

Ludo

Skills & Standards Alignment Guide

SKILLS DEVELOPED THROUGH LUDO

Grades K–2

- Counting spaces
- Number recognition
- Turn-taking and rule-following
- One-to-one correspondence
- Basic decision making

Grades 3–5

- Simple probability awareness
- Choosing between multiple moves
- Risk vs reward decisions

LUDO STANDARDS ALIGNMENT

Ludo reinforces early number sense, counting fluency, and simple probability awareness through dice-based movement and board navigation.

INDIANA ACADEMIC STANDARDS (2020) – Mathematics

- **Kindergarten – K.NS.1:** Count to at least 100 by ones and tens. Students count spaces while moving pieces around the board.
- **Kindergarten – K.NS.5:** Understand that numbers represent quantities. Players connect the number rolled on the die to the number of spaces moved.
- **Grade 1 – 1.NS.1:** Count, read, and write numbers up to 120. Students track position on the board while counting spaces.
- **Grade 2 – 2.NS.2:** Use addition and subtraction to solve problems involving numbers. Players combine multiple moves while planning piece movement.

COMMON CORE STATE STANDARDS (CCSS) – Mathematics

- **Kindergarten – CCSS.MATH.CONTENT.K.CC.A.4:** Understand the relationship between numbers and quantities.
- **Grade 1 – CCSS.MATH.CONTENT.1.OA.A.1:** Use addition and subtraction within 20 to solve problems.
- **Grade 2 – CCSS.MATH.CONTENT.2.OA.B.2:** Fluently add and subtract within 20 using mental strategies.
- **All Grades – CCSS.MATH.PRACTICE.MP1:** Make sense of problems and persevere in solving them.