

UNO GAME INDEX

VERSION 1

GRADE	VERSION	PAGE	ACTIVITY
3-4	1	5	Make a Number - 4-Digit Numbers
		6	Make a Number - 5-Digit Numbers
		7	Make a Number - 6-Digit Numbers
		8	Number Strips - 4-Digit Numbers
		9	Number Strips - 5-Digit Numbers
		10	Number Strips - 6-Digit Numbers
		11	Greater Than and Less Than
		12	Greater Than, Less Than & Equal To Symbols
		13	Greater Than & Less Than Recording Sheet
		14	Twenty-One
		15	Addition Fluency (2-Digit + 1-Digit)
		16	Addition Fluency Recording Sheet
		17	2-Digit Addition
		18	2-Digit Addition Recording Sheet
		19	Adding 3 and 2-Digit Numbers
		20	Adding 3 and 2-Digit Numbers Recording Sheet
		21	3-Digit Addition
		22	3-Digit Addition Recording Sheet
		23	Subtraction Fluency (2-Digit - 1-Digit)
		24	Subtraction Fluency Recording Sheet
		25	2-Digit Subtraction
		26	2-Digit Subtraction Recording Sheet
		27	Subtracting 3 and 2-Digit Numbers
		28	Subtracting 3 and 2-Digit Numbers Recording Sheet
		29	3-Digit Subtraction
		30	3-Digit Subtraction Recording Sheet
		31	Multiplication Fluency
		32	Multiplication Fluency Recording Sheet
		33	Multiplication Algorithms (2-Digit $\times$ 1-Digit)
		34	Multiplication Algorithms Recording Sheet
		35	Highest Total
		36	Backwards Tables
		37-38	Backwards Tables Number Dots

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VERSION 2

GRADE	VERSION	PAGE	ACTIVITY
3-4	2	5	Count It
		6	Count It Recording Sheet
		7	Place Value - 4-Digit Numbers
		8	Place Value - 4-Digit Recording Sheet
		9	Place Value - 5-Digit Numbers
		10	Place Value - 5-Digit Recording Sheet
		11	Make the Time
		12	Make the Time Recording Sheet
		13	Fraction Comparison - Tenths
		14	Fraction Comparison - Hundredths
		15	Fraction Comparison - Version 2 (Fourths & Eighths)
		16	Fraction Comparison - Version 2 (Thirds & Sixths)
		17	Fraction Comparison - Version 2 (Eighths & Tenths)
		18	> < = Symbols
		19	Flip Its
		20	Flip It House
		21	Round to the Nearest Ten
		22	Rounding to the Nearest Hundred
		23	Hashtag 1000 - How to Play
		24	Hashtag 1000 Game Board
		25	Multiplication More or Less
		26	Roll & Multiply
		27	Area of Quads
		28	Area of Quads B&W
		29	Perimeter of Polygons
		30	Perimeter of Polygons B&W

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VERSION 3

GRADE	VERSION	PAGE	ACTIVITY
3-4	3	5	Make an Array
		6	Make an Array Recording Sheet
		7	Grid Coordinates
		8	Grid Coordinates Recording Sheet
		9	Find an Angle
		10	Flip and Locate (Types of Lines & Angles)
		11	Find a Fraction 1 (Halves & Quarters)
		12	Find a Fraction 2 (Halves, Quarters & Eighths)
		13	Find a Fraction 3 (Thirds, Fifths & Sixths)
		14	Find a Fraction 4 (Mixed Fractions)
		15	Locate the Fraction - Version 1
		16	Locate the Fraction - Version 2
		17	Equivalent Fractions - Tenths & Hundredths
		18	Equivalent Fractions - Version 2
		19	Collecting Data - Version 1
		20	Collecting Data Version 1 B&W
		21	Collecting Data Version 1 Recording Sheet
		22	Collecting Data - Version 2
		23	Collecting Data Version 2 B&W
		24	Collecting Data Version 2 Recording Sheet
		25	Converting kg & g / lb & oz - Version 1
		26	Converting kg & g / lb & oz - Version 2
		27	Converting kg & g / lb & oz - Version 3
		28	Converting kg & g- Version 4
		29	Converting kg & g Recording Sheet
		30	Converting L & mL- Version 1
		31	Converting L & mL - Version 2
		32	Converting L & mL - Version 3
		33	Converting L & mL - Version 4
		34	Converting L & mL Recording Sheet
		35	Converting Lengths - Version 1
		36	Converting Lengths - Version 2
		37	Converting Lengths Conversion Cards
		38	Converting Lengths Recording Sheet
		39-41	Mission Convert Game
		42	Tally up

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VERSION 4

GRADE	VERSION	PAGE	ACTIVITY
3-4	4	5	Odd vs Even - 3-Digit Numbers
		6	Odd vs Even - 4-Digit Numbers
		7-8	The Grid Game
		9	Lines of Symmetry - Version 1
		10	Lines of Symmetry - Version 2
		11	Lines of Symmetry Recording Sheet
		12	What Is the Chance? - Version 1
		13	What Is the Chance? - Probability Cards (Version 1)
		14	What Is the Chance? - Version 2
		15	What Is the Chance? - Probability Cards (Version 2)
		16	Multiplication Web - Version 1
		17	Multiplication Web - Version 2
		18	Multiplication Web - Version 3
		19	Multiplication Web - Version 4
		20	Show It - Multiplication
		21	Show It - Multiplication B&W
		22	Show It - Division
		23	Show It - Division B&W
		24	Division Mat - Version 1
		25	Division Mat Recording Sheet
		26	Division Mat - Version 2
		27	Division Mat Recording Sheet
		28	Multiplying by $\frac{1}{2}$
		29	Multiplying by $\frac{1}{4}$
		30-40	3 in a Row - Multiplication
		41	Perimeter Challenge
		42	Perimeter Challenge B&W
		43	Area vs Perimeter
		44	Area vs Perimeter Recording Sheet
		45	Elapsed Time - Version 1
		46	Elapsed Time - Version 2
		47	Elapsed Time Recording Sheet
		48-49	Estimate First - Addition
		50-51	Estimate First - Subtraction
		52	Estimate First Recording Sheet
		53-54	Change from \$10 (Australian Version) + Recording Sheet
		55-56	Change from \$10 Bill (US Version) + Recording Sheet
		57-58	Change from \$100 (Australian Version) + Recording Sheet
		59-60	Change from \$100 Bill (US Version) + Recording Sheet
		61-62	Roman Numerals



GRADE 3-4

VERSION	MATHEMATICAL SKILLS	ACARA (V9) LINKS	COMMON CORE LINKS
V1	Number sense, place value, greater than and less than, addition & subtraction algorithms, multiplication fluency, number patterns, introduction to factors	Year 3: AC9M3N01, AC9M3N03, AC9M3N04, AC9M3N06, AC9M3A02, AC9M3A03 Year 4: AC9M4N06, AC9M4A02	Grade 3: 3.NBTA.2, 3.OAC.7, 3.OAA.4, 3.OAB.6 Grade 4: 4.NBTA.2, 4.NBTB.4, 4.NBTB.5
V2	Skip counting, place value, telling the time, fraction comparison, multiplication and division fact families, rounding to the nearest 1000, multiplication fluency, area, perimeter	Year 3: AC9M3N01, AC9M3N02, AC9M3N03, AC9M3N04, AC9M3N05, AC9M3A02, AC9M3A03, AC9M3M04 Year 4: AC9M4N07, AC9M4M03, AC9M4A02	Grade 3: 3.OAD.9, 3.MDA.1, 3.NFA.3d, 3.OAA.4, 3.OAB.5, 3.NBTA.1, 3.NBTA.2, 3.OAC.7, 3.OAA.3, 3.MD.C.7a, 3.MD.C.6, 3.MD.C.5a, 3.MD.C.5b, 3.MD.D.8, 3.MD.C.7b Grade 4: 4.NBTA.1, 4.NFA.2, 4.OAA.1, 4.NBTA.3, 4.MDA.3
V3	Arrays, grid coordinates, angles, types of lines, fractions (equivalent, locating), collecting data, unit conversions (mass, volume, length)	Year 3: AC9M3N02, AC9M3N04, AC9M3M05, AC9M3ST01, AC9M3ST02, AC9M3ST03 Year 4: AC9M4N03, AC9M4SP02, AC9M4M04, AC9M4ST01, AC9M4ST03	Grade 3: 3.OAA.1, 3.OAA.3, 3.GA.2, 3.NFA.1, 3.NFA.2, 3. NFA.3a, 3.NFA.3b Grade 4: 4.GA.1, 4.NFA.1, 4.MDA.1
V4	Odd and even numbers, grid coordinates, lines of symmetry, chance, multiplication, division, perimeter, area, elapsed time, money (calculating change), multiplying fractions, estimating, Roman numerals	Year 3: AC9M3N04, AC9M3N05, AC9M3N06, AC9M3SP01, AC9M3A02, AC9M3A03 Year 4: AC9M4N02, AC9M4N06, AC9M4N07, AC9M4N08, AC9M4SP02, AC9M4SP03, AC9M4P01, AC9M4P02	Grade 3: 3.OAC.7, 3.OAA.4, 3.OAB.6, 3.OAA.1, 3.OAA.2, 3.OAB.5, 3.OAD.9, 3.MD.D.8, 3.NBTA.2, 3.MD.C.7b, 3.MD.C.7a, 3.MD.C.6, 3.OAA.3, 3.MD.D.8, 3.MDA.1 Grade 4: 4.GA.3, 4.OAA.1, 4.NBT.B.6, 4.NFB.4a, 4.NFB.4c, 4.MDA.3

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