At-Home Games
Watermelon Math Game

Game 1

Count your Seeds!

1  3  5  10  6  9

Game 2

Watermelon Math

+ = __
+ = __
+ = __
Game 1

Count your Seeds!

3 + 7 = 
2 + 9 = 
4 + 8 = 

Game 2

Watermelon Math

+ = 
+ = 
+ = 
+ = 

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At-Home Games
Watermelon Math Game

Game 1

Count your Seeds!

1 4 5 7 10

Game 2

Watermelon Math

___ + ___ = ___

___ + ___ = ___

___ + ___ = ___
Game 1

Count your Seeds!

2 + 1 = 3

6 + 9 = 15

Game 2

Watermelon Math

_ + _ = __

_ + _ = __

_ + _ = __
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## Contents:

4 Double-sided watermelon cards

36 Markers

Activity guide

## Level 1: Count Your Seeds

- Each player picks a watermelon card and places it in front of them with the “Count Your Seeds” side up. Place all of the markers in the box.

- The youngest player starts the game by picking a marker and looking at the side with the seeds.

- He counts the number of seeds on the marker and looks at his watermelon card to see if he has the matching number. If so, he places the marker on top of the number on his card. If not, he puts the marker back in the box and it is now the next player’s turn to pick.

- If a player picks a marker that has the watermelon missing a bite, he must remove one marker from his watermelon card and put it back in the box.

- Play continues to the left and the first player to cover all of the numbers on his watermelon card is the winner.

## Level 2: Watermelon Math

- Each player picks a watermelon card and places it in front of them with the “Watermelon Math” side up. Place all of the markers in the box.

- The youngest player starts the game by picking a marker from the box and looking at the side with the number.

- He then looks at the equations on his watermelon card. If he can complete one of the equations with the number on his marker, he places the marker on the blank spot on his card. If not, he puts the marker back in the box and it is now the next player’s turn to pick.

- If a player picks a marker that has the watermelon missing a bite, he must remove one marker from his watermelon card and put it back in the box.

- Play continues to the left and the first player to correctly complete all 3 equations on his watermelon card is the winner.