

## Math

- The Grade 1 student learns counting and number recognition through the Trouble game as they move their pieces along the board.
- Understanding of addition and subtraction is reinforced when the player adds or subtracts the numbers rolled on the dice from their current position on the board.
- The game also introduces the concept of strategy and decision-making, as the player has to make choices about which piece to move and how to navigate the game board to reach the safety zone.
- The player practices basic problem-solving skills, such as figuring out the best moves to navigate around the board and reach the finish line.

After playing the Trouble game, continue developing math skills by creating custom game boards with different number patterns or using dice with higher numbers to challenge the student's addition and subtraction abilities. You can also incorporate simple word problems into the game to further reinforce these skills.

## Book Recommendations

- [Trouble at the Arcade](#) by Franklin W. Dixon: In this story, the Hardy Boys investigate a series of troubles at the new video arcade in Bayport.
- [The Berenstain Bears: Trouble with Money](#) by Stan and Jan Berenstain: Brother and Sister Bear experience trouble when they spend all their money on video games and realize they can't afford what they really want.
- [One Fish Two Fish Red Fish Blue Fish](#) by Dr. Seuss: A classic Dr. Seuss book that enhances early reading skills and incorporates counting and number recognition in a fun and engaging way.

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