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GREAT FOR ALL AGES!

> Specifically designed to target key areas of fluency.

Remove the Jack, Queen, King and Jokers. Follow the same "Go Fish" process, but instead of simply creating matching number pairs, try these different versions listed below.

#### The focus is on ADDING each pair.

### Sums of Ten

Create pairs that add up to 10. Ex; 4 and 6, 1 and 9, etc...

#### Doubles Sums

Create pairs that match, but add in requiring to total the matching (doubles) numbers. Ex: 8+8=16

#### Split the Middle

Create pairs that could be split to create doubles when adding. Ex: 6+8=7+7=14, 2+4=3+3=6...i.e. take 1 from the big # to

#### Doubles +1 Sums

Create pairs that have a difference of 1, so they can be added using knowledge of doubles. Ex: 6+7=6+6+1

Figured instruction

Remove the Jack, Queen, King and Jokers. Follow the same "Battle" (aka "War") process, but instead add a twist. Try one of the versions listed below. You will flip 2 cards each time.

## Addition

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Add the pair, the largest value wins. Ex; 4+6 beats 3+4

#### Subtraction

Determine the difference. Subtract the smallest value from the largest value. The largest total wins. Ex; 9-2 beats 6-4

### Double Digits

Flip first card to determine 10s digit. Second flipped card is the 1s digit. Have the student determine which value is greater. Largest value wins. Ex: 3 5 beats Ace 7

### Triple Digit Addition

Flip a third card. Add the three. (students use a strategy to choose which two to add first.) Largest total value wins.

Ex: 7, 10, 7=**7+7=14**+10=**24** beats 8, 3, 2 = **8+2=10**+3=**13** 

Remove the Jack, Queen, King and Jokers. A score sheet will be needed per person (or the student can keep the score for everyone) to help keep track of the running totals. Deal 2 cards to each player.

- Each player adds his/her cards to determine his/her starting amount.
- Take turns drawing a card from the center deck, adding the drawn amount each time.
- First person to reach 100, wins!

Arrange cards in rows face up.

- Player 1 secretly chooses two neighboring cards and adds them together.
- He/She then says, "I spy with my two eyes, two cards with the sum \_\_\_\_"
- Player 2 finds and picks up the cards. If an incorrect pair is selected or Player cannot find the pair, player 1 claims the pair.
  - Take turns. The player with the most • cards wins!

# Remove the Jack, Queen, King and Jokers. Deal the deck out to all

players. (If more than 2 players, use an additional deck.) **"Hi-Dee" round: highest total wins the cards.** 

#### "Lo-Dee" round: lowest total wins the cards.

- Player 1 calls "Hi-Dee-High" or "Lo-Dee-Low".
- Both players turn over 2 cards and add them up.
- Take turns calling "Hi-Dee-High" or "Lo-Dee-Low" each time.
- O Player with the most cards, wins!

LEVEL UP: Draw three cards instead. Each player chooses to add two cards then subtract one to try to win the "Hi-Dee-High" or "Lo-Dee-Low" amount.

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Remove the Jack, Queen, King and Jokers. Deal the deck out to all players. (If more than 2 players, use an additional deck.) "Hi-Dee" round: highest number wins the cards. "Lo-Dee" round: lowest number total wins the cards.

- O Player 1 calls "Hi-Dee-High" or "Lo-Dee-Low".
- O Both players turn over the same number of cards and choose the best card for the ones place tens place, hundreds place, etc... (1<sup>st</sup> grade: two digit numbers, 2<sup>nd</sup> grade and up: three, or more, digit numbers) position to win the "Hi-Dee-High" or "Lo-Dee-Low"
- Take turns calling "Hi-Dee-High" or "Lo-Dee-Low" each time.
- O Player with the most cards, wins!

Figured instruction

