**With a Deck of Playing Cards or Dice**

**Subtraction Top-It**

**Materials:** Deck of playing cards Ace through 10 (The Ace = 1)

**Players:** 2 to 4

**Skill:** Subtraction facts 0-10

**Object:** To collect the most cards

**Directions**

* Shuffle the cards and place the deck face down on the table.
* Each player draws 2 cards, subtracts the smaller number from the larger number, then calls out the difference.
* The player with the largest difference wins the round and takes all of the cards.
* In case of a tie for the largest difference, each player turns over 2 more cards and calls out the difference of the numbers. The player with the largest difference then takes all of the cards from both plays.
* The game is over when there are not enough cards for each player to have another turn.
* The player with the most cards wins.

Note: **Addition Top-It** is played the same way,

but the 2 cards drawn are then added together.

**The Digit Game**

**Materials:** Deck of playing cards Ace through 9 (The Ace = 1)

**Players:** 2

**Skill:** Making and comparing numbers

**Object:** To collect the most cards

**Directions**

* Shuffle the cards and place the deck face down on the table.
* Each player draws 2 cards and uses them to make a 2-digit number. If playing to make 3-digit numbers, each player draws 3 cards. If playing to make 4-digit numbers, each player draws 4 cards.
* The player with the larger number takes all of the cards.
* The game is over when all of the cards have been used.
* The player with the most cards wins.

**Example:** Sam’s cards are a 3 and a 5. He makes the number 53. Maria’s cards are a 1 and a 4. She makes the number 41. Sam’s number is larger, so he takes all 4 cards.

**Bank – Coin Exchange**

**Materials:** 20 pennies, 10 nickels, 10 dimes, 2 quarters, 2 dice, one piece of paper labeled “Bank”

**Players:** 2

**Skill:** Coin equivalencies

**Object:** To have the most money

**Directions**

* Place all of the coins in the “Bank.”
* Players take turns. When it’s your turn, roll both dice and collect from the bank the amount shown on the dice.
* Whenever you go to the bank to…
  + exchange 5 pennies for a nickel.
  + exchange 2 nickels, or 5 pennies and 1 nickel for a dime.
  + exchange a combination of nickels and dimes for a quarter.
* The game ends when there are **no more quarters in the bank**.
* The player with the most money wins.

**Addition Dice**

**Materials:** Two dice and one blank piece of paper

**Players:** 1 or 2

**Skill:** Adding two digit numbers

**Directions**

* Roll the dice, make a 2-digit number (if you roll a 2 and a 6 you can make 26 or 62), and write it on the paper. Roll the dice again, make a second 2-digit number and write it down.
* Add the two numbers together to get the sum.

**Subtraction Dice**

**Materials:** Two dice and one blank piece of paper

**Players:** 1 or 2

**Skill:** Adding two digit numbers

**Directions**

* Roll the dice, make a 2-digit number (if you roll a 2 and a 6 you can make 26 or 62), and write it on the paper. Roll the dice again, make a second 2-digit number and write it down.
* You might have to rewrite your number to **make sure the largest number is on the top and the smallest number is on the bottom** of your subtraction problem.
* Subtract the small number from the large number to get the difference.

**More and Less**

**Materials:** One die and one blank piece of paper

**Players:** 1 or 2

**Skill:** Number fluency – adding and subtracting by 10s and 1s

**Directions**

* On a piece of paper, draw number grid boxes like the boxes below.
* Roll one die and write the number in the middle box. Fill in the numbers for 10 more, 10 less, 1 more, and 1 less.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |

**Note:** You can make this game more challenging by drawing number grid boxes with more pieces and solving the puzzle.

**Number Grid Game**

**Materials:** Number grid (on the next page – can be made at home or printed from the “Homework” page of the class website), one die, and one game marker for each player)

**Players:** 2 or more

**Skill:** Number fluency – counting on the number grid

**Object:** To land on 120 with an exact roll

**Directions**

* Players put their markers at 0 on the number grid.
* Take turns. When it is your turn:
  + Roll the die.
  + Use the table to see how many spaces to move your marker.
  + Move your marker that many spaces.
* Continue playing. The winner is the first player to land on 120 with an exact roll.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Roll** | **1** | **2** | **3** | **4** | **5** | **6** |
| **Spaces** | **1 or 10** | **2 or 20** | **3** | **4** | **5** | **6** |

**120 Chart**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| -9 | -8 | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |
| 101 | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 | 110 |
| 111 | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 | 120 |