

Doubles
and
Doubles + 1
Games
Freebie



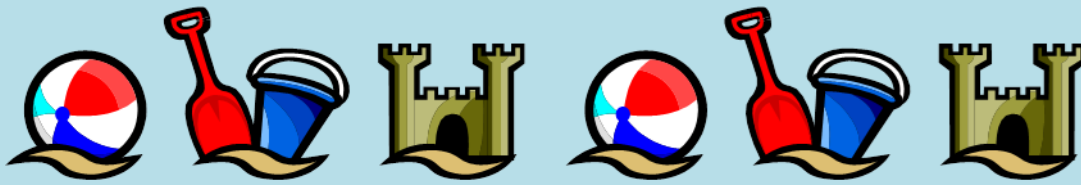
<http://kidsknowmath.blogspot.com>

Ann Bremner

Thank you for downloading my games. Please be sure to follow me for more products and future freebies.

Check out my blog at <http://kidsknowmath.blogspot.com>

Credit to www.kpmdoodles.com for the backgrounds.



Games Included

- Doubles Bump
- Doubles + 1 Bump
- Doubles Kaboom
- Doubles +1 Kaboom
- Doubles Stars Race.



Doubles Bump

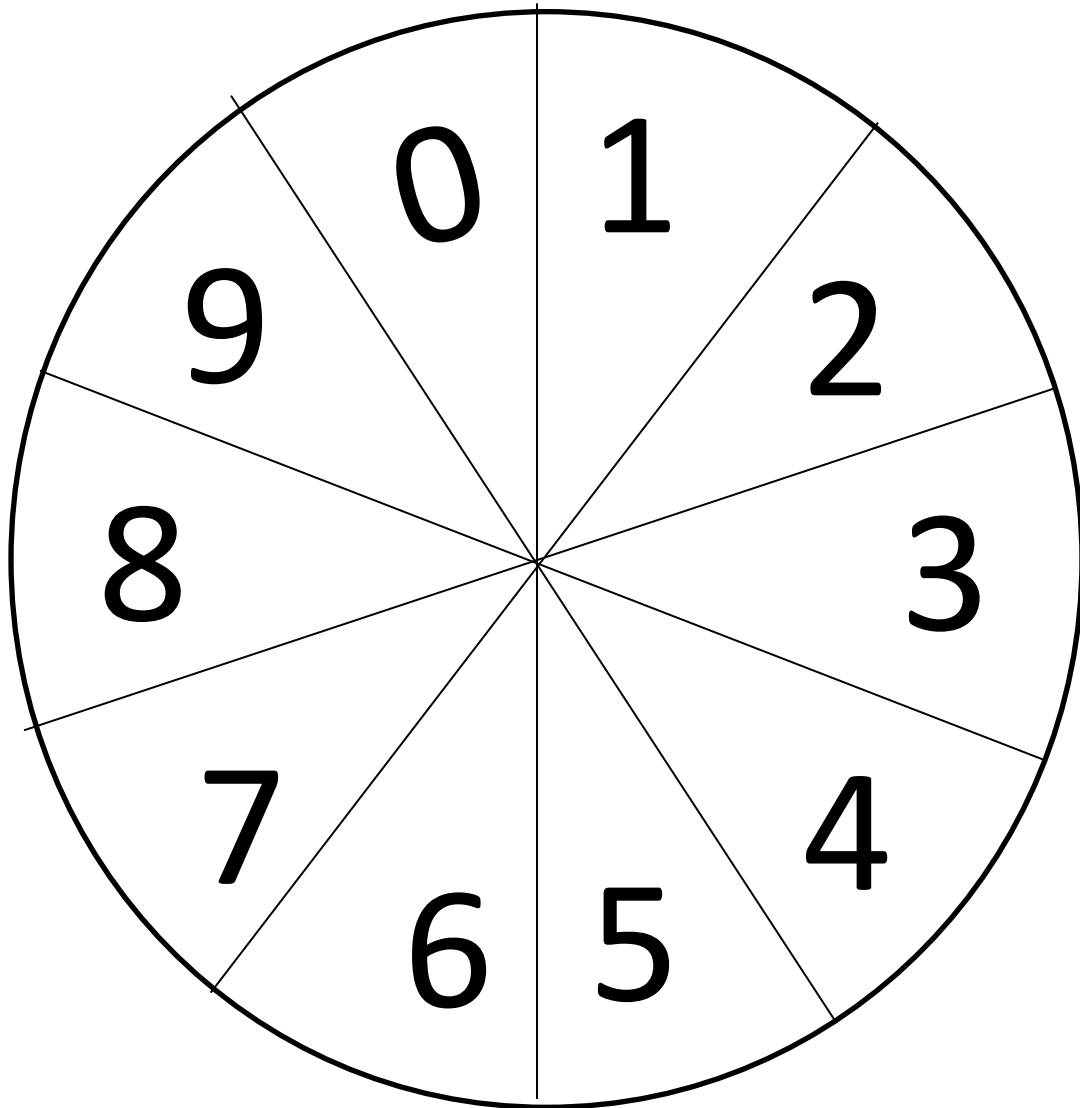
Materials:

- 2 colors of markers – chips, cubes, etc. (one color for each player)
- One 10-sided die (use the 0 for 10) — or use spinner.

Directions:

- Roll the die, double the number.
- Cover the space which shows the number.
- If your opponent has covered the space bump off their marker.
- If your marker is already on the number, you may stack a 2nd marker on top. No one can bump you off.
- You may not stack more than 2 markers.
- The player with the most markers on the board is the winner.

Doubles Bump Spinner



0

4

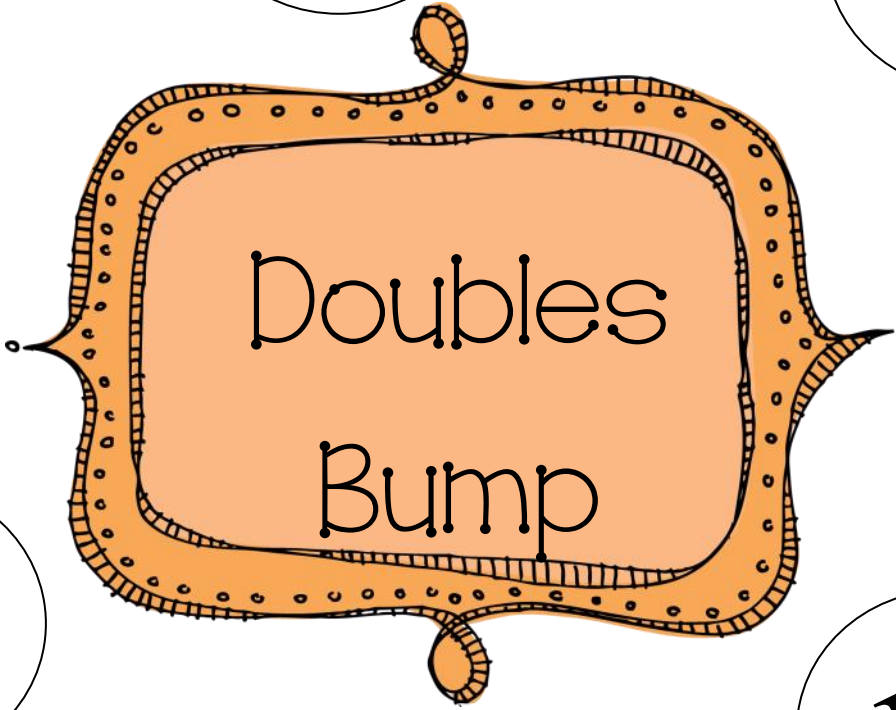
8

14

2

6

6



18

12

10

18

2

10

16

0

4

14

8

Doubles +1 Bump

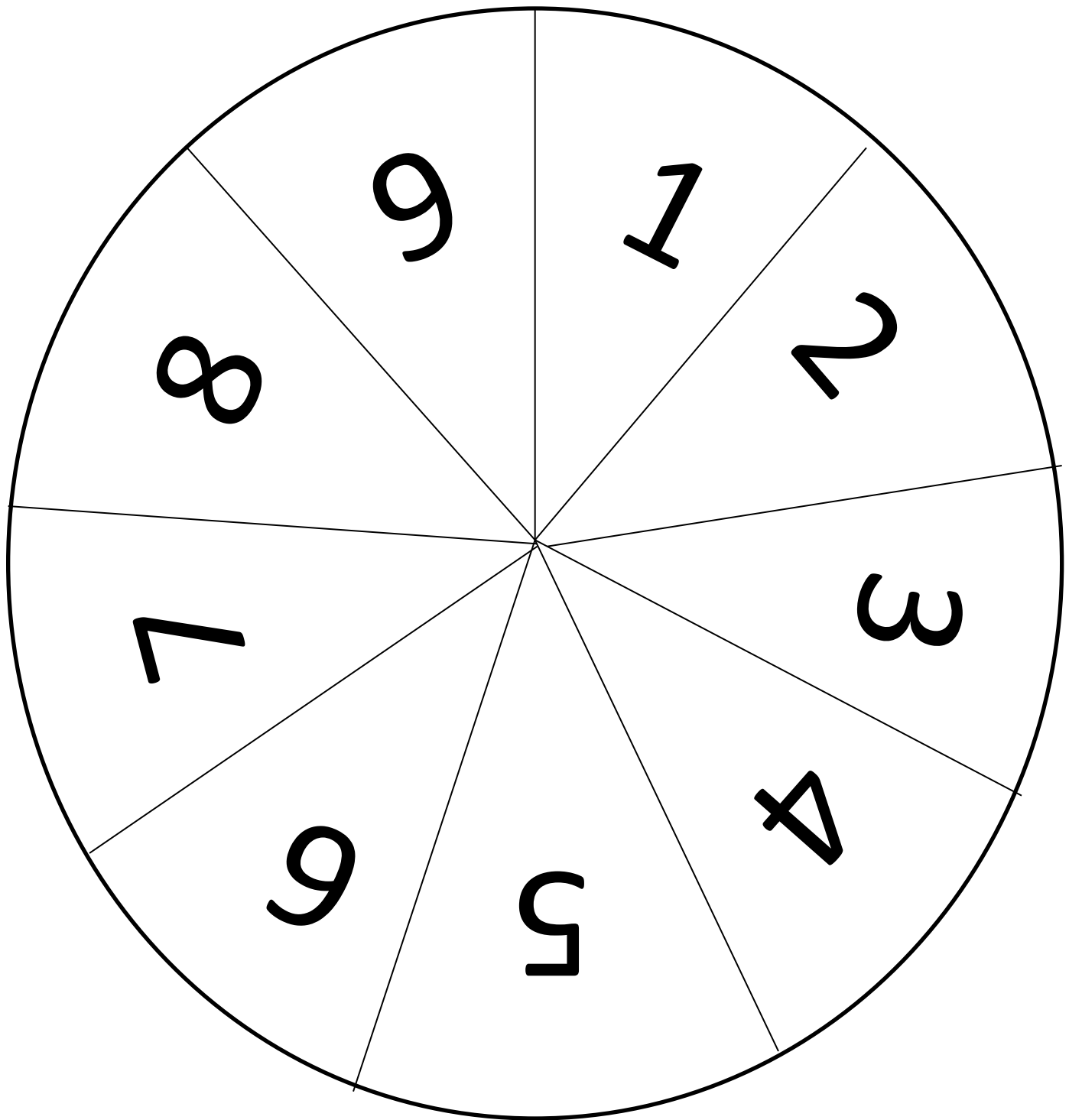
Materials:

- 2 colors of markers – chips, cubes, etc. (one color for each player)
- One 10-sided die — or use spinner.

Directions:

- Roll the die, double the number and add 1.
- Cover the space which shows the number.
- If your opponent has covered the space bump off their marker.
- If your marker is already on the number, you may stack a 2nd marker on top. No one can bump you off.
- You may not stack more than 2 markers.
- The player with the most markers on the board is the winner.

Doubles + 1 Spinner



15

17

3

11

1

19

5

7

9

13

**DOUBLES
+1 BUMP**

19

11

5

1

17

3

7

15

13

9

KABOOM

- Place sticks with label side down in container.
- Player 1 takes a stick and tells the sum of the double fact.
- If answered correctly, player 1 may keep the stick and either pull another or pass the container.
- If player 1 chooses to pass the container, their sticks from that turn remain “safe” throughout the game. If they continue to pull sticks and pull a “kaboom” stick, they return all sticks from that turn back to the container.
- Player 2 then repeats the steps.
- Player with the most sticks at end of game is winner.

Assembling Kaboom Game

1. Print Kaboom game master on label sheet.

(Avery 8167)

** If you prefer, you can write the doubles /doubles+1 facts on regular popsicle sticks

2. Affix to Jumbo craft sticks.



Doubles - Red

$1 + 1 =$

$2 + 2 =$

$3 + 3 =$

$4 + 4 =$

$5 + 5 =$

$6 + 6 =$

$7 + 7 =$

$8 + 8 =$

$9 + 9 =$

$10 + 10 =$

$1 + 1 =$

$2 + 2 =$

$3 + 3 =$

$4 + 4 =$

$5 + 5 =$

$6 + 6 =$

$7 + 7 =$

$8 + 8 =$

$9 + 9 =$

$10 + 10 =$

$1 + 1 =$

$2 + 2 =$

$3 + 3 =$

$4 + 4 =$

$5 + 5 =$

$6 + 6 =$

$7 + 7 =$

$8 + 8 =$

$9 + 9 =$

$10 + 10 =$

$8 + 8 =$

$9 + 9 =$

KABOOM

KABOOM

KABOOM

KABOOM

KABOOM

KABOOM

KABOOM

Doubles +1 - Blue

$1 + 2 =$

$2 + 3 =$

$3 + 4 =$

$4 + 5 =$

$5 + 6 =$

$6 + 7 =$

$7 + 8 =$

$8 + 9 =$

$9 + 10 =$

$10 + 11 =$

$1 + 2 =$

$2 + 3 =$

$3 + 4 =$

$4 + 5 =$

$5 + 6 =$

$6 + 7 =$

$7 + 8 =$

$8 + 9 =$

$9 + 10 =$

$10 + 11 =$

$1 + 2 =$

$2 + 3 =$

$3 + 4 =$

$4 + 5 =$

$5 + 6 =$

$6 + 7 =$

$7 + 8 =$

$8 + 9 =$

$9 + 10 =$

$10 + 11 =$

$7 + 8 =$

$8 + 9 =$

KABOOM

KABOOM

KABOOM

KABOOM

KABOOM

KABOOM

KABOOM

Double Stars Race

Roll one 10-sided die (or use 0-9 spinner) and double the number. Color in one box for each total. Color the star when you reach the top.

☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆
2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

What do you notice? _____