

ADD 'EM UP!



MATERIALS

4 number cubes labeled 0-5, Number Sentence Record (RS9)

Players each toss two number cubes, make an addition statement, and compare the two sums. The player with the greater sum records it on his or her Recording Sheet. When sums are the same, they are not recorded. The first player to record 10 winning sums is the winner.

VARIATIONS

1. Use a 0-5 and a 4-9 cube for each player.
2. The player with the lesser sum records it on his or her Recording Sheet.



ASSESSMENT TIPS:

CO3, CO9a

- ▶ Does the child know +0, +1, +2 sums instantly?
- ▶ Does the child count on from the larger number when finding a sum or does he or she count all?

FOCUS

- ▶ Comparing numbers
- ▶ Using basic fact strategies

October

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October

GET THEM IN ORDER

MATERIALS

1 deck of Ten Grid Number Cards or 4 copies of TR28

Place the cards facedown in a stack. Each player draws five cards and turns them over one at a time to create a line of five cards. Players may not rearrange their cards. Players take turns drawing and discarding a card until one has five cards in increasing order from left to right. On any turn, if a player does not want to use the drawn card to replace one in the lineup, the drawn card may be discarded.

VARIATIONS

1. Allow players to choose between drawing a card from the deck or taking the top card off the face up discard pile.
2. Players consider their own five-card starting lineups and decide if they wish to order their cards to increase in value from left to right or right to left.

FOCUS

- Comparing and ordering numbers
- Developing number sense
- Using problem-solving strategies and critical thinking

Aug / Sept



ASSESSMENT TIPS:

NS3, NS6c

- Can the child order numbers from least to greatest?
- Does the child reason when it is advantageous to replace a card in the lineup and when it is not?



MAKE THE SUM

MATERIALS

1 deck of Ten Grid Number Cards (1-6 only) or TR28 to include 4 sets with numbers 7-10 removed, or 4 sets of Domino Halves 1-6 only (TR25)*, Make the Sum Record (RS10)

Place cards face down in a stack. Players take turns drawing a card and placing it in a line. A player can pick up any cards with a sum of 6. He or she must state the sum before taking the cards. When there are no more plays to be made, the player with more cards wins the round.

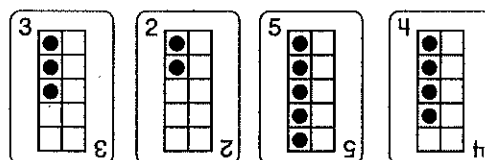
VARIATIONS

1. When players are finished playing, they can record on their Recording Sheets as many sums for 6 as they can remember. (They may consider 5 and 1 the same as 1 and 5.)
2. After playing for 6, players can agree to play for a sum one less or one more than 6.

FOCUS

- Developing number sense and using mental math
- Counting on to find sums
- Visualizing combinations (part, part, whole) for six
- Problem solving

October



"I'm taking 4 and 2 to make 6."