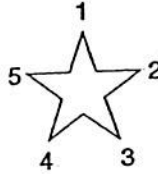


**Addition
and
Subtraction
Games**

JUNIOR STAR TRAVELLER

- LEVEL:** Grade 1 and up
- SKILLS:** adding and subtracting to 10, problem solving
- PLAYERS:** cooperative groups, pairs or solitaires
- EQUIPMENT:** cards (Ace=1) - 6 (24 cards in all), 1 die, pencil
- GETTING STARTED:** Players build a 6x4 grid with all cards face up. The object of the game is for the pairs or groups to work together to take away all of the cards before getting the five points of a star coloured in.



EXAMPLE:

A player rolls the die. The player or cooperative group may then take away any card or combination of cards that equals the die and that appears at the bottom of any column. Players on a team work together to find the best play. Addition, subtraction or a combination can be used, but a maximum of only 3 cards can be removed in one turn.

Some sample play:

2	1	3	3
4	6	3	1
3	5	6	6
6	2	5	4
5	1	4	5
X	2	X	2

In the event that a card or combination of cards cannot be found, players colour in one point of their star. Play continues until all cards are removed or the whole star is coloured in. As players have more experience with this game, they will develop more strategies to maximize their chances. Begin with number recognition, then move to adding combinations, subtracting combinations and mixed operations when ready.

SUPER STAR TRAVELLER

LEVEL:

Grade 3 and up

SKILLS:

adding and subtracting to 18, problem solving

PLAYERS:

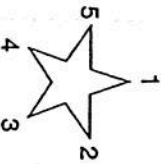
cooperative groups, pairs or solitaire

EQUIPMENT:

cards (Ace=1) - Queen + 1 Joker, 2 dice (Jack=11, Queen=12), pencil/crayon

GETTING STARTED:

Players build a 7x7 grid with cards face up. The object of the game is for the group, pair or individual to take away all of the cards before getting all five points of a star coloured in.



VARIATION:

Looking at the bottom row players could remove 2 + 5 + 2 or simply the nine by itself or go up the second column from the left with 2 + 10 - 3. Once players decide on the combination of cards to be removed, they are taken off, and the dice are rolled again.

Second Roll 2 + 1 = 3

Jack and eight are removed. (ie. 11 - 8 = 3)

etc.

In the event that a card or combination cannot be found, players colour in one point of their star. Play continues until all cards are removed or their star is coloured in. As players have more experience, they will develop more strategies to maximize their chances.

Multiplication and division can also be used.

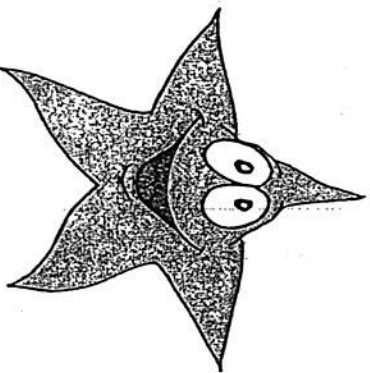
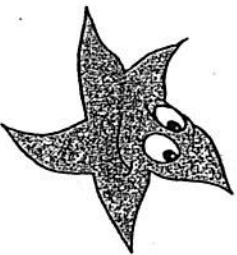
EXAMPLE:

7	3	5	2	9	4	Jack
2	10	1	6	1	3	7
5	5	9	6	7	Q	Q
8	1	7	4	4	Q	6
8	3	9	1	10	4	Jack
Jack	10	3	8	J	6	Joker
10	2	8	8	2	Q	9

Player rolls the dice and adds them together. Players may take away any card or combination of cards that equals the roll and that appears at the bottom of any column. Addition, subtraction, or a combination may be used to a maximum of three cards used per roll.

Some sample play:

Players roll 5 + 4 = 9



ADDITION WAR

LEVEL:

Grade 1 - 3

SKILLS:

addition

PLAYERS:

2

EQUIPMENT:

Grade 1 - 2: cards (Ace=1) - 5

Grade 2 - 3: cards (Ace=1) - 9

GETTING STARTED:

Players divide cards evenly between themselves. Each player turns over two cards and adds them together. The highest sum gets all of the cards. In the event of a tie (ie: each player has the same sum), WAR is declared. Each player deals out three more cards face down and then turns over two more cards. These two cards are added together. The highest sum wins all of the cards. Play continues until one player has collected all of the cards.

EXAMPLE:

Player 1

2 + 3

-

-

-

4 + 3

Player 2

4 + 1

-

-

-

6 + 2

War is declared!
(three cards
face down)

Player 2 collects all of the cards.

Vary the number of cards to modify the level of difficulty.

VARIATION:

EXAMPLE:

23

+6

Three cards/player

534

+43

Five cards/player

ADDITION SNAP

- LEVEL:** Grade 2 - 6
- SKILLS:** immediate recall of addition facts to 18
- PLAYERS:** 2 of equal skill level
- EQUIPMENT:** cards (Ace=1) - 9
- GETTING STARTED:** Players divide the cards evenly between themselves. Next, each player turns over a card at the same time. Players add the two together as quickly as possible and say the sum out loud. The player who gives the correct answer first collects both cards. Play continues until one player collects all of the cards.
- In the event of a tie, players leave their cards down and let the pile build. Play resumes until one player gives a correct sum before the other and takes all of the accumulated cards.

“ I liked playing the Initial It game and Snaps. Thank you for teaching me these games. ”

J. Wilson

Tens Concentration

Materials:

*playing cards
ace through 9
with the ace = 1*

Play:

Sixteen cards are placed in the middle of the table, face down, in a 4x4 arrangement. The player takes turns turning over two cards, trying to turn up a pair that totals 10. (ex. 7 and a 3) If a pair can be made, the player keeps it and continues to play as long as he/she is successful. If she/he is not successful, he/she returns the two cards to their original face down positions and replaces any cards he she took with new ones from the deck.

With 16 face down cards on the table, the turn passes to the next player.

The person who collects the greatest number of pairs is the winner.

You may increase the number of cards placed on the table to make the game more interesting.

Salute

Number of players: 3

Materials: a deck of playing cards

King = 13

Queen = 12

Jack = 11

Ace = 1

Play:

The cards are dealt to two of the three players. The two players sit facing each other and each holds a stack of cards facing down. The third person calls "Salute" and simultaneously the two players take the top cards of their piles and hold them on their foreheads in such a way that the other two players will see their card. The third player announces the total of the two cards. Each player calculates their card by subtracting their opponents from the total called out. The person who calls out the correct number first gets to take both cards.

The winner is the person who collects the most cards.



Subtraction Snap

- LEVEL:** Grade 1 - 3
- SKILLS:** subtraction, immediate recall of subtraction facts
- PLAYERS:** 2 equal skill level
- EQUIPMENT:** cards (Ace = 1) - 9
- GETTING STARTED:** Players divide the cards evenly between themselves. At the same time, each player turns over one card. Players must subtract the smaller number from the larger number of the two cards. The first player who says the correct answer out loud collects both cards. Play continues until one player has collected all of the cards. In the event of a tie, players leave their cards face down. Play resumes until one player gives a correct answer before the other and takes all accumulated cards.
- VARIATION:** For three players, two players are assigned as the addition cards. The third player's card will be the one subtracted.

EXAMPLE:

<u>Player 1</u>	<u>Player 2</u>	<u>Player 3</u>
9	5	3
$9 + 5 = 14$		$14 - 3 = 11$

