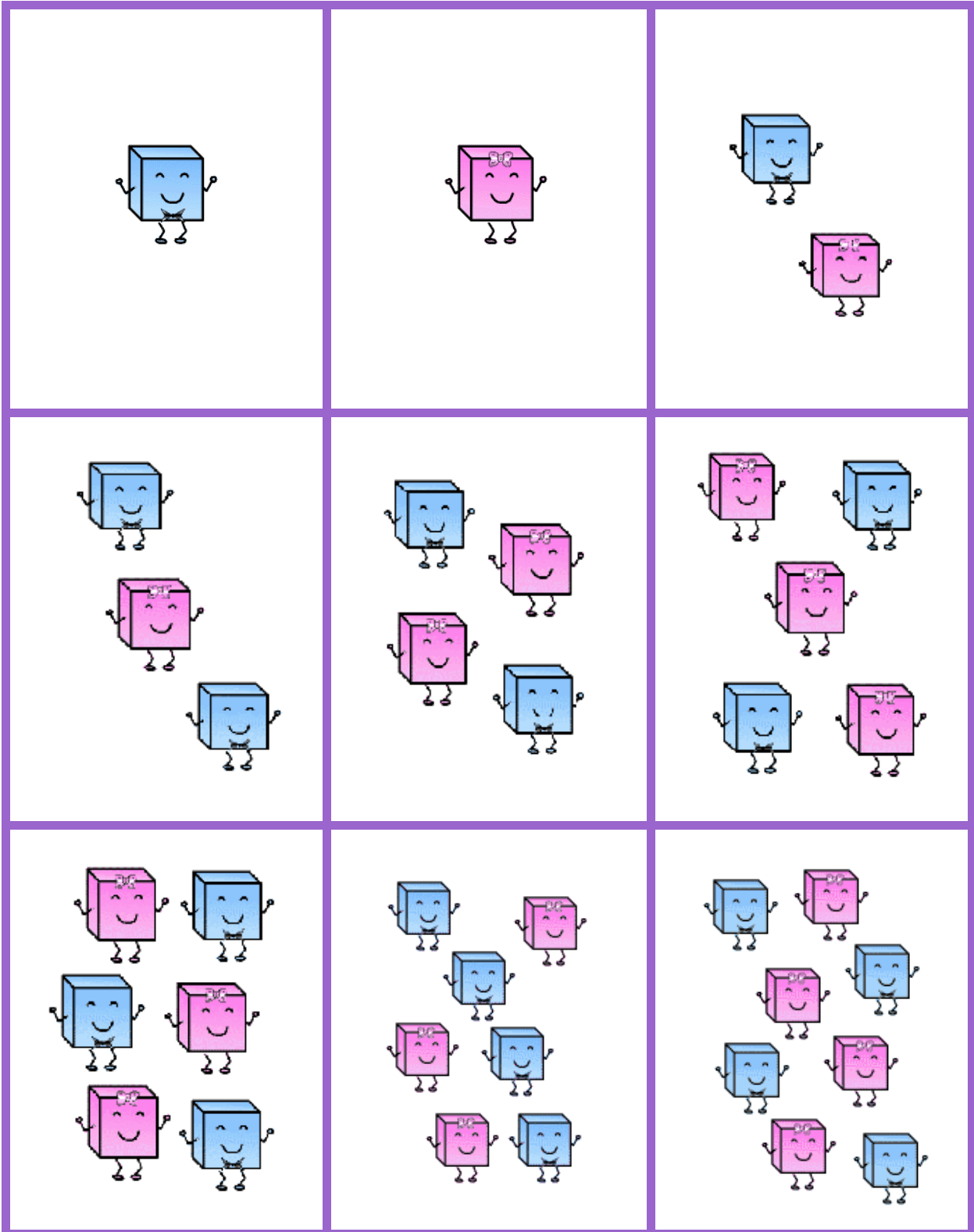
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## Play variations:

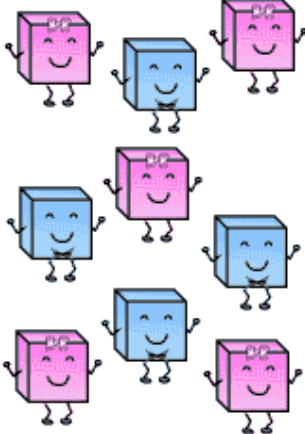


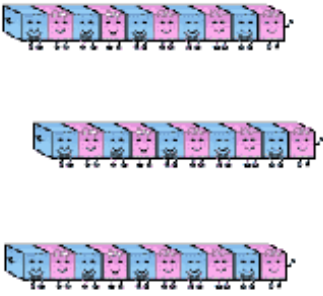
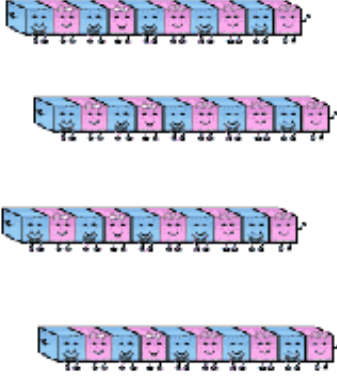
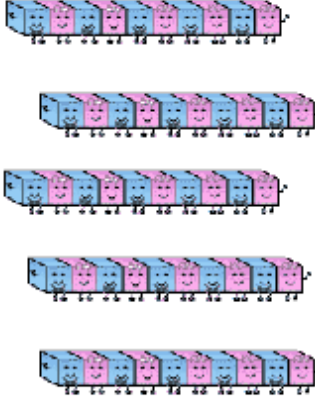
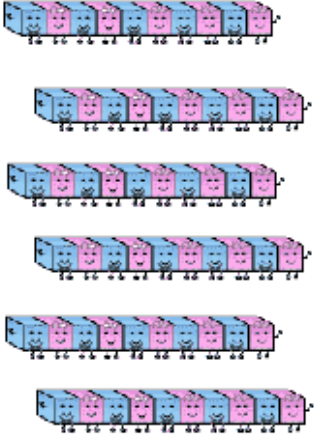
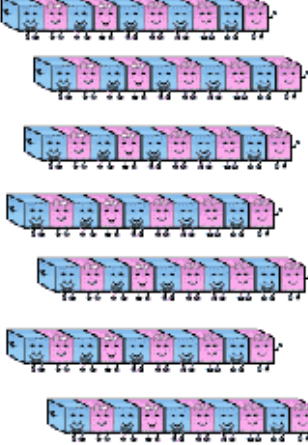
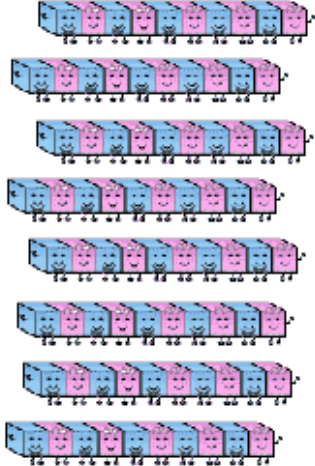
- For simpler or on-the-go play, simply ignore page 6 and use only the cards. Players still try to make 3-digit numbers. Either write the numbers on a sheet of paper (or napkin, etc.), or just say the numbers out loud. Practice tally marks to keep track of 3-digit numbers made.
- For a harder game, deal each player 5 cards and have them write whatever number they have, adding ones, then tens, then hundreds.



# Cube Friends

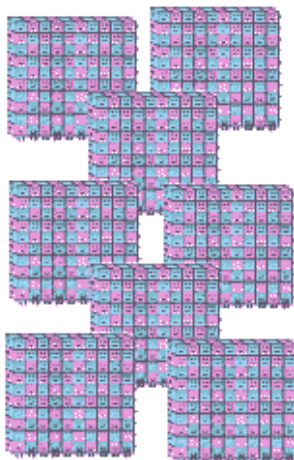
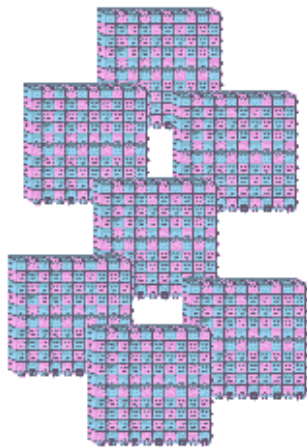
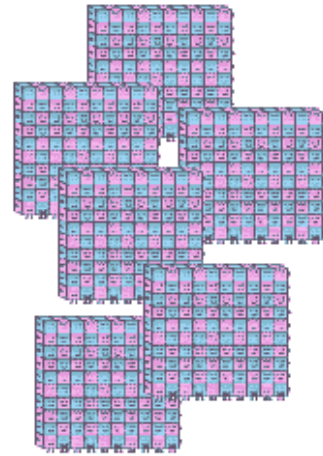
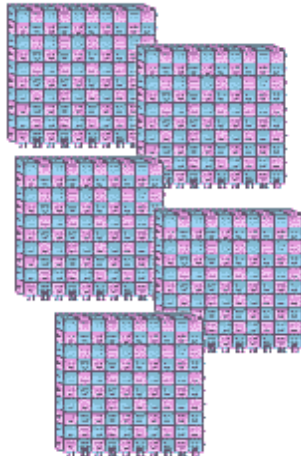
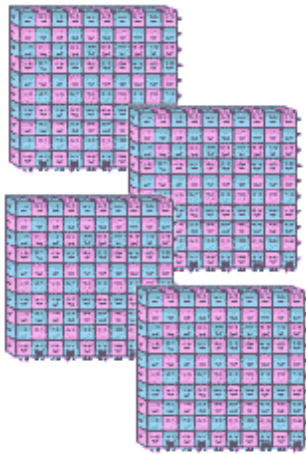
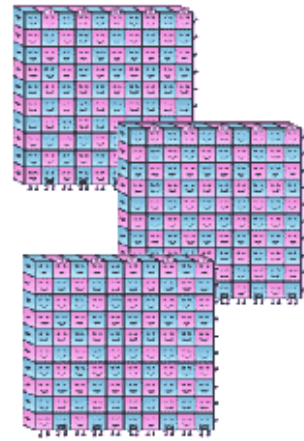
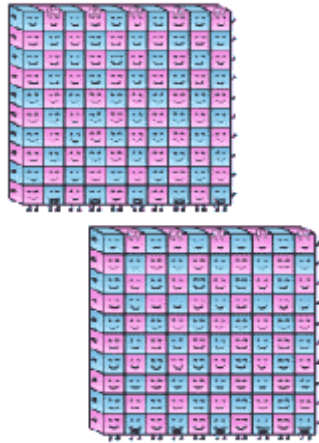
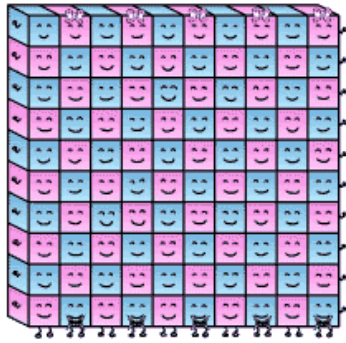


# Cube Friends

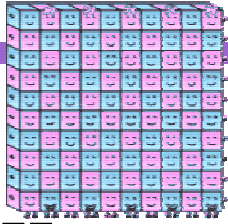
		
		
		



# Cube Friends



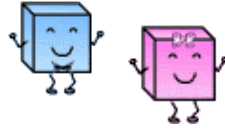
# Cube Friends



**Hundreds**



**Tens**



**Ones**

Write  
the  
number  
↓







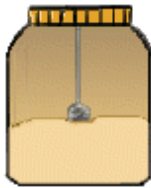
## Game Assembly Tips



### File Folder Games

File folders can be purchased in any store that sells office supplies. Plain manila folders can be used, or choose colored folders for variety. Avoid the expandable types and those with a pocket for floppy disks.

Trim the main pages of the game if needed and test how they will be placed, aligning both pages near, but not covering, the center fold.



It is highly recommended that you use **rubber cement** to glue the pages in place, as it is easy to apply and dries without wrinkling the paper. Extra smears around the edges can easily be rolled off by rubbing your finger over them.

Rubber cement typically comes in a brown glass bottle and is found near other glues at most stores that sell office supplies.

For durability, the inside surface of file folder games can be covered with **clear contact paper**. Cut two pieces roughly the size of the halves of the folder and apply separately, leaving a small gap over the center fold. Trim the extras around the edges to fit the folder neatly.

Clear contact paper comes in a roll and is usually found within a display of an assortment of printed contact papers, used to line shelves. These can be found at most stores that sell houseware items and generally costs about \$6 for a 18" by 24' roll - enough to protect about a dozen games.

Most **game pieces** can be kept handy, stored right with the folder. Simply seal a long mailing envelope and cut an inch or so off the top, making an elongated pocket. Put the game pieces in the pocket, fold the top over a couple times, and use a paper clip to attach the top of the envelope to the top of one of the inside surfaces of the file folder.



**NOTE:** These tips will help the game last and keep game pieces handy. If you are short on time, most file folder games can be played after simply printing the pages and cutting out any game pieces.



## Game Assembly Tips



### Cards & Game Pieces

If possible, print cards and game pieces on **medium card stock**, which usually comes packaged like other printer papers but is thicker and stronger. Card stock can be found in most office supply stores near other specialty papers. The price per package is slightly higher than average copy paper but varies with the brand, surface finish, and seller. Card stock of up to 65 or 67 lb. weight (thickness) can be used with most printers.



Cards and game pieces can also be covered with **clear contact paper** for extra durability. Before cutting the printed sheet, cover one or both sides with the contact paper and then cut out the pieces just as you normally would. Sharp corners can be snipped off or corners rounded for added appeal and safety. See the previous page for details on clear contact paper.

### Spinners

Print and protect both pieces of a spinner just as you would for cards and game pieces, above. It is recommended that you only cover the one printed side of these pieces, to make it easier to punch a hole through them. Once the two pieces are ready, put a **metal brad** through the holes and open the “legs” out flat against the back of the spinner. If the arrow will not spin properly, adjust the fit of the brad until it is either more or less snug against the spinner surface. Metal brads can be found in a little plastic package among displays of other small office supplies such as erasers, pencil leads, and labels.

