Board Games for Early Mathematics: Addition

Start at the beginning, and stick to the order given. Skipping is OK if a learner can use the concepts to solve problems. For tips, background info, and an assessment to show if a different section would help, visit reckonmath.com.

This packet includes these addition games and activities:

Think about what addition is
Identify addition facts you can learn better
Add on a number path
What is the next number?
Add 1, frames, 0-5
Add 1, frames, 5-10
Add 1, numerals
Count by twos on even numbers to 20
Add 2 to an even number
Count by twos on odd numbers to 21
Add 2 to an odd number
Doubles are easy to remember
1+2 = 2+1 (Commutative property of addition)
A number plus 0 is the same number
Add 10 to make a -teen
Subtract 1, frames, 1-5
Subtract 1, frames, 5-10
Subtract 1, numerals
Numbers that add to 4 and 5, dot clusters
Numbers that add to 5 and 6, dot clusters
Numbers that add to 6 and 7, dot clusters
Numbers that add to 7 and 8, dot clusters
Numbers that add to 8 and 9, dot clusters
Numbers that add to 9 and 10, dot clusters
Numbers that add to 10 and 11, dot clusters
Numbers that add to 11 and 12, dot clusters
Use odds and evens in addition
Tens partners, introduction
Tens partners of smaller numbers
Tens partners of larger numbers
Tens partners addition facts, numerals
(10+1) + 9 is the same as 10 + (1+9) (Associative property of addition)
Change 3+4 into 3+3+1
Change 4+5 into 4+4+1
Change 3+5 into 4+4
Change 5+6 into 5+5+1
Change 5+7 into 5+5+2
Change 3+6 into 4+5
Change 3+6 into 10–1
Change 3+4 into 2+5
Change 4+5 into 5+5–1
Change 3+5 into 2+6
Change 5+6 into 6+6–1
Change 5+7 into 6+6
Change 3+6 into 3+3+3
Add 3 and 4
Add 4 and 5
Add 3 and 5
Add 5 and 6
Add 5 and 7
Add 3 and 6
To add 9, make 10. What's left? Smaller addends
To add 9, make 10. What's left? Larger addends

LIST CONTINUED ON NEXT PAGE

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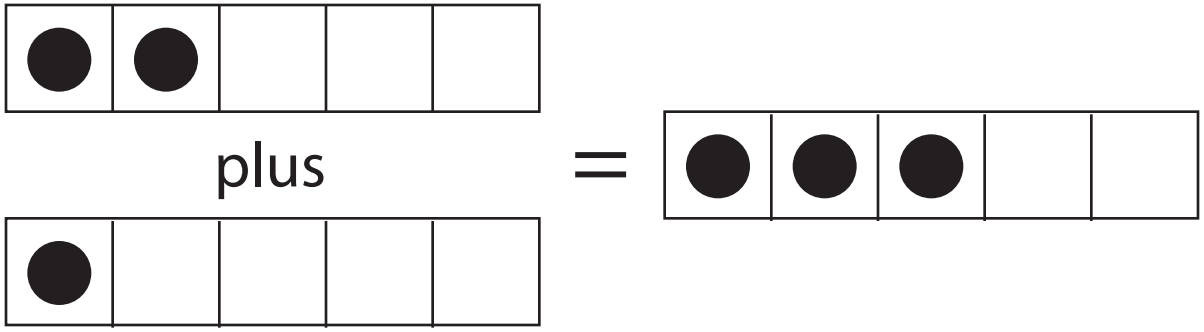
This packet includes these addition games and activities:

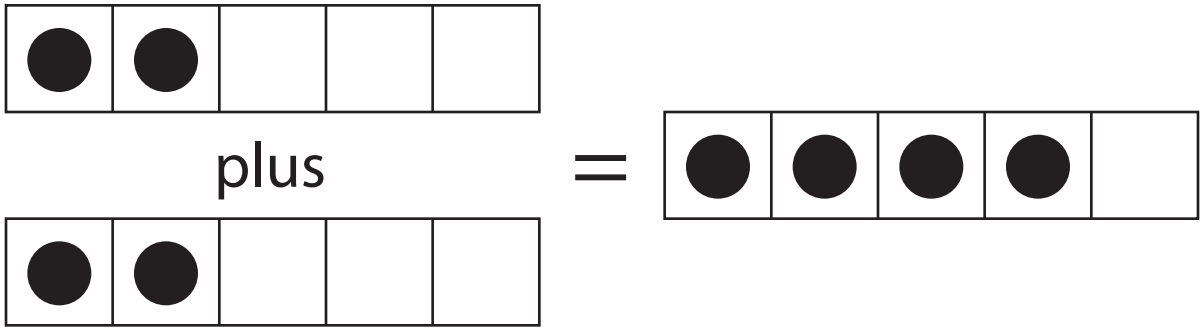
LIST CONTINUED FROM PREVIOUS PAGE

Add 9 by making 10, smaller addends
Add 9 by making 10, larger addends
Subtract 2, frames (Prepare to add 8)
Subtract 2, numerals (Prepare to add 8)
To add 8, make 10. What's left?Add 8 by making 10
Change 7 into something you can use
Change 7 into something you can use, includes 10 – 3
Add 7 by changing it into something you can use
Add 6 by choosing the best strategy
Check your addition facts
1 plus what is the number you drew?
2 plus what is the number you drew?
3 plus what is the number you drew?
4 plus what is the number you drew?
5 plus what is the number you drew?
6 plus what is the number you drew?
7 plus what is the number you drew?
8 plus what is the number you drew?
9 plus what is the number you drew?
Add 10 to any 2-digit number
Add two 1-digit numbers
Add a 1-digit number to a number from 10 to 15
Add a 1-digit number to a number from 15 to 20
Add multiples of 10
Add multiples of 100

Think about what addition is

The amounts on the left and the right are the same because _____.





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Look at the frames above the line. Can you and your partner figure out why there is an equals sign there?

Hint: "Equals" means "is the same as". One of you, use words to tell your partner why the amount on the left of the equals sign is the same as the amount on the right of the equals sign.

Now look at the frames that are below the line. Switch roles. Whoever listened the last time, now you are the talker. Use words to tell your partner why the amount on the left of the equals sign is the same as the amount on the right of the equals sign.

A

Skill Builders: Think about what addition is (A)

CCSS.MATH.CONTENT.1.OA.C.6

Identify addition facts you can learn better

I know this right now. / I can find this soon. / I would need time.

	8	1	5	9	3	2	7	4	10	6
1	1 + 8	1 + 1	1 + 5	1 + 9	1 + 3	1 + 2	1 + 7	1 + 4	1 + 10	1 + 6
10	10 + 8	10 + 1	10 + 5	10 + 9	10 + 3	10 + 2	10 + 7	10 + 4	10 + 10	10 + 6
4	4 + 8	4 + 1	4 + 5	4 + 9	4 + 3	4 + 2	4 + 7	4 + 4	4 + 10	4 + 6
7	7 + 8	7 + 1	7 + 5	7 + 9	7 + 3	7 + 2	7 + 7	7 + 4	7 + 10	7 + 6
3	3 + 8	3 + 1	3 + 5	3 + 9	3 + 3	3 + 2	3 + 7	3 + 4	3 + 10	3 + 6
9	9 + 8	9 + 1	9 + 5	9 + 9	9 + 3	9 + 2	9 + 7	9 + 4	9 + 10	9 + 6
6	6 + 8	6 + 1	6 + 5	6 + 9	6 + 3	6 + 2	6 + 7	6 + 4	6 + 10	6 + 6
2	2 + 8	2 + 1	2 + 5	2 + 9	2 + 3	2 + 2	2 + 7	2 + 4	2 + 10	2 + 6
8	8 + 8	8 + 1	8 + 5	8 + 9	8 + 3	8 + 2	8 + 7	8 + 4	8 + 10	8 + 6
5	5 + 8	5 + 1	5 + 5	5 + 9	5 + 3	5 + 2	5 + 7	5 + 4	5 + 10	5 + 6

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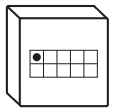
This activity is appropriate for learners who already know some addition facts and want to figure out which ones to focus on. For each square, ask yourself what the expression in the square equals. If you know the answer or can find it soon without counting one by one, **write a Y (for Yes)**. If it would take you some time to find the answer or if you would need to count, **write an N (for No)**.

Example: The expression 3 + 5 equals 8. If you knew 3 + 5 = 8 right away or found it soon without counting, write a Y. If you didn't, write an N. When you are done, you will see which facts you have and which you can learn better.

A

Add on a number path

_____ plus _____ is _____.



One 0-5 frame die, and two counters.

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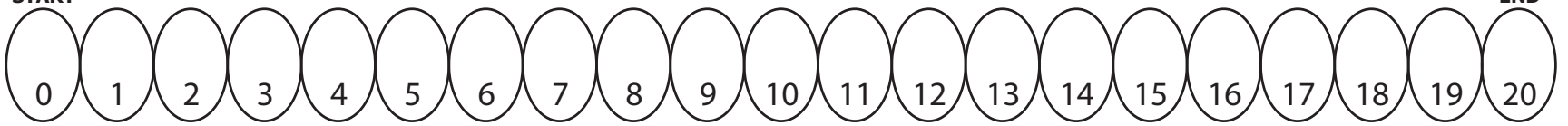
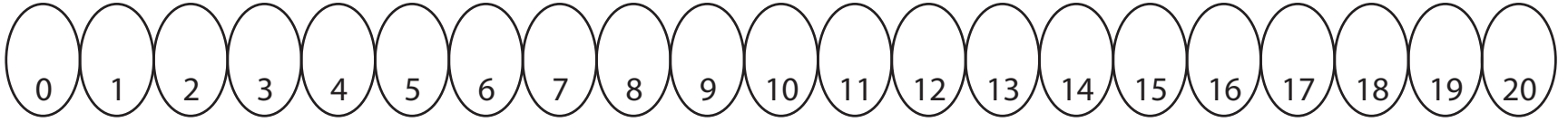
Player 1 START



Player 1 END

Player 2 START



Player 2 END

It is fine for learners to use counting to help them play this game. **How to play:** Each player puts one counter on START. On your turn, roll the die and say an addition number sentence, starting on the number you are already on and adding the number you rolled. Then move to the answer. **Example:** If you are on 2 and you roll a 3, say "2 + 3 = 5" and move to 5. If you need to count, like saying "1, 2, 3" or "3, 4, 5" while you are moving, that is OK in this game. **The first player to land on END wins.**

Skill Builders: Travel on a number line/path games (NP), Name -teens games (NP), Think about what addition is (A)

CCSS.MATH.CONTENT.1.OA.C.5

A

What is the next number?

The number I rolled is _____. The next number is _____.

10	5	9	4	1	2	8
7	3	1	6	2	7	10
9	6	3	8	5	4	3
7	1	6	10	9	2	9
1	6	4	8	5	3	7
2	10	6	3	1	10	2

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One ten-sided die, and counters in two colors.

You know how to say "1, 2, 3, 4, 5, 6, 7, 8, 9, 10." In this game, you practice getting a number and saying the number that comes next.

How to play: On your turn, roll the die. If you roll a zero, it means zero. Cover the next number after the number you rolled.

Example: If you roll a 6, the next number is 7, so cover a 7. **The first player to get four in a row wins.**

A

Skill Builders: Count up from different numbers, 0-9 (NP)

CCSS.MATH.CONTENT.K.CC.A.2

Add 1, frames, 0-5

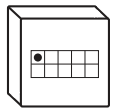
_____ plus 1 is _____.

5	1	2	3	1
4	6	1	5	4
6	3	**FREE SPACE**	4	2
3	4	6	2	5
2	5	3	1	6

Skill Builders: What is the next number? (A)

CCSS.MATH.CONTENT.K.CC.B.4.C

Questions? **reckonmath.com**



One 0-5 frame die, and counters in two colors.

Adding 1 to a number is just like saying the number that comes next. **How to play:** On your turn, roll the die. Add 1 to that number and say what you are doing as an addition problem. Cover the answer. If the answer is not available, it is the other player's turn. **Example:** If you roll a 2, say "2 + 1 is 3" and cover a 3. **The first player to get five in a row wins.** If the board fills and no one has five in a row, the player with more counters wins.

A

Add 1, frames, 5-10

_____ plus 1 is _____.

11	6	9	7	6
8	10	11	6	8
7	6	**FREE SPACE**	10	7
9	7	9	8	11
10	11	8	9	10

Skill Builders: What is the next number? (A)

CCSS.MATH.CONTENT.K.CC.B.4.C

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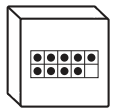

One 5-10 frame die, and counters in two colors.

Adding 1 to a number is just like saying the number that comes next. **How to play:** On your turn, roll the die. Add 1 to that number and say what you are doing as an addition problem. Cover the answer. If the answer is not available, it is the other player's turn. **Example:** If you roll a 6, say "6 + 1 is 7" and cover a 7. **The first player to get five in a row wins.** If the board fills and no one has five in a row, the player with more counters wins.

A

Add 1, numerals

_____ plus 1 is _____.

10	5	9	4	1	2	8
7	3	1	6	2	7	10
9	6	3	8	5	4	3
7	1	6	10	9	2	9
1	6	4	8	5	3	7
2	10	6	3	1	10	2

Questions? **reckonmath.com**

One ten-sided die, and counters in two colors.

Adding 1 to a number is just like saying the number that comes next. **How to play:** On your turn, roll the die. If you roll a zero, it means zero. Add 1 to that number, say what you are doing as an addition problem, and cover the answer. **Example:** If you roll a 6, say "6 + 1 is 7" and cover a 7. **The first player to get four in a row wins.**

A

CCSS.MATH.CONTENT.K.CC.B.4.C Skill Builders: What is the next number? (A), Add 1, frames, 0-5 (A), Add 1, frames, 5-10 (A)

CCSS.MATH.CONTENT.1.OA.C.5

Skill Builders: Identify odds and evens (NP), Identify odd and even 2-digit numbers (PV)

Count by twos on even numbers to 20

2, 4, 6, 8, 10, 12, 14, 16, 18, 20.

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When you know the even numbers up to 20 in order, this knowledge can help you solve addition problems. When you were younger, you learned how to say "1, 2, 3, 4, 5, 6, 7, 8, 9, 10" by practicing until you could say it without thinking about it. Then, that knowledge helped you later. You can do the same thing with the even numbers up to 20. **What to do:** With a partner, practice counting by twos on even numbers to 20. You can always find the next number by adding two. **Hint:** It is OK to peek at the answer during this activity: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20.

A

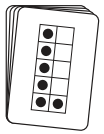
Add 2 to an even number

_____ plus 2 is the next even number: _____.

10	8	2	4	12	6	2
8	12	6	10	4	8	12
4	2	10	6	2	8	4
6	10	12	10	4	6	8
12	2	8	6	2	4	10
6	2	4	8	12	10	4

CCSS.MATH.CONTENT.1.OA.C.5 Skill Builders: Count by twos from different numbers, evens (NP), Identify odds and evens (NP)

Questions? **reckonmath.com**



The 0, 2, 4, 6, 8, 10 cards from a deck of ten-frame cards, and counters in two colors.

Adding 2 to an even number is just like saying the next number when you are counting by twos on the even numbers. The counting goes like this: 2, 4, 6, 8, 10. The next number after 8 is 10, and 8 + 2 is 10.

How to play: On your turn, draw a card and place it face up so both players can see it. Your job is to find that number plus 2. You can use this game as a chance to get familiar with adding 2 by finding the next even number. You could also count 2 up, but this way is good to know too.

Example: If you draw an eight, the next even number after eight is ten. So say "8 plus 2 is 10" and put a counter on a 10. **The first player to get four in a row wins.**

A

CCSS.MATH.CONTENT.1.OA.C.5

Skill Builders: Identify odds and evens (NP), Identify odd and even 2-digit numbers (PV)

Count by twos on odd numbers to 21

1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21.

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A

When you know the odd numbers up to 21 in order, this knowledge can help you solve addition problems. When you were younger, you learned how to say "1, 2, 3, 4, 5, 6, 7, 8, 9, 10" by practicing until you could say it without thinking about it. Then, that knowledge helped you later. You can do the same thing with the odd numbers up to 21. **What to do:** With a partner, practice counting by twos on odd numbers to 21. You can always find the next number by adding two. **Hint:** It is OK to peek at the answer during this activity: 1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21.

Add 2 to an odd number

_____ plus 2 is the next odd number: _____.

5	3	9	7	11	3	9
7	11	3	5	9	5	11
3	5	11	7	3	9	7
9	7	3	5	7	5	11
11	3	9	11	7	9	5
3	7	11	5	9	11	3

CCSS.MATH.CONTENT.1.OA.C.5 Skill Builders: Count by twos from different numbers, odds (NP), Identify odds and evens (NP)

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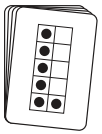

The 1, 3, 5, 7, 9 cards from a deck of ten-frame cards, and counters in two colors.

Adding 2 to an odd number is just like saying the next number when you are counting by twos on the odd numbers. The counting goes like this: 1, 3, 5, 7, 11. The next number after 3 is 5, and 3 + 2 is 5. **How to play:** On your turn, draw a card and place it face up so both players can see it. Your job is to find that number plus two. You can use this game as a chance to get familiar with adding 2 by finding the next odd number. You could also count 2 up, but this way is good to know too.

Example: If you draw a three, the next odd number after three is five. So say "3 plus 2 is 5" and put a counter on a 5. **The first player to get four in a row wins.**

A

Skill Builders: Think about what addition is (A)

CCSS.MATH.CONTENT.1.OA.C.6

Doubles are easy to remember

I know 1+1, 2+2, 3+3, 4+4, and 5+5. And 6 + 6 is _____.

12	4	6	2	10
8	4	8	12	6
10	2	**FREE SPACE**	4	2
12	6	10	8	10
12	6	4	8	2

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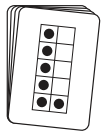


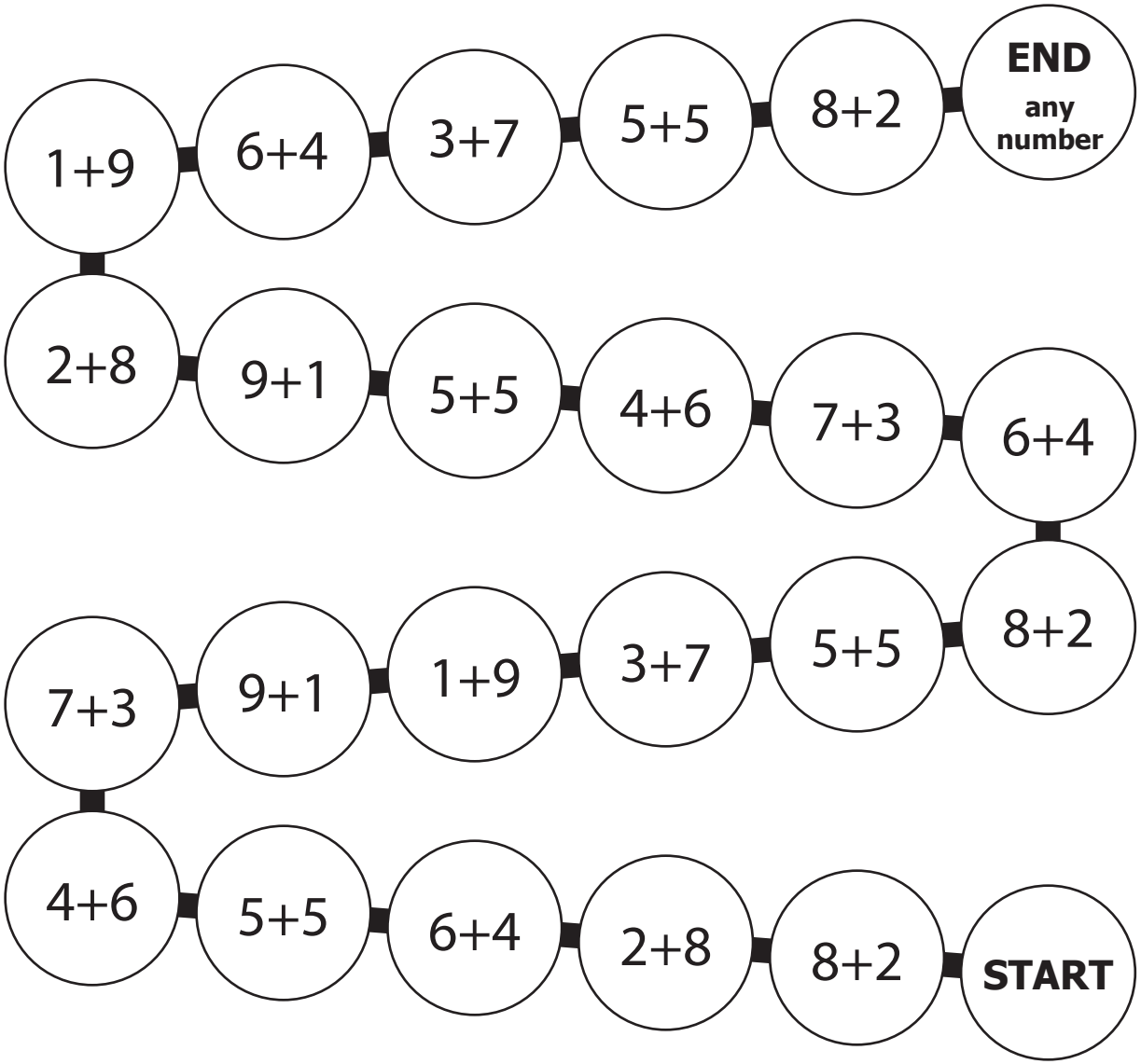
The 1, 2, 3, 4, 5, 6 cards from a deck of ten-frame cards, and counters in two colors.

A lot of people feel that for the specific facts 1+1=2, 2+2=4, 3+3=6, 4+4=8, and 5+5=10, remembering those facts happens very easily. In fact, you may already know them! In this game, you get to review those doubles facts along with 6+6=12. **How to play:** On your turn, draw a card and place it face up so both players can see it. Say the number you drew plus itself, and the sum. Cover the sum. If the answer is not available, it is the other player's turn. **Example:** If you draw a four, say "Four plus four is eight" and cover an 8. **The first player to get five in a row wins.** If the board fills and no one has five in a row, the player with more counters wins.

A

1+2 = 2+1 (Commutative property of addition)

I am on _____ + _____. That is the same as _____ + _____.



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A ten-sided die, and two counters.

Did you know that 1+2 is the same amount as 2+1? It's true. You can switch the order that way when you are adding any two numbers. **How to play:** Both players put a counter on START. On your turn, roll the die. If you roll a zero, roll again. Move your counter to the next circle with an expression that starts with your number. Now, move your counter to the next circle that has the same numbers as the circle you are on, but in the opposite order. **Example:** If you roll an 8, move to the next circle that says "8+2", and then jump to the next circle that says "2+8". Land END by rolling a number that doesn't have another circle to go to. **The first player to land on END wins.**

A

Skill Builders: Think about what addition is (A)

CCSS.MATH.CONTENT.1.OA.B.3

A number plus 0 is the same number

I know _____ + 0 is _____ because _____.

START					END

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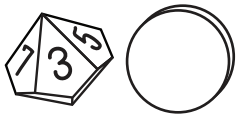

A ten-sided die, a coin for flipping, and two counters.

How to play: On your turn, roll the die. If you roll a zero, it means zero. Say the number you rolled plus zero, and the sum. Then flip the coin. If you get heads, move forward one space. If you get tails, move forward two spaces. **Example:** If you roll a three, say "3 plus 0 is 3" and then flip the coin to see how far to move. Instructors, make sure learners understand why a number plus zero is the same number. One way to do this is to ask them what 3 + 0 is, and when they say it is 3, ask them why. If they understand, they might say something like "Because you didn't add anything" or "Because zero is just nothing." **The first player to land on END wins.**

A

CCSS.MATH.CONTENT.1.OA.B.3 Skill Builders: Count groups of zero, two, and six (C), 0 is the magic number (NP)

Add 10 to make a -teen

10 + _____ is _____.

12	18	11	10	13
19	14	16	15	17
13	14	**FREE SPACE**	12	11
15	19	17	18	16
16	10	14	17	15

CCSS.MATH.CONTENT.1.NBT.B.2.B Skill Builders: Name -teens games (NP), Find the value of digits games (PV), Use addition to think about place value (PV)

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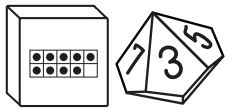
A



One 5-10 frame die, one ten-sided die, and counters in two colors.

The -teen numbers are 11, 12, 13, 14, 15, 16, 17, 18, and 19. In these numbers, the 1 means ten. So 13 is just 10 + 3, and 16 is just 10 + 6. **How to play:** Place the 5-10 frame die with the ten side facing up. Leave that die that way. On your turn, roll the ten-sided die. If you roll a zero, it means zero. Move it next to the frame die that is showing ten. Then, say ten plus the number you rolled, and the sum. If the answer is not available, it is the other player's turn. **Example:** If you roll a 1, say "Ten plus one is eleven." Cover the sum. **The first player to get five in a row wins.** If the board fills and no one has five in a row, the player with more counters wins.

Subtract 1, frames, 1-5

_____ – 1 is _____.

3	0	4	1	2
2	1	3	4	0
4	3	**FREE SPACE**	0	1
1	2	0	3	2
4	3	2	4	1

Skill Builders: Count back from different numbers games (NP)

CCSS.MATH.CONTENT.1.OA.C.5

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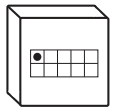

One 0-5 frame die, and counters in two colors.

Sometimes adding is easier when you also have subtraction skills. **How to play:** On your turn, roll the die. If you roll a zero, roll again. Say the number you rolled minus one, and the answer. Cover the answer. If the answer is not available, it is the other player's turn. **Hint:** Remember that subtracting one is just like saying the next number when you are counting backward. You count "10, 9, 8, 7, 6, 5, 4, 3, 2, 1." Right after 5, it is 4. That means 5 minus 1 is 4. So if you roll a five, say "5 minus 1 is 4" and put a counter on a 4. **The first player to get five in a row wins.** If the board fills and no one has five in a row, the player with more counters wins.

A

Subtract 1, frames, 5-10

_____ – 1 is _____.

7	4	9	5	8
6	8	5	6	9
7	4	**FREE SPACE**	4	5
8	6	7	9	4
9	7	8	5	6

Skill Builders: Count back from different numbers games (NP)

CCSS.MATH.CONTENT.1.OA.C.5

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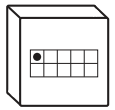


One 5-10 frame die, and counters in two colors.

Sometimes adding is easier when you also have subtraction skills. **How to play:** On your turn, roll the die. Say the number you rolled minus one, and the answer. Cover the answer. If the answer is not available, it is the other player's turn. **Hint:** Remember that subtracting one is just like saying the next number when you are counting backward. You count "10, 9, 8, 7, 6, 5, 4, 3, 2, 1." Right after 9, it is 8. That means 9 minus 1 is 8. So if you roll a 9, say "9 minus 1 is 8" and put a counter on an 8. **The first player to get five in a row wins.** If the board fills and no one has five in a row, the player with more counters wins.

A

Subtract 1, numerals

_____ – 1 is _____.

1	9	4	8	7	2	3
0	5	6	6	7	1	0
5	8	9	4	3	5	6
2	4	9	1	6	7	2
0	7	5	3	8	3	6
0	7	8	1	9	2	1

Questions? **reckonmath.com**

One ten-sided die, and counters in two colors.

Sometimes adding is easier when you also have subtraction skills. **How to play:** On your turn, roll the die. If you roll a zero, it means ten. Say the number you rolled minus one, and the answer. Cover a circle that shows the answer. **Hint:** Remember that subtracting one is just like saying the next number when you are counting backward. You count "10, 9, 8, 7, 6, 5, 4, 3, 2, 1." Right after 5, it is 4. That means 5 minus 1 is 4. So if you roll a 5, say "5 minus 1 is 4" and put a counter on a 4. **The first player to get four in a row wins.**

A

Skill Builders: Count back from different numbers games (NP)

CCSS.MATH.CONTENT.1.OA.C.5

Skill Builders: Many ways to show 4 and 5 (NP)

CCSS.MATH.CONTENT.K.OA.A.3

Numbers that add to 4 and 5, dot clusters

_____ + _____ is 4 / _____ + _____ is 5

Questions? **reckonmath.com**

The 4, 5 cards from a deck of ten-frame cards, and counters in two colors.

In this game, every square has either 4 or 5 dots. **How to play:** On your turn, draw a card and place it face up so both players can see it. Find a picture showing that number of dots, say the addition fact the picture shows, and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw a 5, you can say "2 plus 3 is 5" and cover a picture with two dots and three dots. Or you can say "1 plus 4 is 5" and cover a picture with one dot and four dots. **The first player to get two rows of four in any direction wins.** If the board fills and no one has two rows of four, the player with more counters wins.

A

Numbers that add to 5 and 6, dot clusters

_____ + _____ is 5 / _____ + _____ is 6

Skill Builders: Many ways to show 5 and 6 (NP)

CCSS.MATH.CONTENT.K.OA.A.3

Questions? **reckonmath.com**

The 5, 6 cards from a deck of ten-frame cards, and counters in two colors.

In this game, every square has either 5 or 6 dots. **How to play:** On your turn, draw a card and place it face up so both players can see it. Find a picture showing that number of dots, say the addition fact the picture shows, and put a counter on it. If the answer is not available, it is the other player's turn.

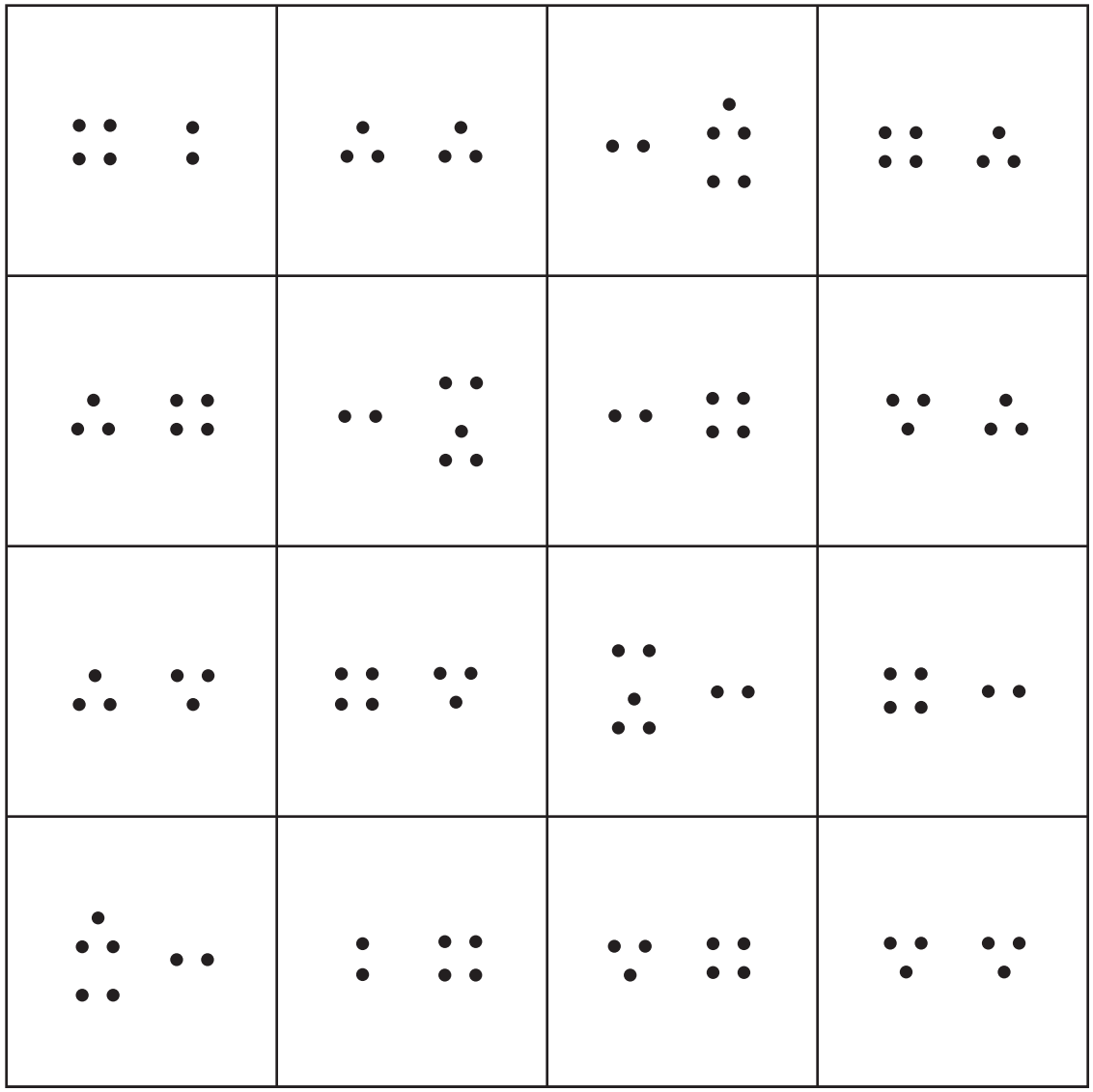
Example: If you draw a 6, you can say "2 plus 4 is 6" and cover a picture with two dots and four dots. Or you can say "3 plus 3 is 6" and cover a picture with three dots on each side.

The first player to get two rows of four in any direction wins. If the board fills and no one has two rows of four, the player with more counters wins.

A

Numbers that add to 6 and 7, dot clusters

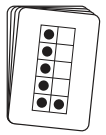
_____ + _____ is 6 / _____ + _____ is 7



Skill Builders: Many ways to show 6 and 7 (NP)

CCSS.MATH.CONTENT.K.OA.A.3

Questions? **reckonmath.com**



The 6, 7 cards from a deck of ten-frame cards, and counters in two colors.

In this game, every square has either 6 or 7 dots. **How to play:** On your turn, draw a card and place it face up so both players can see it. Find a picture showing that number of dots, say the addition fact the picture shows, and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw a 7, you can say "3 plus 4 is 7" and cover a picture with three dots and four dots. Or you can say "2 plus 5 is 7" and cover a picture with two dots and five dots. **The first player to get two rows of four in any direction wins.** If the board fills and no one has two rows of four, the player with more counters wins.

A

Skill Builders: Many ways to show 7 and 8 (NP)

CCSS.MATH.CONTENT.K.OA.A.3

Numbers that add to 7 and 8, dot clusters

_____ + _____ is 7 / _____ + _____ is 8

Questions? **reckonmath.com**

The 7, 8 cards from a deck of ten-frame cards, and counters in two colors.

In this game, every square has either 7 or 8 dots. **How to play:** On your turn, draw a card and place it face up so both players can see it. Find a picture showing that number of dots, say the addition fact the picture shows, and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw an 8, you can say "3 plus 5 is 8" and cover a picture with three dots and five dots. Or you can say "2 plus 6 is 8" and cover a picture with two dots and six dots. **The first player to get two rows of four in any direction wins.** If the board fills and no one has two rows of four, the player with more counters wins.

A

Skill Builders: Many ways to show 8 and 9 (NP)

CCSS.MATH.CONTENT.K.OA.A.3

Numbers that add to 8 and 9, dot clusters

_____ + _____ is 8 / _____ + _____ is 9

Questions? **reckonmath.com**

The 8, 9 cards from a deck of ten-frame cards, and counters in two colors.

In this game, every square has either 8 or 9 dots. **How to play:** On your turn, draw a card and place it face up so both players can see it. Find a picture showing that number of dots, say the addition fact the picture shows, and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw a 9, you can say "4 plus 5 is 9" and cover a picture with four dots and five dots. Or you can say "3 plus 6 is 9" and cover a picture with three dots and six dots. **The first player to get two rows of four in any direction wins.** If the board fills and no one has two rows of four, the player with more counters wins.

A

Numbers that add to 9 and 10, dot clusters

_____ + _____ is 9 / _____ + _____ is 10

Skill Builders: Many ways to show 9 and 10 (NP)

CCSS.MATH.CONTENT.K.OA.A.3

Questions? **reckonmath.com**

The 9, 10 cards from a deck of ten-frame cards, and counters in two colors.

In this game, every square has either 9 or 10 dots. **How to play:** On your turn, draw a card and place it face up so both players can see it. Find a picture showing that number of dots, say the addition fact the picture shows, and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw a 10, you can say "4 plus 6 is 10" and cover a picture with four dots and six dots. Or you can say "3 plus 7 is 10" and cover a picture with three dots and seven dots.

The first player to get two rows of four in any direction wins. If the board fills and no one has two rows of four, the player with more counters wins.

A

Numbers that add to 10 and 11, dot clusters

_____ + _____ is 10 / _____ + _____ is 11

Questions? **reckonmath.com**

The 10, 11 cards from a deck of double ten-frame cards, and counters in two colors.

In this game, every square has either 10 or 11 dots.

How to play: On your turn, draw a card and place it face up so both players can see it. Find a picture showing that number of dots, say the addition fact the picture shows, and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw a 11, you can say "4 plus 7 is 11" and cover a picture with four dots and seven dots. Or you can say "5 plus 6 is 11" and cover a picture with five dots and six dots.

The first player to get two rows of four in any direction wins. If the board fills and no one has two rows of four, the player with more counters wins.

A

Skill Builders: Previous Numbers that add to ___ games (A)

CCSS.MATH.CONTENT.1.OA.C.6

Numbers that add to 11 and 12, dot clusters

_____ + _____ is 11 / _____ + _____ is 12

Questions? reckonmath.com

The 11, 12 cards from a deck of double ten-frame cards, and counters in two colors.

In this game, every square has either 11 or 12 dots.

How to play: On your turn, draw a card and place it face up so both players can see it. Find a picture showing that number of dots, say the addition fact the picture shows, and put a counter on it. If the answer is not available, it is the other player's turn.

Example: If you draw a 12, you can say "5 plus 7 is 12" and cover a picture with five dots and seven dots. Or you can say "4 plus 8 is 12" and cover a picture with four dots and eight dots.

The first player to get two rows of four in any direction wins. If the board fills and no one has two rows of four, the player with more counters wins.

A

Skill Builders: Previous Numbers that add to ___ games (A)

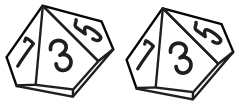
CCSS.MATH.CONTENT.1.OA.C.6

Use odds and evens in addition

An _____ number plus an _____ number is an _____ number.

ODD player puts counters in these boxes	**EVEN** player puts counters in these boxes
odd + even = ODD	**even + even = EVEN**
even + odd = ODD	**odd + odd = EVEN**

Questions? **reckonmath.com**



Two ten-sided dice, and two counters.

The statements in the boxes can help you solve addition problem. **How to play:** Decide which player gets odd numbers and which player gets even numbers. On your turn, roll the dice one at a time. If the first number is odd and the second number is even, the odd player puts a counter in the "odd + even = ODD" box. If the first number is even and the second number is odd, the odd player puts a counter in the "even + odd = ODD" box. If both numbers are even, the even player puts a counter in the "even + even = EVEN" box. If both numbers are odd, the even player puts a counter in the "odd + odd = EVEN" box. **When there are 15 counters on the board, the player with more wins.**

A

Skill Builders: Identify odds and evens (NP)

CCSS.MATH.CONTENT.2.OA.C.3

Skill Builders: Previous addition games

CCSS.MATH.CONTENT.1.OA.C.6

Tens partners, introduction

_____ plus _____ is 10.

6+4=10	**0+10**=10	**9+1**=10	**7+3**=10	**2+8**=10
8+2=10	**5+5**=10	**4+6**=10	**1+9**=10	**3+7**=10
4+6=10	**3+7**=10	**FREE SPACE**	**8+2**=10	**9+1**=10
5+5=10	**2+8**=10	**1+9**=10	**0+10**=10	**6+4**=10
7+3=10	**6+4**=10	**8+2**=10	**7+3**=10	**9+1**=10

Questions? **reckonmath.com**

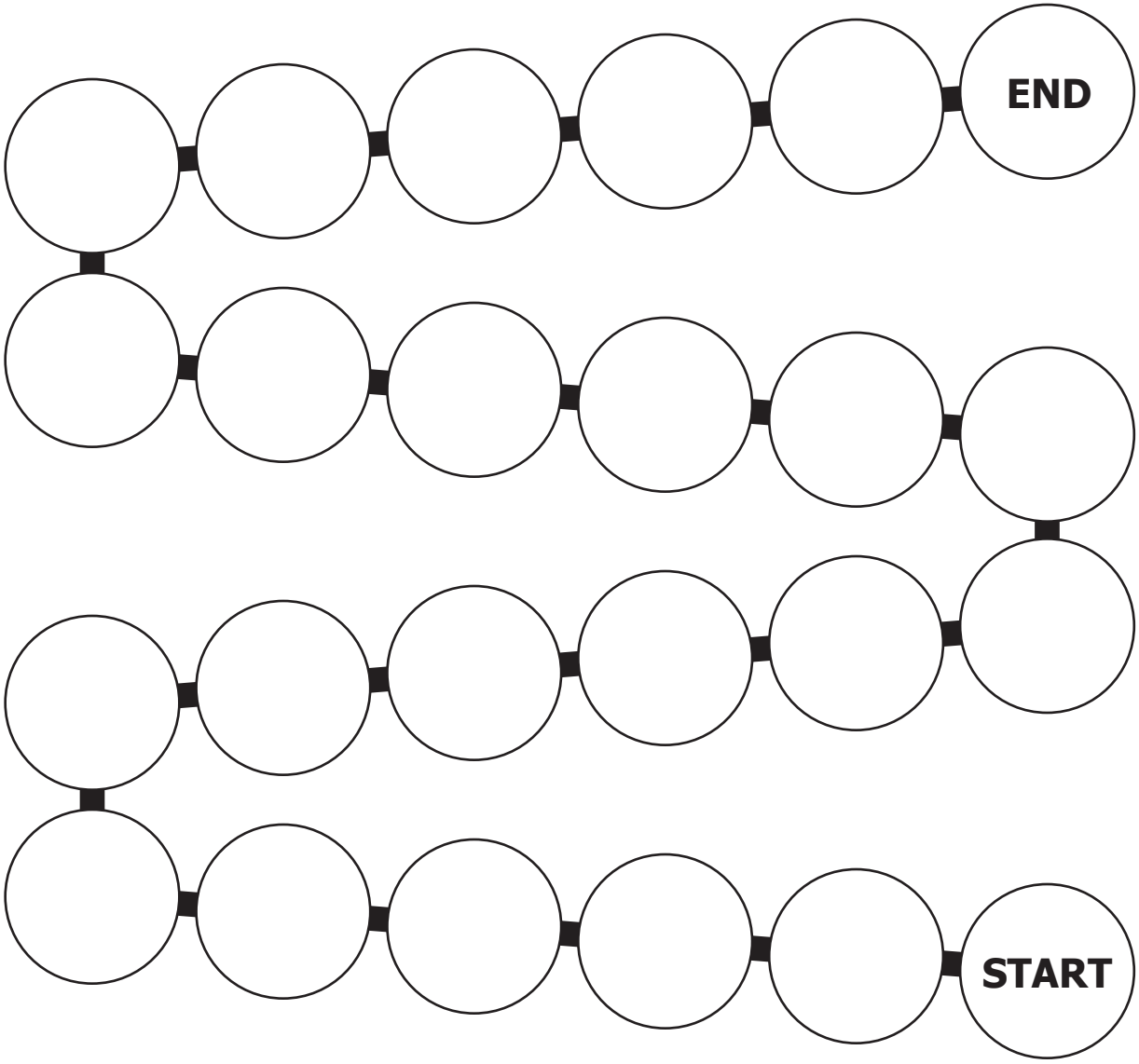
One ten-sided die, and counters in two colors.

This game introduces the tens partners: Number pairs that add to 10. It is good to learn these, because 10 is an important number that can help you later. **How to play:** On your turn, roll the die. Say the number you rolled. From the board, choose one addition fact that has your number on it, and say the fact out loud. **Example:** If you roll a 3, say either "7 plus 3 is 10" or "3 plus 7 is 10". Cover the same addition fact that you chose. If the answer is not available, it is the other player's turn. **The first player to get five in a row wins.** If the board fills and no one has five in a row, the player with more counters wins.

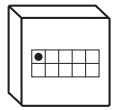
A

Tens partners of smaller numbers

10 is _____ plus _____.



Questions? **reckonmath.com**



One 0-5 frame die, and two counters.

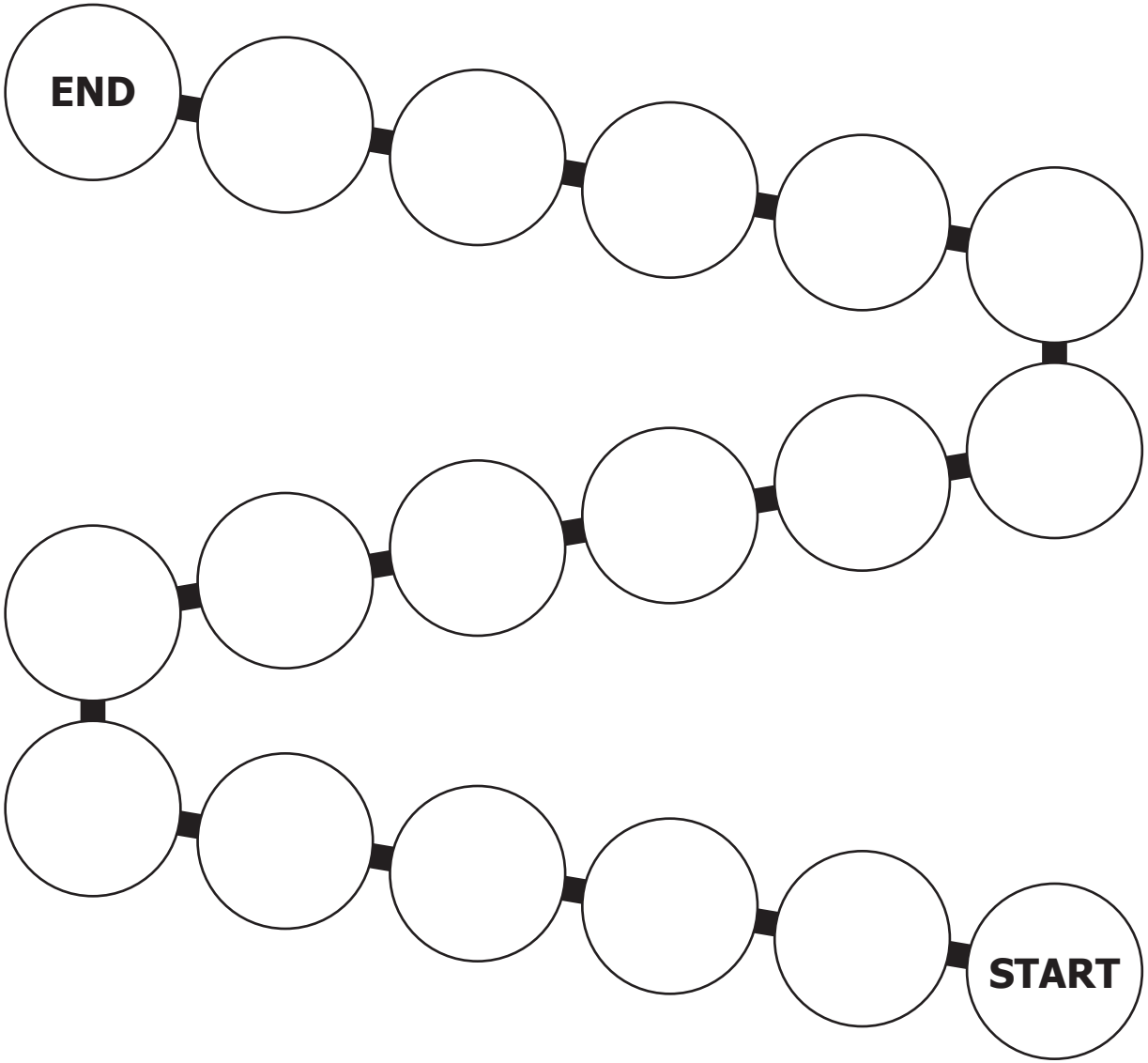
[Show a 0-5 frame die with a number 3 facing the players] This is a ten frame, so just by looking at it, you can see from the three dots and the seven empties that 3 + 7 is 10. In this game, you get to use this type of information to say numbers that add up to ten. **How to play:** On your turn, roll the die. Say ten is the number you rolled, plus its tens partner, and move forward as many spaces as the tens partner. **Example:** If you roll a 2, say "10 is 2 plus 8" and move forward 8 spaces. **The first player to land on END wins. Hint:** In any ten frame, the number of dots, plus the number of empty squares, is always ten.

A

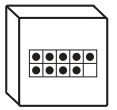
CCSS.MATH.CONTENT.1.OA.C.6 Skill Builders: Tens partners (A), How many squares are empty? games (NP)

Tens partners of larger numbers

10 is _____ plus _____.



Questions? **reckonmath.com**



One 5-10 frame die, and two counters.

[Show a 5-10 frame die with a number 8 facing the players] Just like in the game before, you can use the information on the ten frames to say numbers that add up to ten. Here, the eight dots and the two empties tell you that 8 + 2 is 10. **How to play:** On your turn, roll the die. Say ten is the number you rolled, plus its tens partner, and move forward as many spaces as the tens partner. **Example:** If you roll a 7, say "10 is 7 plus 3" and move forward 3 spaces. **The first player to land on END wins. Hint:** In any ten frame, the number of dots, plus the number of empty squares, is always ten.

A

Skill Builders: Tens partners games (A), How many squares are empty? games (NP)

CCSS.MATH.CONTENT.1.OA.C.6

Tens partners addition facts, numerals

10 is _____ plus _____.

2	7	1	3	9	8	5
10	4	6	7	6	8	1
2	4	9	10	3	5	7
6	2	3	1	4	8	9
5	10	8	2	6	4	7
10	3	1	5	4	8	1

Skill Builders: Previous tens partners games (A), Use odds and evens in addition (A)

CCSS.MATH.CONTENT.1.OA.C.6

Questions? **reckonmath.com**

A

One ten-sided die, and counters in two colors.

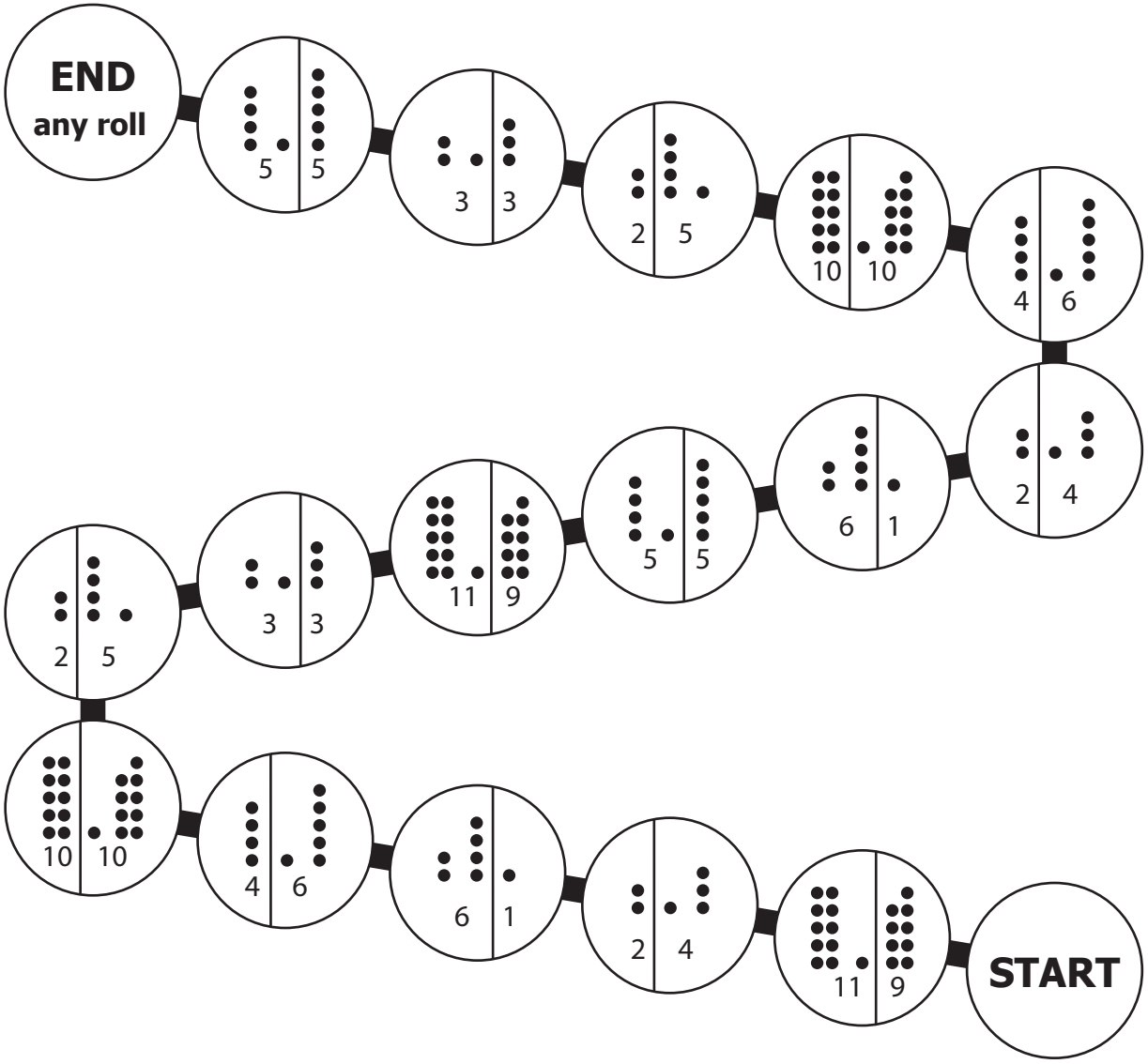
In this game, you get a number, and you find the number you would have to add to it to get 10. **How to play:** On your turn, roll the ten-sided die. If you roll a zero, it means zero. Say ten is the number you rolled, plus its tens partner. Then, place a counter on the tens partner. **Example:** If you roll a 6, say "10 is 6 plus 4" and place your counter on a 4. **The first player to get four in a row wins. Tip:** Try not to use counting to find the answer. You can use odds and evens: Since 10 is even, tens partners are both even or both odd. You can also check the picture on a frame die or card. The number of dots and the number of empty squares are always tens partners, because together they fill the ten frame.

Skill Builders: Think about what addition is (A)

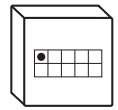
CCSS.MATH.CONTENT.1.OA.B.3

(10+1)+ 9 is the same as 10 +(1+9) (Associative property of addition)

_____ plus _____ is the same as _____ plus _____.



Questions? **reckonmath.com**



A 0-5 frame die, and two counters.

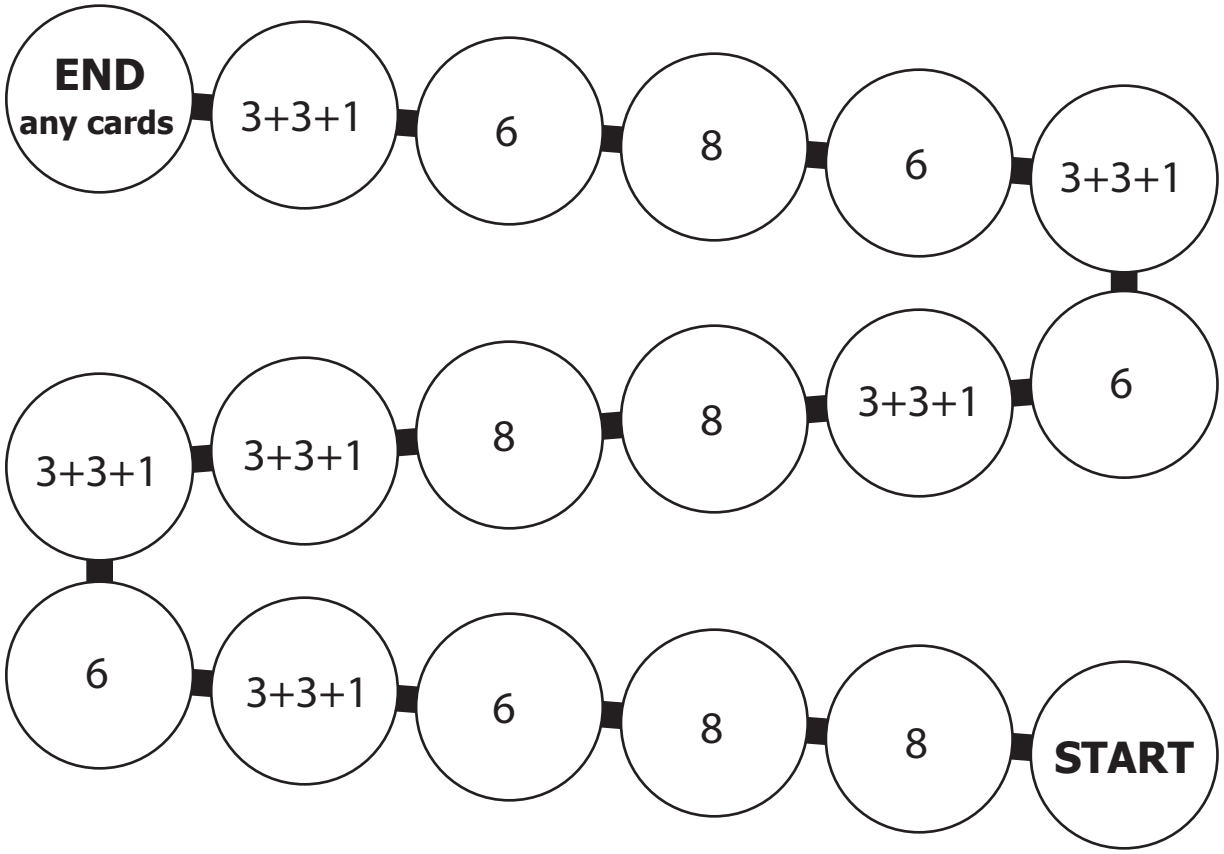
You already know the number pairs that add to ten. With this knowledge, you can solve addition problems in new ways. **How to play:** On your turn, roll the die and move forward that number of spaces. If you roll a zero, roll again. Now, jump to the next circle where the dot pattern is the same as the dot pattern you are on, but the line dividing the dots is in a different place.

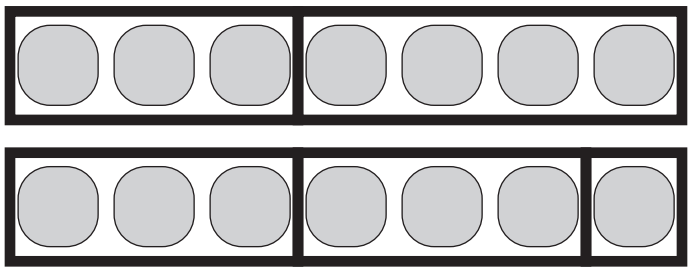
Example: If you are on a circle with the numbers 11 and 9, find the next circle that has the numbers 10 and 10. Did you know that 11+9 is the same amount as 10+10? It's true, and these pictures show why it is true: It is true because (10+1)+9 is the same as 10+(1+9). **The first player to land on END wins.**

A

Change 3+4 into 3+3+1

_____ + _____ is the same as _____ + _____ + _____





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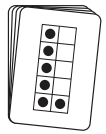


The 3, 4 cards from a deck of ten-frame cards, and two counters.

The goal of this game is to help you get comfortable with a way of solving addition problems without counting one by one. In this game, you get to focus on one main fact: 3+4 = 7. **How to play:** Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** On the ten frame cards, notice how the four dots are the same as three dots plus one more. Imagine the three is going together with the other three. That leaves one dot left over. That's one way to see why 3+4 is the same as 3+3+1. Or, see the board diagram. **The first player to land on END wins.**

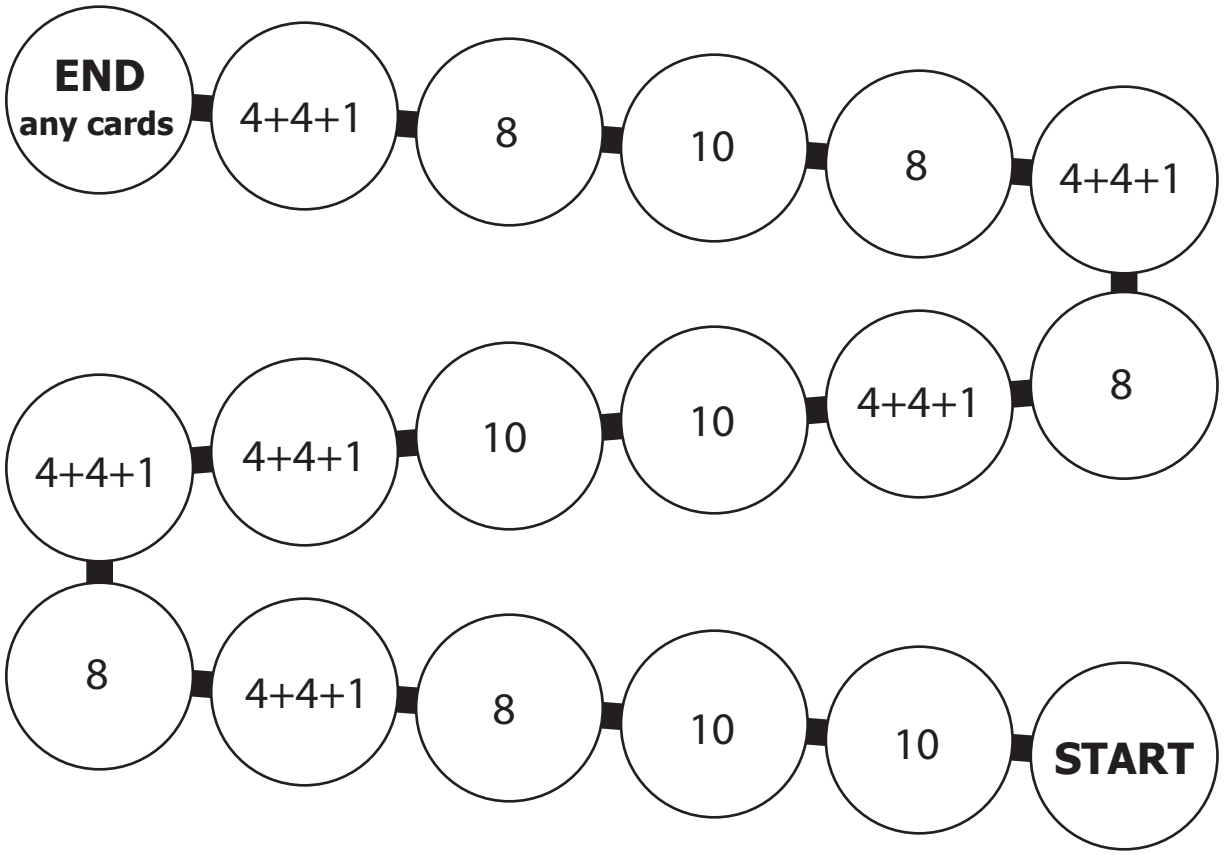
A

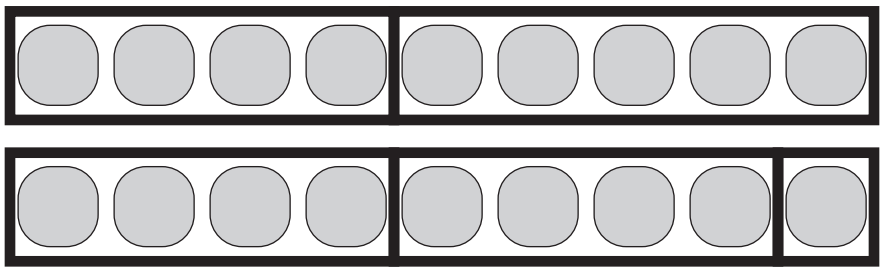
Skill Builders: Commutative property of addition (A), Associative property of addition (A), Doubles are easy to remember (A), Add 1 games (A)

CCSS.MATH.CONTENT.1.OA.C.6

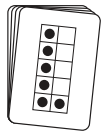
Change 4+5 into 4+4+1

_____ + _____ is the same as _____ + _____ + _____





Questions? **reckonmath.com**



The 4, 5 cards from a deck of ten-frame cards, and two counters.

The goal of this game is to help you get comfortable with a way of solving addition problems without counting one by one. In this game, you get to focus on one main fact: 4+5 = 9. **How to play:** Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** On the ten frame cards, notice how the five dots are the same as four dots plus one more. Imagine the four is going together with the other four. That leaves one dot left over. That's one way to see why 4+5 is the same as 4+4+1. Or, see the board diagram. **The first player to land on END wins.**

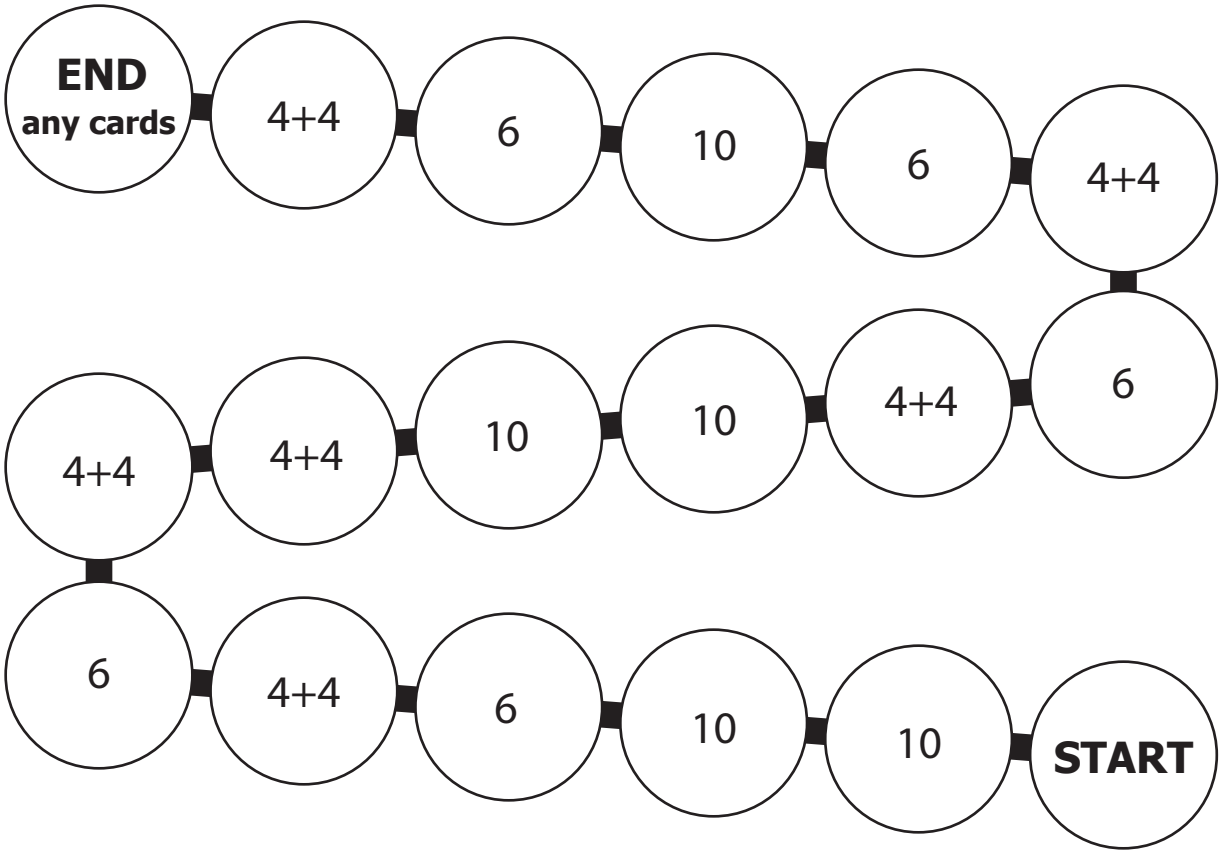
A

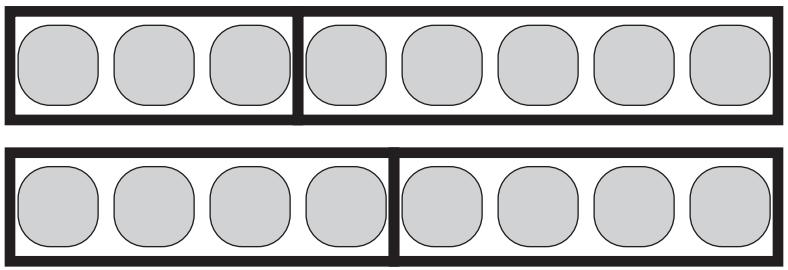
Skill Builders: Commutative property of addition (A), Associative property of addition (A), Doubles are easy to remember (A), Add 1 games (A)

CCSS.MATH.CONTENT.1.OA.C.6

Change 3+5 into 4+4

_____ + _____ is the same as _____ + _____





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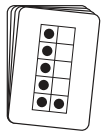


The 3, 5 cards from a deck of ten-frame cards, and two counters.

The goal of this game is to help you get comfortable with a way of solving addition problems without counting one by one. In this game, you get to focus on one main fact: 3+5 = 8. **How to play:** Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** On the ten frame cards, imagine one of the dots from the five stack jumping over to the three stack. Then there would be two stacks of four. That's one way to see why 3+5 is the same as 4+4. Or, see the board diagram. **The first player to land on END wins.**

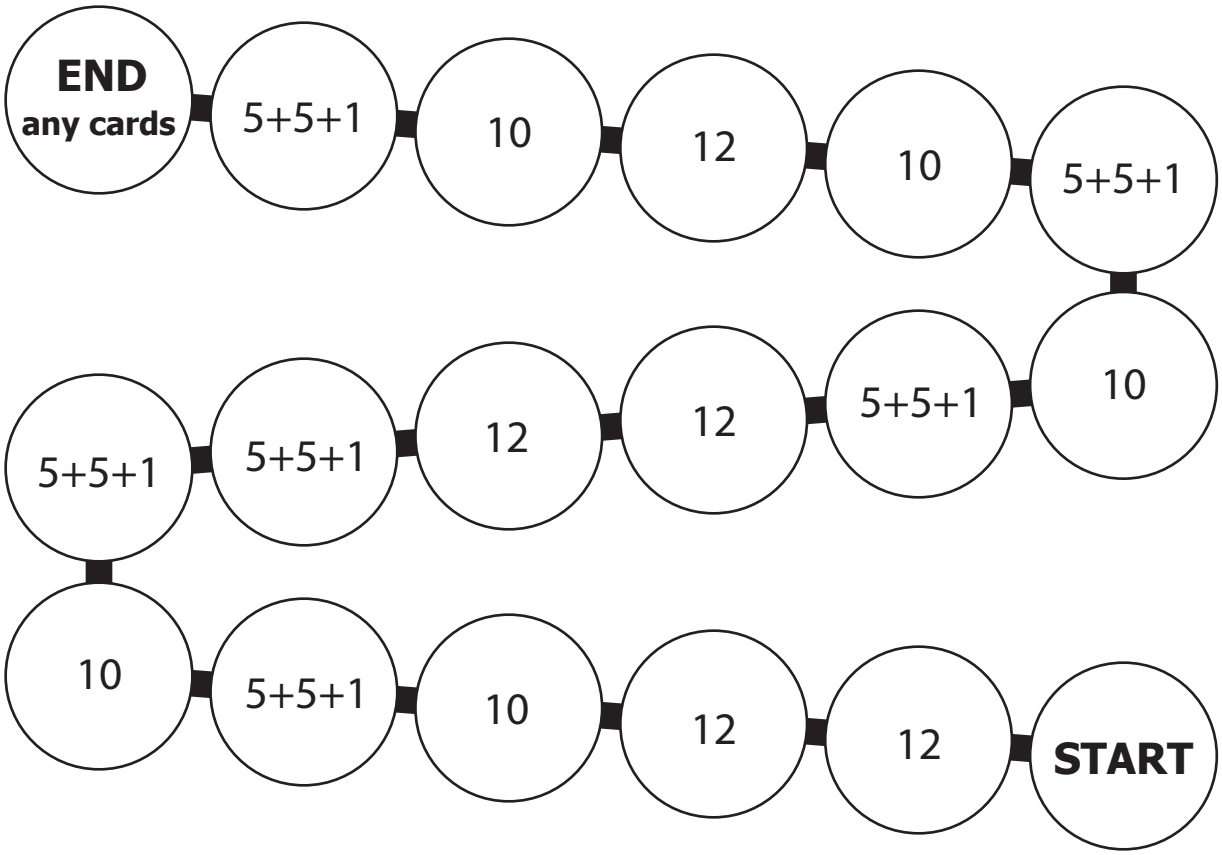
A

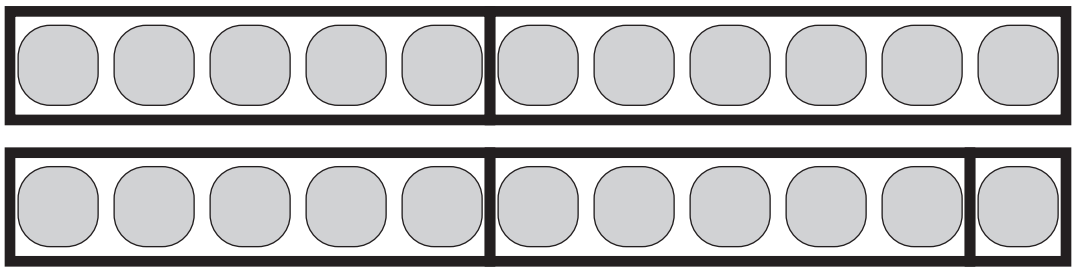
Skill Builders: Commutative property of addition (A), Doubles are easy to remember (A), Add 1 games (A), Subtract 1 games (A)

CCSS.MATH.CONTENT.1.OA.C.6

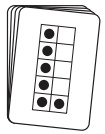
Change 5+6 into 5+5+1

_____ + _____ is the same as _____ + _____ + _____





Questions? **reckonmath.com**



The 5, 6 cards from a deck of ten-frame cards, and two counters.

The goal of this game is to help you get comfortable with a way of solving addition problems without counting one by one. In this game, you get to focus on one main fact: 5+6 = 11.

How to play: Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** On the ten frame cards, notice how the six dots are the same as five dots plus one more. Imagine the five is going together with the other five. That leaves one dot left over. That's one way to see why 5+6 is the same as 5+5+1. Or, use the board diagram. **The first player to land on END wins.**

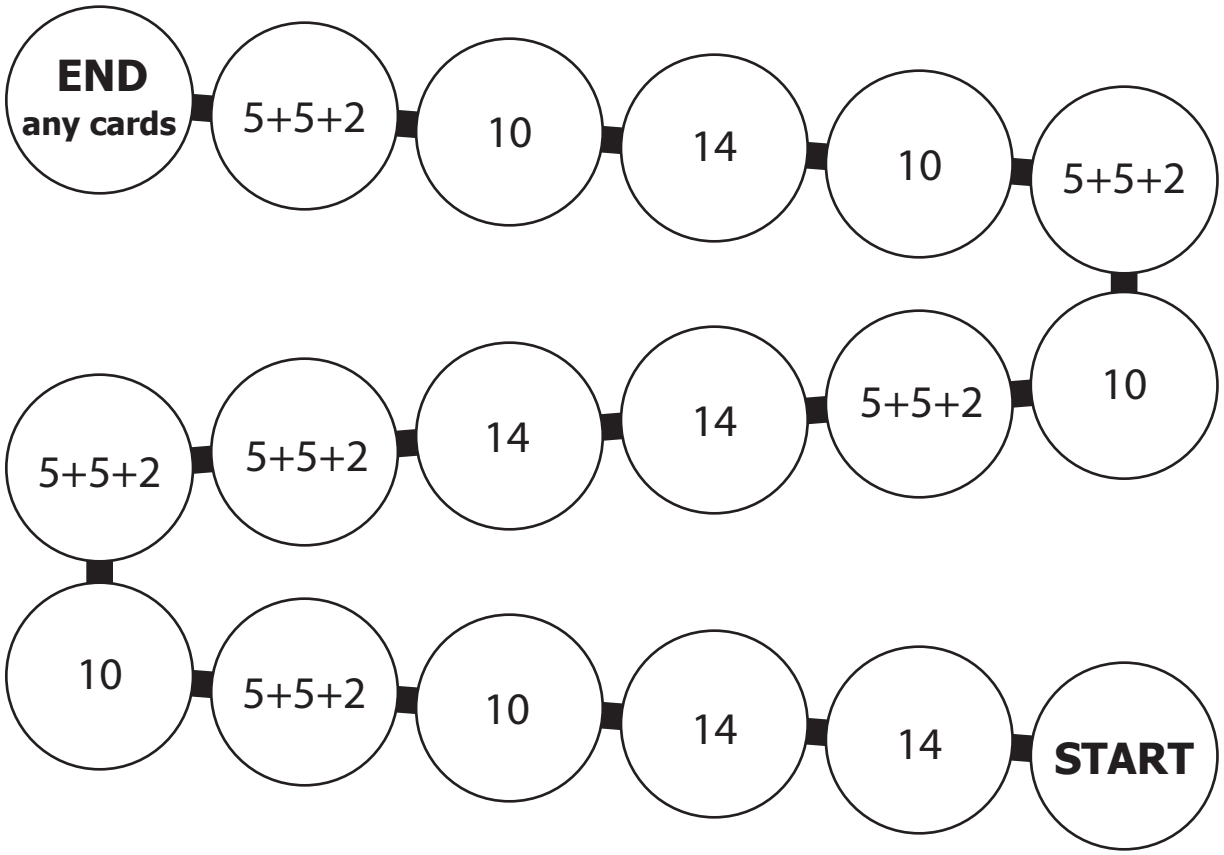
A

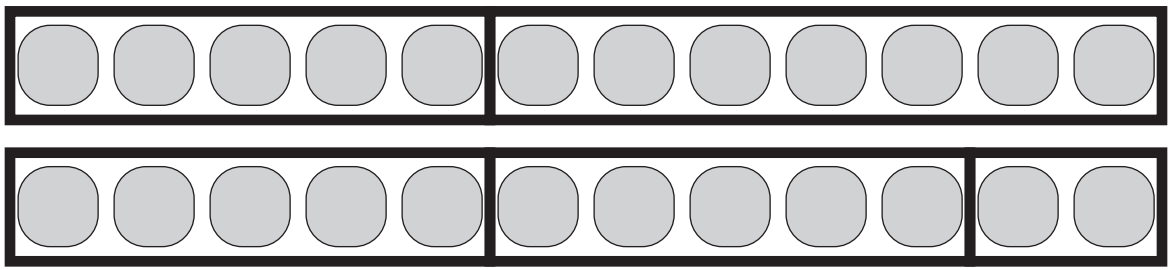
Skill Builders: Commutative property of addition (A), Associative property of addition (A), Doubles are easy to remember (A), Add 1 games (A)

CCSS.MATH.CONTENT.1.OA.C.6

Change 5+7 into 5+5+2

_____ + _____ is the same as _____ + _____ + _____





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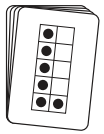


The 5, 7 cards from a deck of ten-frame cards, and two counters.

The goal of this game is to help you get comfortable with a way of solving addition problems without counting one by one. In this game, you get to focus on one main fact: 5+7 = 12.

How to play: Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** On the ten frame cards, notice how the seven dots are the same as five dots plus two more. Imagine the five is going together with the other five. That leaves two dots left over. Or, use the board diagram. Use similar reasoning for 7+7 = 14. **The first player to land on END wins.**

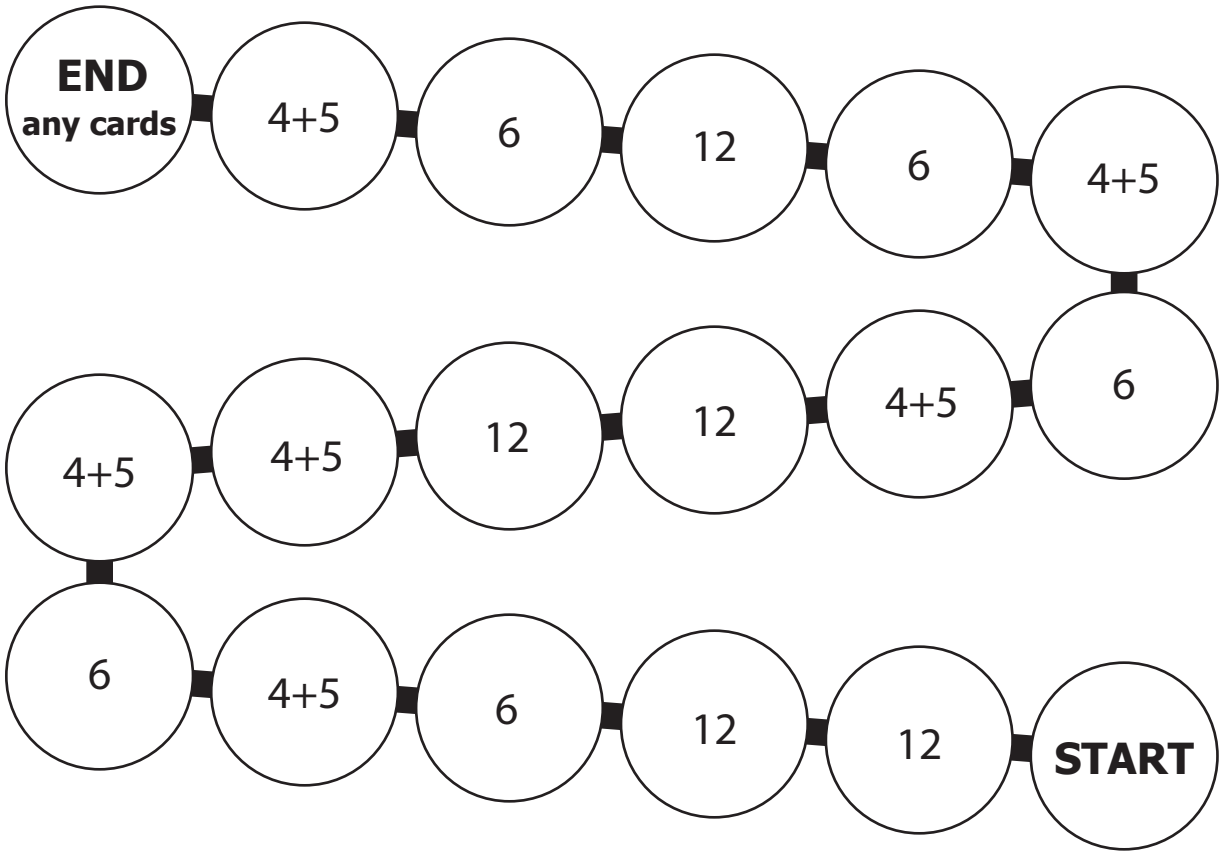
A

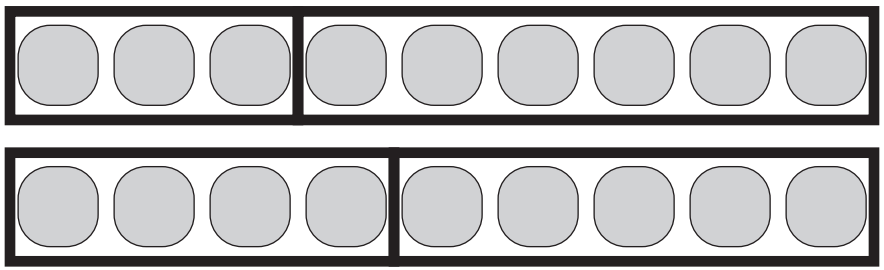
Skill Builders: Commutative property of addition (A), Associative property of addition (A), Doubles are easy to remember (A), Add 2 games (A)

CCSS.MATH.CONTENT.1.OA.C.6

Change 3+6 into 4+5

_____ + _____ is the same as _____ + _____





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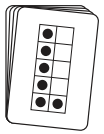


The 3, 6 cards from a deck of ten-frame cards, and two counters.

The goal of this game is to help you get comfortable with a way of solving addition problems without counting one by one. In this game, you get to focus on one main fact: 3+6 = 9. **How to play:** Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** On the ten frame cards, imagine one of the dots from the six stack jumping over to the three stack. Then there would be a four and a five. And you already know that 4+5 is 9, so that means 3+6 is 9. Or, see the board diagram. **The first player to land on END wins.**

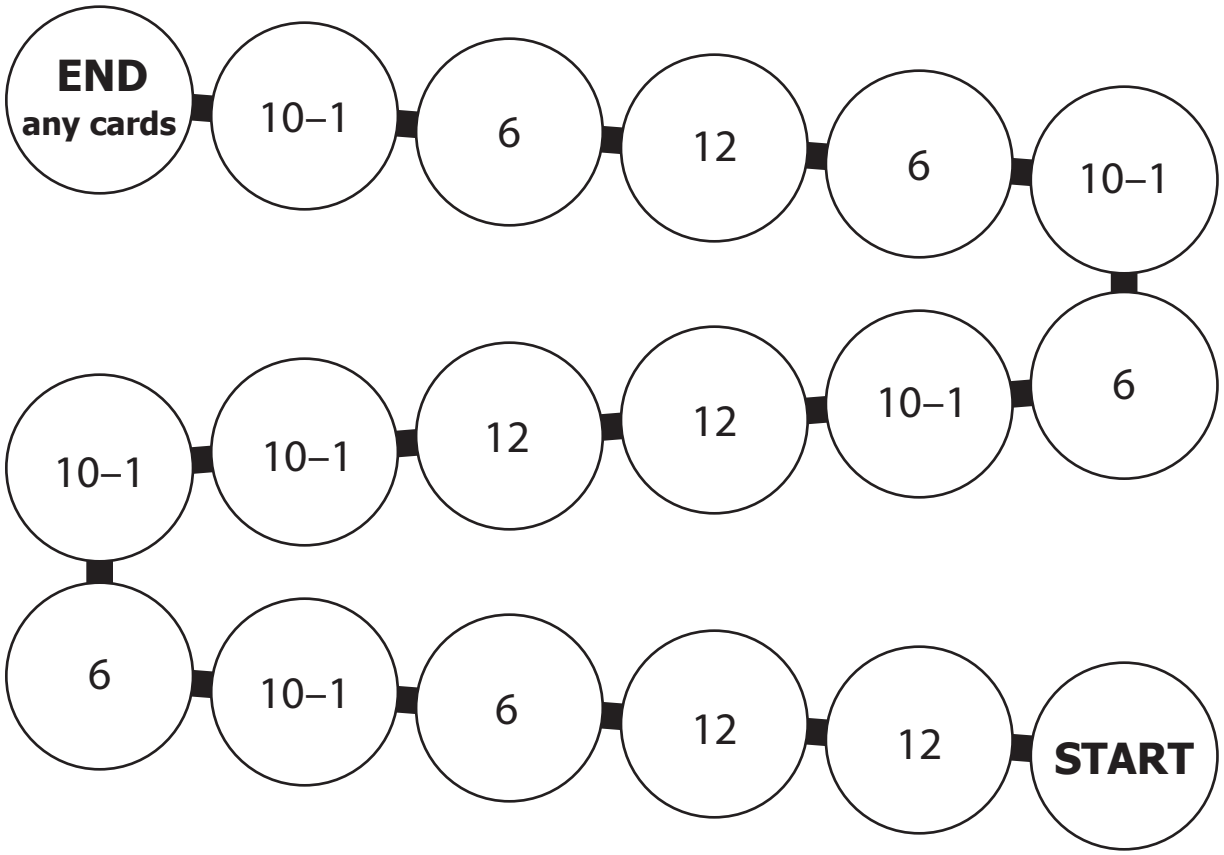
A

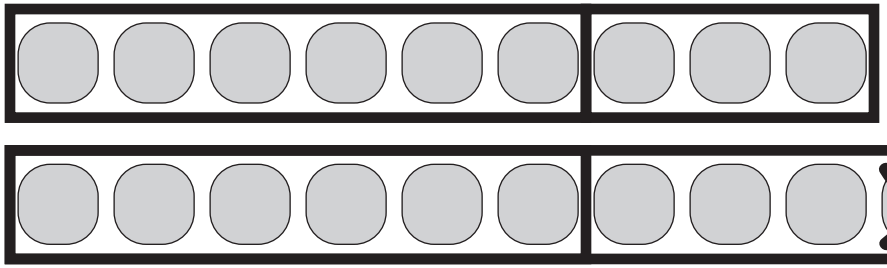
Skill Builders: Commutative property of addition (A), Associative property of addition (A), Add 4 and 5 (A), Add 1 games (A), Subtract 1 games (A)

CCSS.MATH.CONTENT.1.OA.C.6

Change 3+6 into 10–1

_____ + _____ is the same as _____ – _____





A box of 6 and a box of 3.

A box of 6 and a box of 4 minus 1.

Skill Builders: Commutative property of addition (A), Associative property of addition (A), Add 1 games (A), Subtract 1 games (A), Change 3+6 into 4+5 (A)

CCSS.MATH.CONTENT.1.OA.C.6

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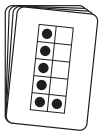


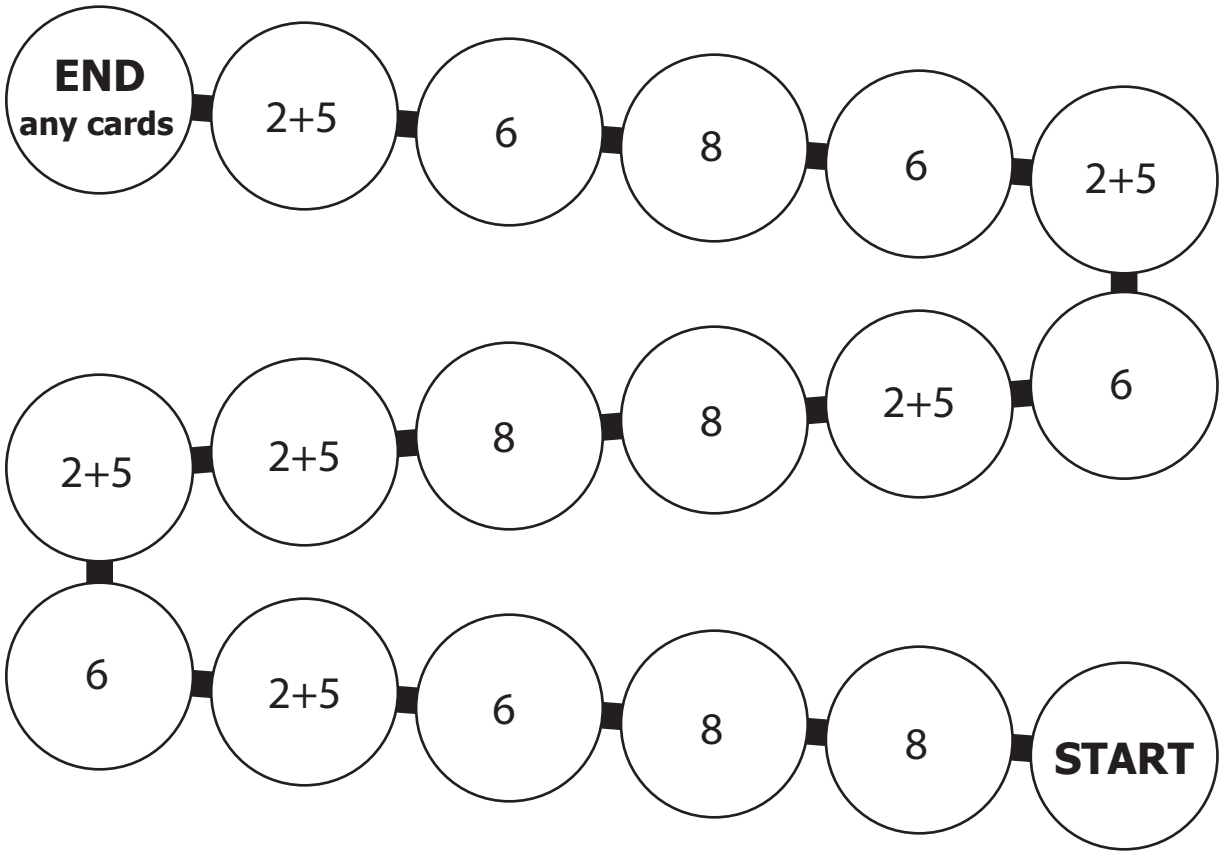
The 3, 6 cards from a deck of ten-frame cards, and two counters.

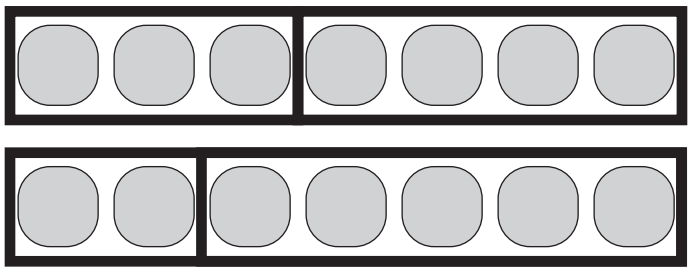
You are learning a way to solve addition problems without counting one by one. Before, you used this method by changing 3+6 into 4+5. Now you will use it by changing 3+6 into 10-1. **How to play:** Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** On the ten frame cards, notice how the dots on the 3 card would fit into the empty squares on the 6 card. If the dots were put into the empty squares, there would be 1 empty square left: 10–1. Or, see the board diagram. **The first player to land on END wins.**

A

Change 3+4 into 2+5

_____ + _____ is the same as _____ + _____





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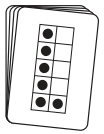


The 3, 4 cards from a deck of ten-frame cards, and two counters.

You are learning a way to solve addition problems without counting one by one. Before, you used this method by changing 3+4 into 3+3+1. Now you will use it by changing 3+4 into 2+5.

How to play: Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** On the ten frame cards, imagine one of the dots from the three stack jumping over to the four stack. Then there would be two and five. That's one way to see why 3+4 is the same as 2+5. Or, see the board diagram. **The first player to land on END wins.**

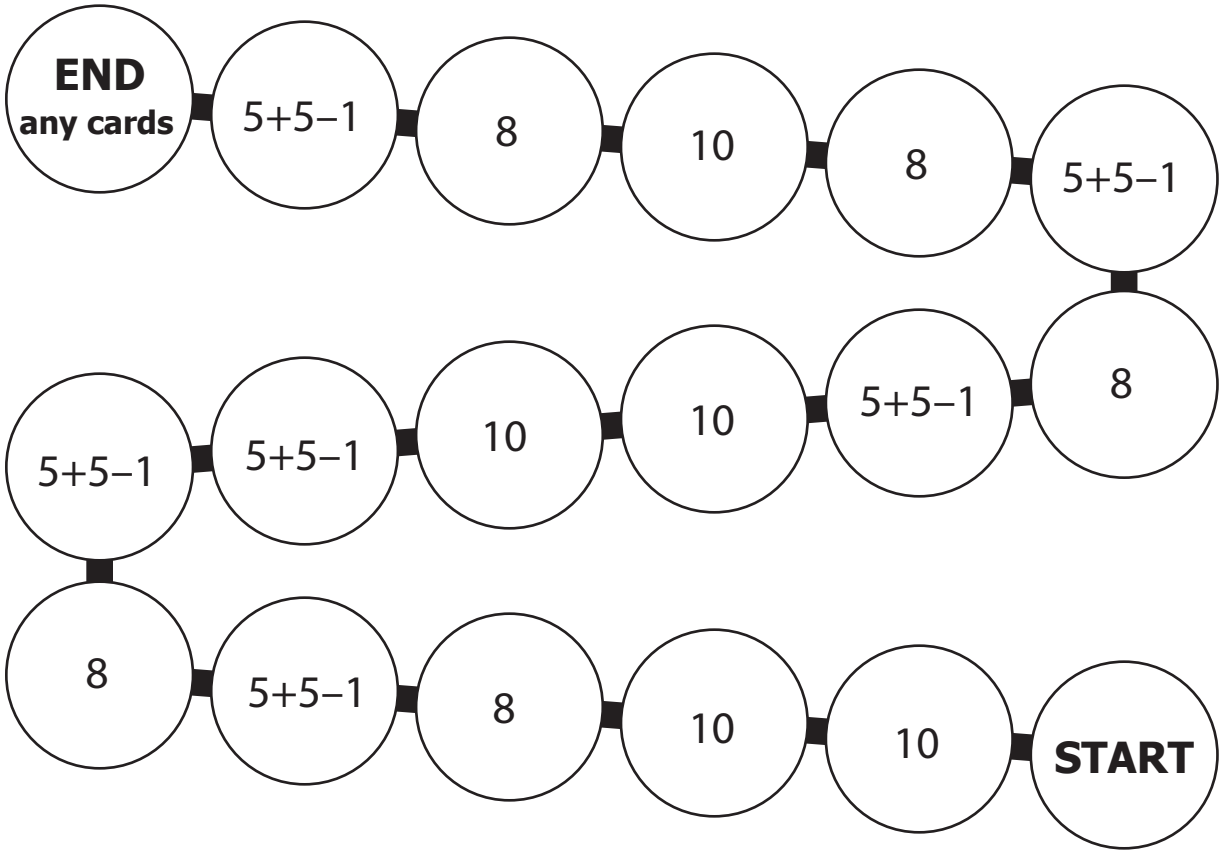
A

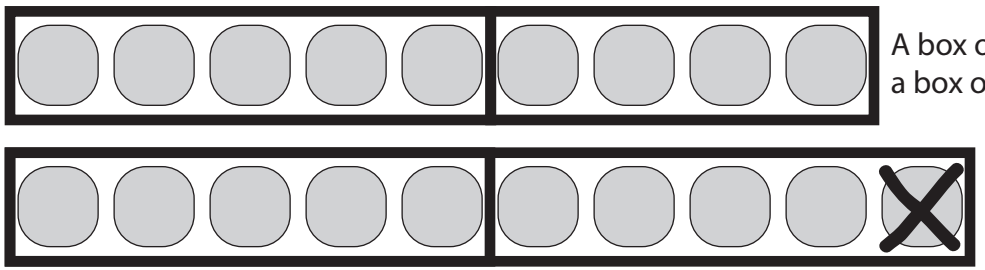
Skill Builders: Commutative property of addition (A), Associative property of addition (A), Add 2 games (A), Change 3+4 into 3+3+1 (A)

CCSS.MATH.CONTENT.1.OA.C.6

Change 4+5 into 5+5–1

_____ + _____ is the same as _____ + _____ – _____





A box of 5 and a box of 4.

A box of 5 and a box of 5 minus 1.

Skill Builders: Commutative property of addition (A), Associative property of addition (A), Doubles are easy to remember (A), Add 1 games (A), Subtract 1 games (A), Change 4+5 into 4+4+1 (A)

CCSS.MATH.CONTENT.1.OA.C.6

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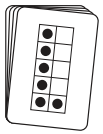
A

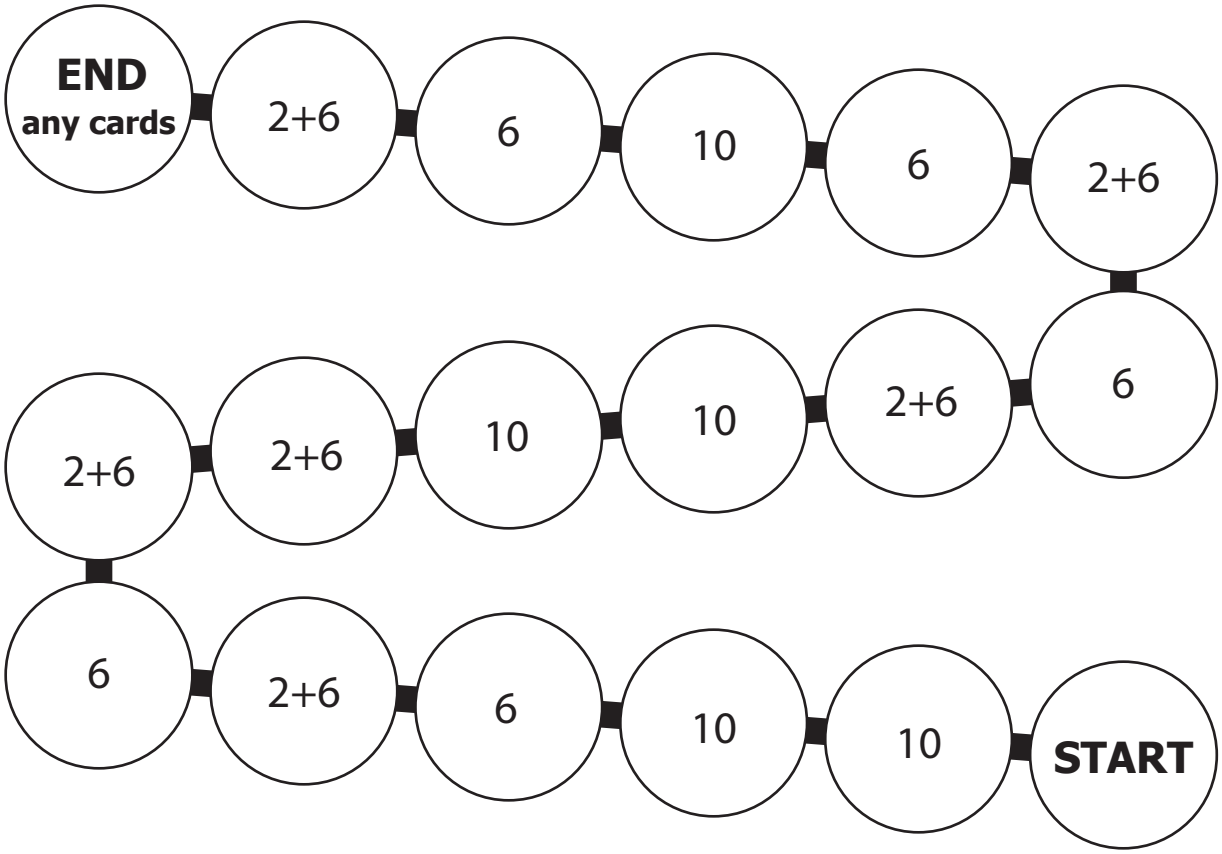


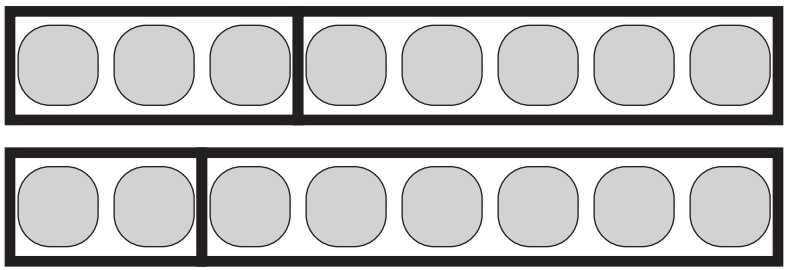
The 4, 5 cards from a deck of ten-frame cards, and two counters.

You are learning a way to solve addition problems without counting one by one. Before, you used this method by changing 4+5 into 4+4+1. Now you will use it by changing 4+5 into 5+5–1. **How to play:** Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** On the ten frame cards, notice how the dots on the 4 card would fit into the empty squares on the 5 card. If the dots were put into the empty squares, there would be 1 empty square left: 10–1. Or, see the board diagram. **The first player to land on END wins.**

Change 3+5 into 2+6

_____ + _____ is the same as _____ + _____





Skill Builders: Commutative property of addition (A), Doubles are easy to remember (A), Add 1 games (A), Subtract 1 games (A), Add 2 games (A), Change 3+5 into 4+4 (A)

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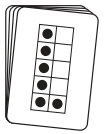


The 3, 5 cards from a deck of ten-frame cards, and two counters.

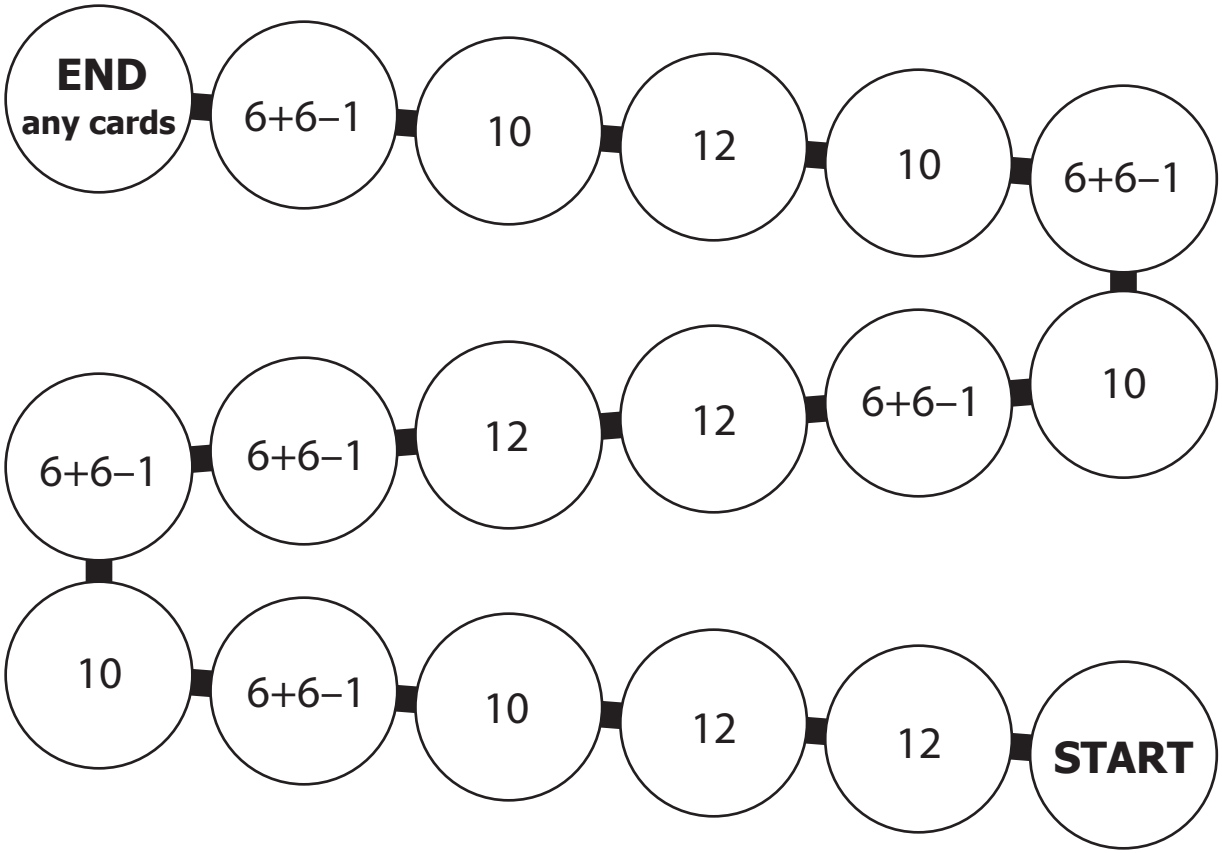
You are learning a way to solve addition problems without counting one by one. Before, you used this method by changing 3+5 into 4+4. Now you will use it by changing 3+5 into 2+6.

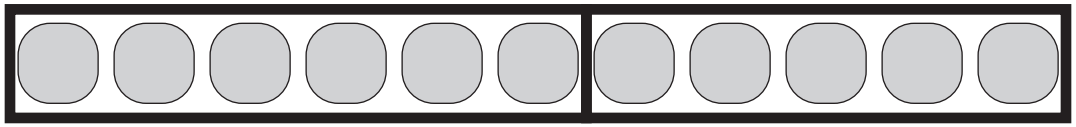
How to play: Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** On the ten frame cards, imagine one of the dots from the three stack jumping over to the five stack. Then there would be two and six. That's one way to see why 3+5 is the same as 2+6. Or, see the board diagram. **The first player to land on END wins.**

A

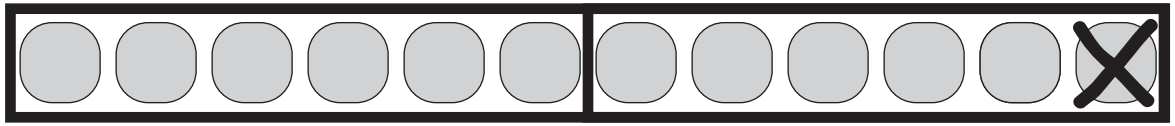
Change 5+6 into 6+6–1

_____ + _____ is the same as _____ + _____ – _____





A box of 6 and a box of 5.



A box of 6 and a box of 6 minus 1.

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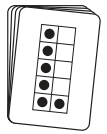


The 5, 6 cards from a deck of ten-frame cards, and two counters.

You are learning a way to solve addition problems without counting one by one. Before, you used this method by changing 5+6 into 5+5+1. Now you will use it by changing 5+6 into 6+6–1. **How to play:** Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** To see how 5+6 is the same as 6+6–1, look at the board diagram. **The first player to land on END wins.**

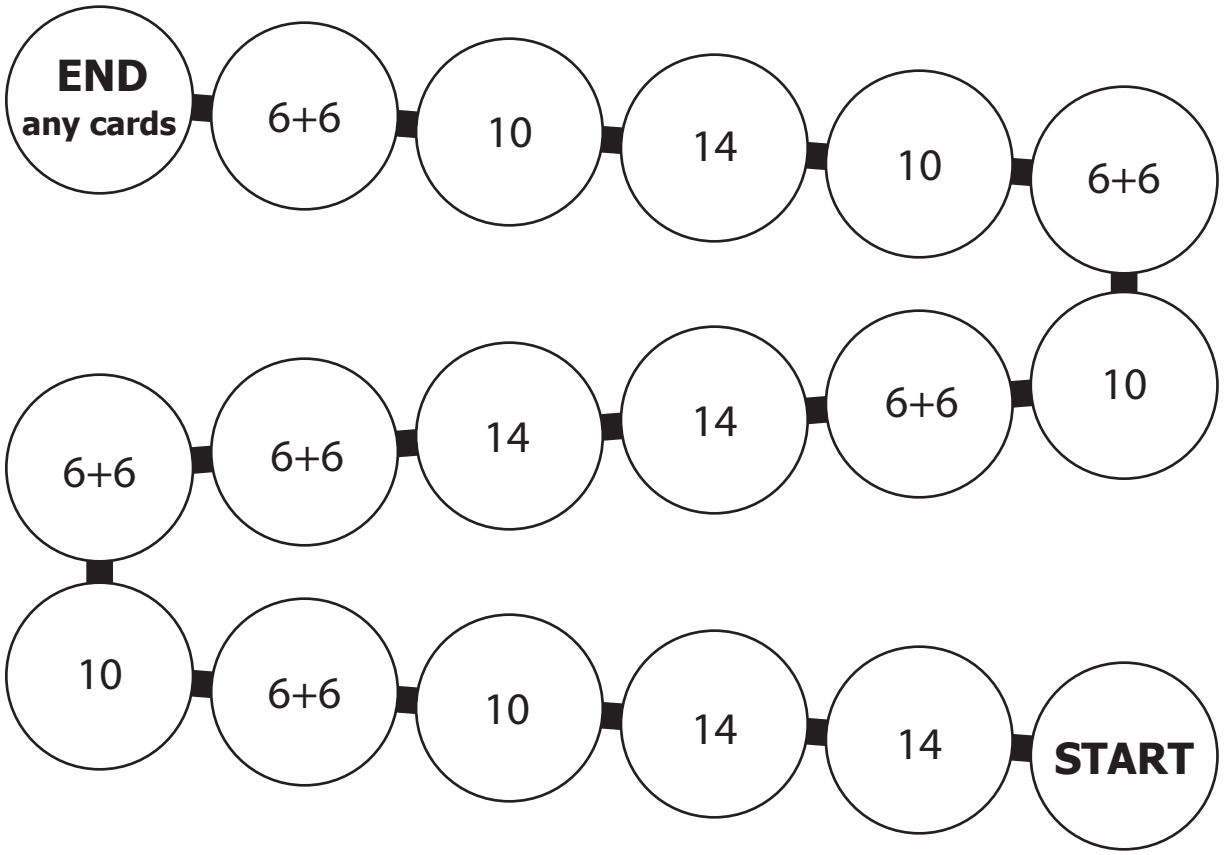
A

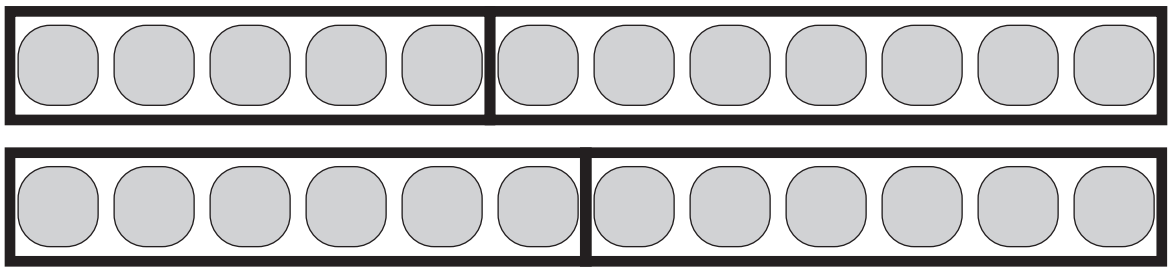
Skill Builders: Commutative property of addition (A), Associative property of addition (A), Doubles are easy to remember (A), Add 1 games (A), Subtract 1 games (A), Change 5+6 into 5+5+1 (A)

CCSS.MATH.CONTENT.1.OA.C.6

Change 5+7 into 6+6

_____ + _____ is the same as _____ + _____





Skill Builders: Commutative property of addition (A), Associative property of addition (A), Doubles are easy to remember (A), Add 1 games (A), Subtract 1 games (A), Change 5+7 into 5+5+2 (A)

CCSS.MATH.CONTENT.1.OA.C.6

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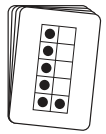
A

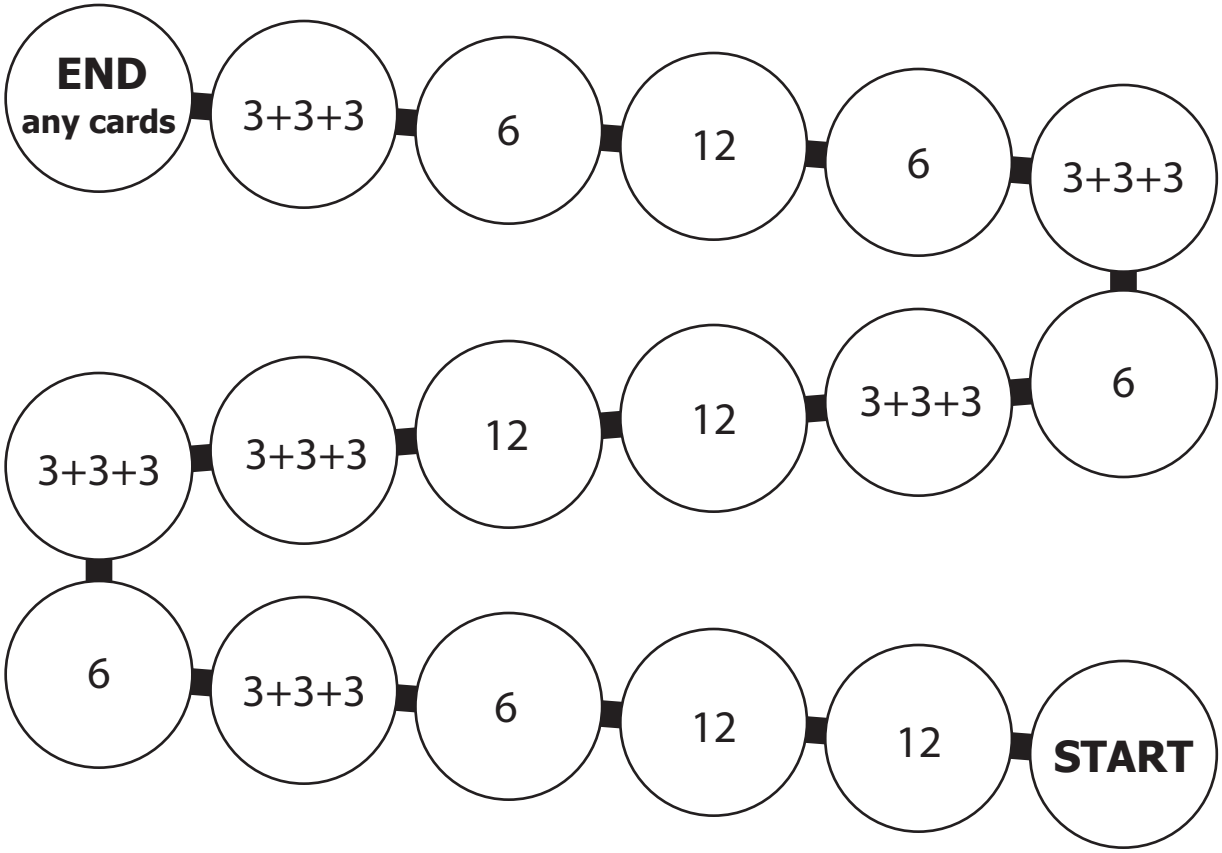


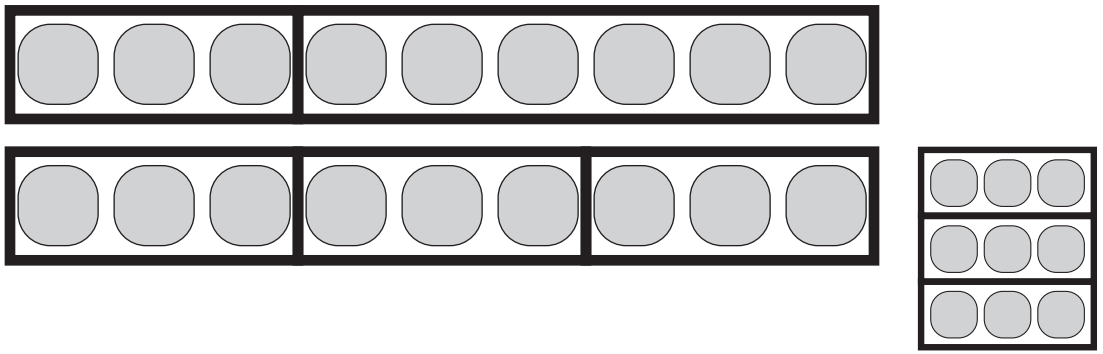
The 5, 7 cards from a deck of ten-frame cards, and two counters.

You are learning a way to solve addition problems without counting one by one. Before, you used this method by changing 5+7 into 5+5+2. Now you will use it by changing 5+7 into 6+6. **How to play:** Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** On the ten frame cards, imagine one of the dots from the seven stack jumping over to the five stack. Then there would be two stacks of six. That's one way to see why 5+7 is the same as 6+6. Or, see the board diagram. Use similar reasoning for 7+7 = 14. **The first player to land on END wins.**

Change 3+6 into 3+3+3

_____ + _____ is the same as _____ + _____ + _____





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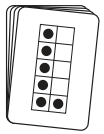


The 3, 6 cards from a deck of ten-frame cards, and two counters.

You are learning a way to solve addition problems without counting one by one. Before, you used this method by changing 3+6 into 4+5 and 10–1. Now you will use it by changing 3+6 into 3+3+3. **How to play:** Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** On the board diagram, notice that 3+6 is the same as 3+3+3: Three threes. Did you know that **three threes is always 9**? It's true. **The first player to land on END wins.**

A

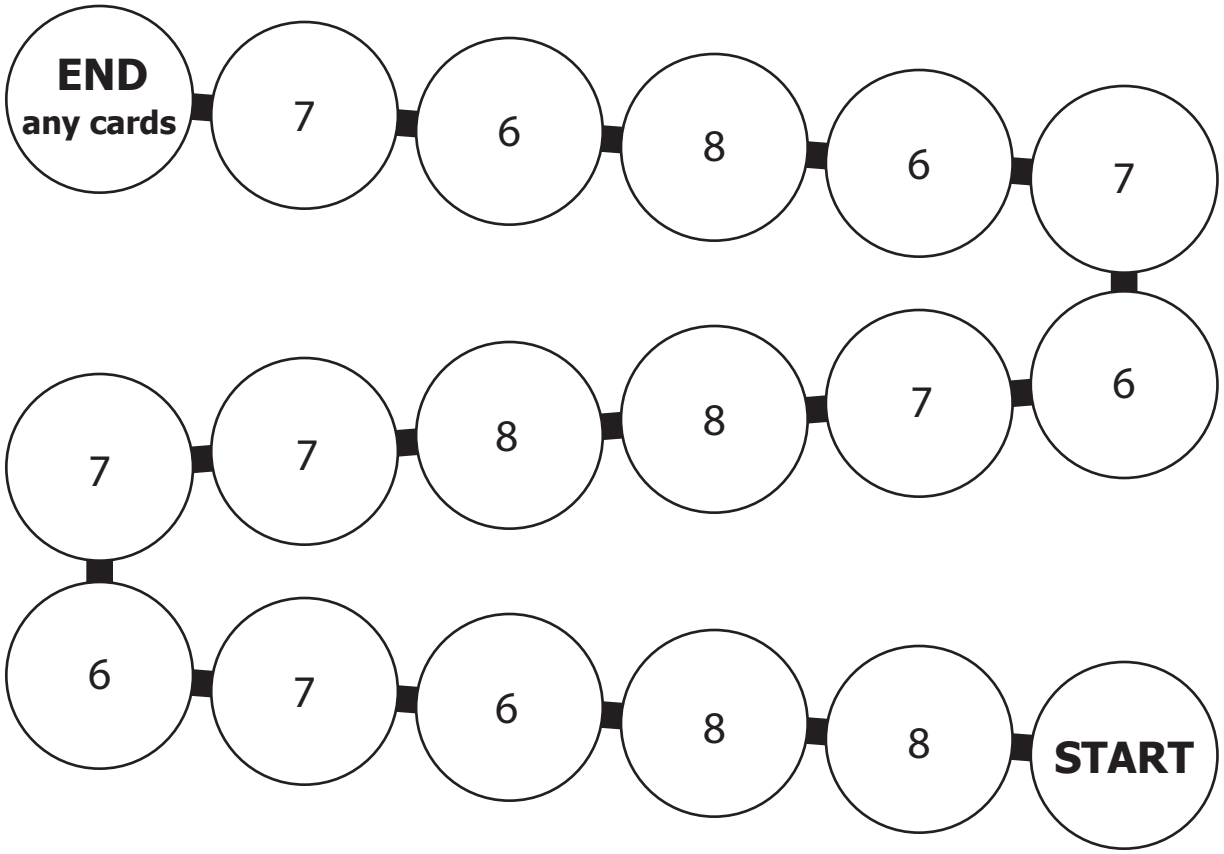
Skill Builders: Commutative property of addition (A), Associative property of addition (A), Change 3+6 into 4+5 (A), Change 3+6 into 10–1 (A)

CCSS.MATH.CONTENT.1.OA.C.6

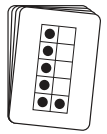
Add 3 and 4

_____ + _____ is the same as _____ + _____ + _____ [OR]

_____ + _____ is the same as _____ + _____



Questions? **reckonmath.com**



The 3, 4 cards from a deck of ten-frame cards, and two counters.

How to play: Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** If you do not recall what 3+4 is, see if you can figure it out without counting, as you did in "Change 3+4 into 3+3+1" and "Change 3+4 into 2+5". You can use 3+3+1 or 2+5, or you can change 3+4 into something new. **The first player to land on END wins.**

A

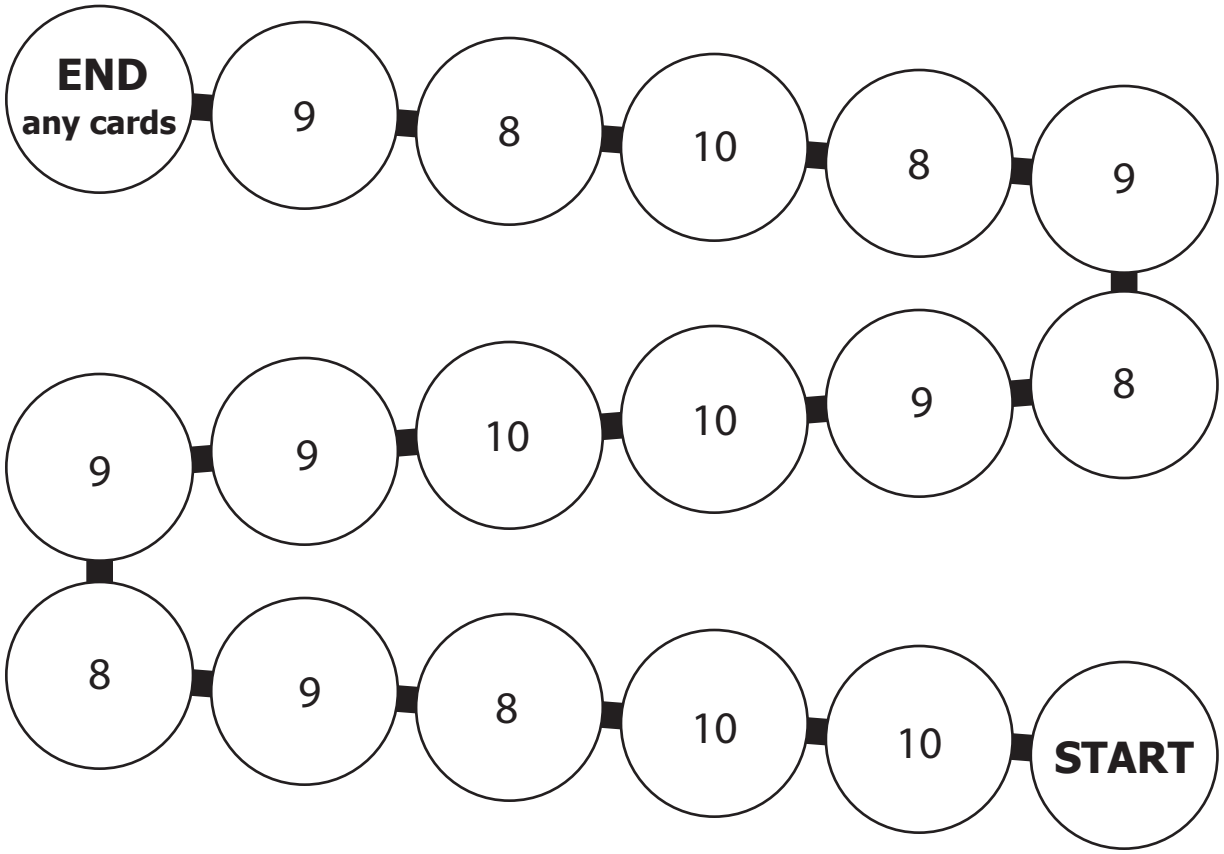
Skill Builders: Change 3+4 into 3+3+1 (A), Change 3+4 into 2+5 (A)

CCSS.MATH.CONTENT.1.OA.C.6

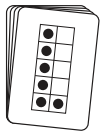
Add 4 and 5

_____ + _____ is the same as _____ + _____ + _____ [OR]

_____ + _____ is the same as _____ + _____ – _____



Questions? **reckonmath.com**



The 4, 5 cards from a deck of ten-frame cards, and two counters.

How to play: Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** If you do not recall what 4+5 is, see if you can figure it out without counting, as you did in "Change 4+5 into 4+4+1" and "Change 4+5 into 5+5–1". You can use 4+4+1 or 5+5–1, or you can change 4+5 into something new. **The first player to land on END wins.**

A

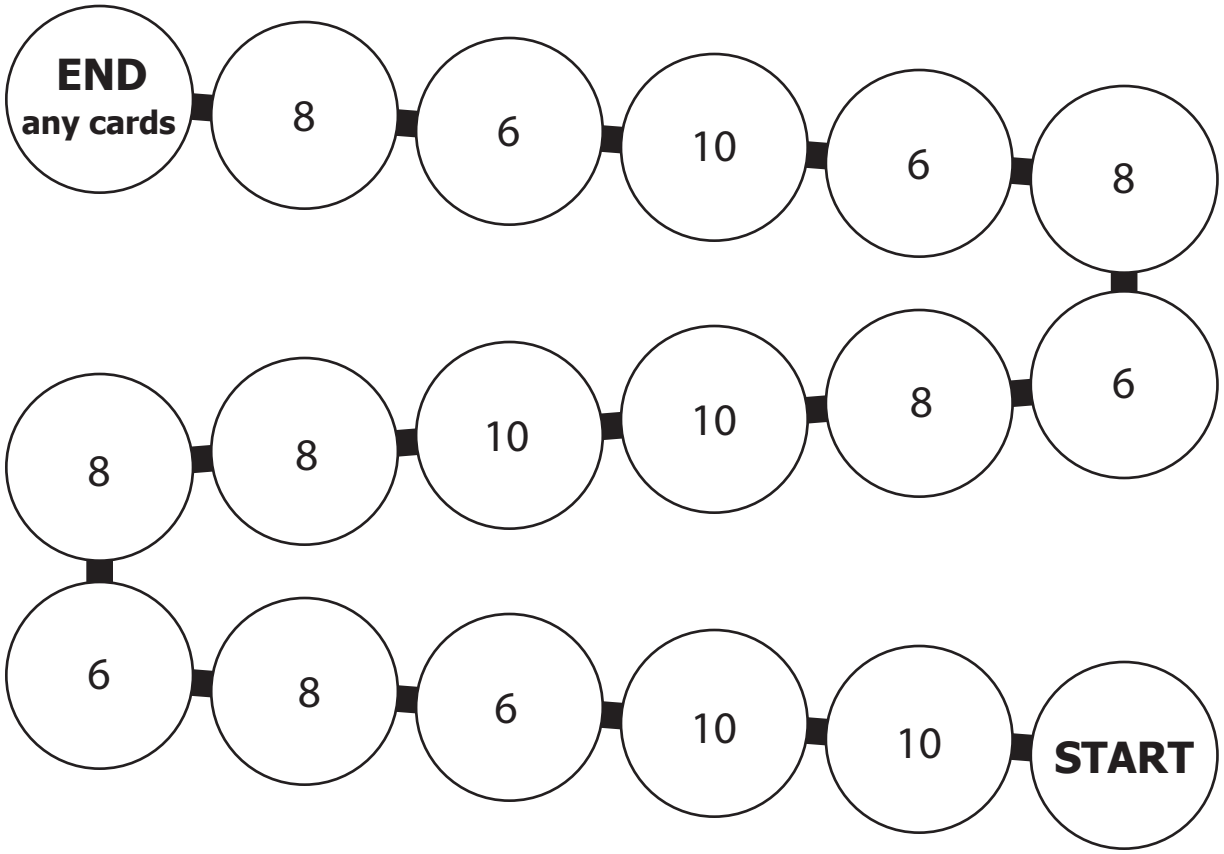
CCSS.MATH.CONTENT.1.OA.C.6

Skill Builders: Change 4+5 into 4+4+1 (A), Change 4+5 into 5+5–1 (A)

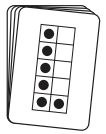
Add 3 and 5

_____ + _____ is the same as _____ + _____ [OR]

_____ + _____ is the same as _____ + _____



Questions? **reckonmath.com**



The 3, 5 cards from a deck of ten-frame cards, and two counters.

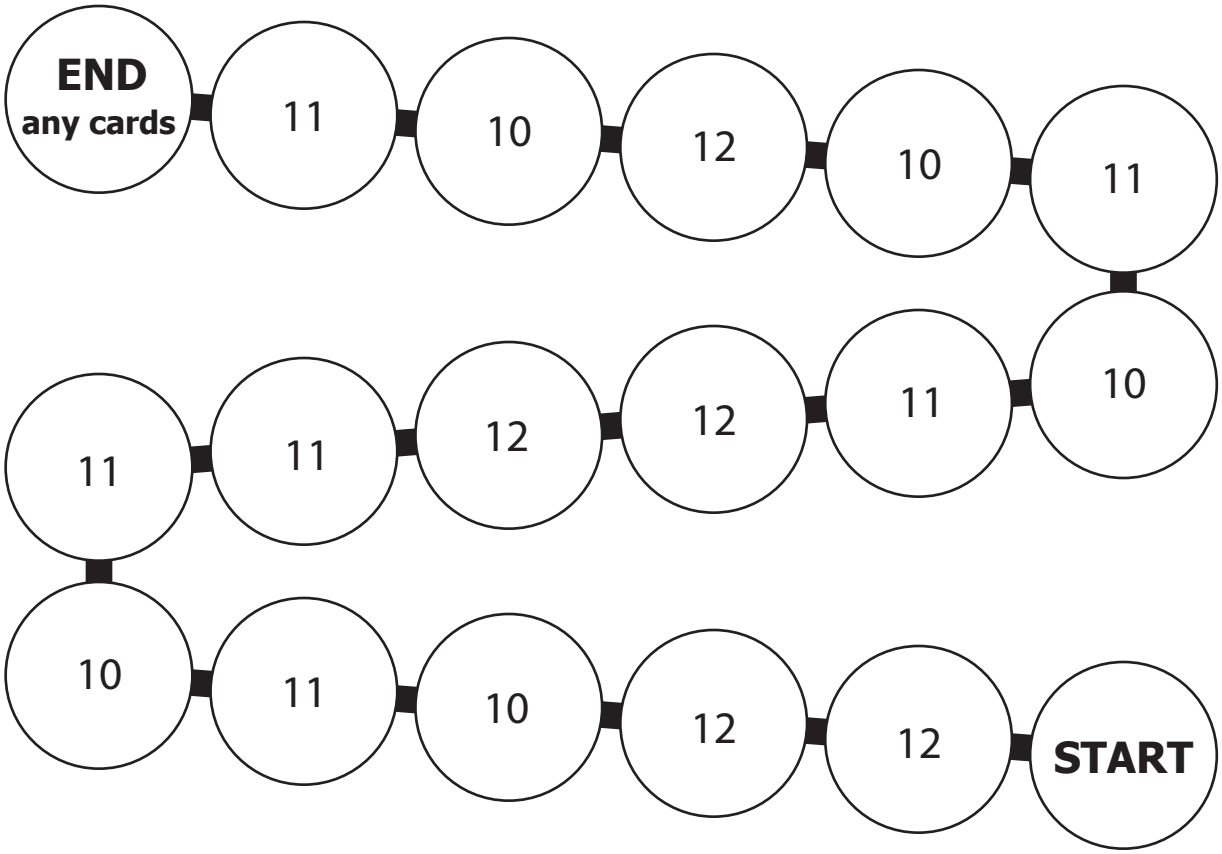
How to play: Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** If you do not recall what 3+5 is, see if you can figure it out without counting, as you did in "Change 3+5 into 4+4" and "Change 3+5 into 2+6". You can use 4+4 or 2+6, or you can change 3+5 into something new. **The first player to land on END wins.**

A

Add 5 and 6

_____ + _____ is the same as _____ + _____ + _____ [OR]

_____ + _____ is the same as _____ + _____ – _____



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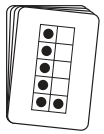


The 5, 6 cards from a deck of ten-frame cards, and two counters.

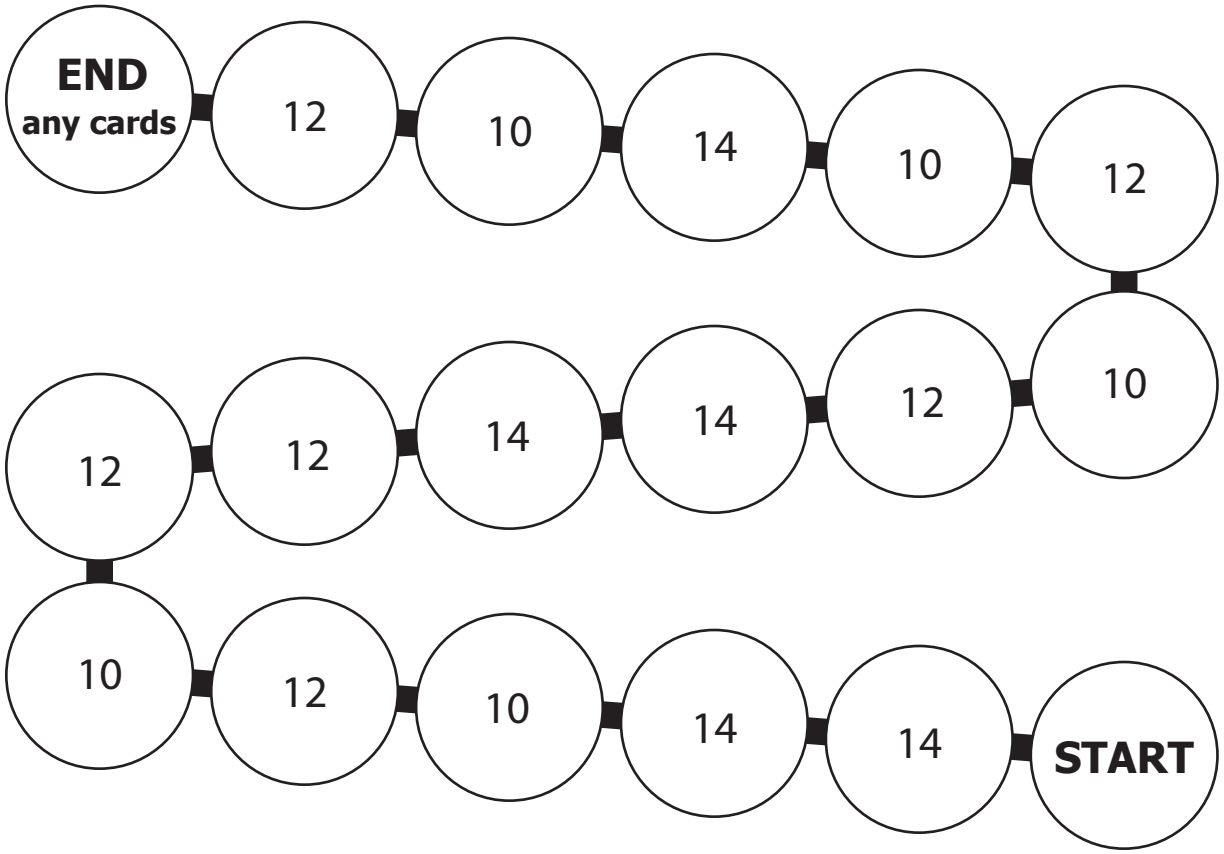
How to play: Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** If you do not recall what 5+6 is, see if you can figure it out without counting, as you did in "Change 5+6 into 5+5+1" and "Change 5+6 into 6+6–1". You can use 5+5+1 or 6+6–1, or you can change 5+6 into something new. **The first player to land on END wins.**

A

Add 5 and 7

_____ + _____ is the same as _____ + _____ + _____ [OR]

_____ + _____ is the same as _____ + _____



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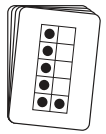

The 5, 7 cards from a deck of ten-frame cards, and two counters.

How to play: Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** If you do not recall what 5+7 is, see if you can figure it out without counting, as you did in "Change 5+7 into 5+5+2" and "Change 5+7 into 6+6". You can use 5+5+2 or 6+6, or you can change 5+7 into something new. Use similar reasoning for 7+7 = 14. **The first player to land on END wins.**

A

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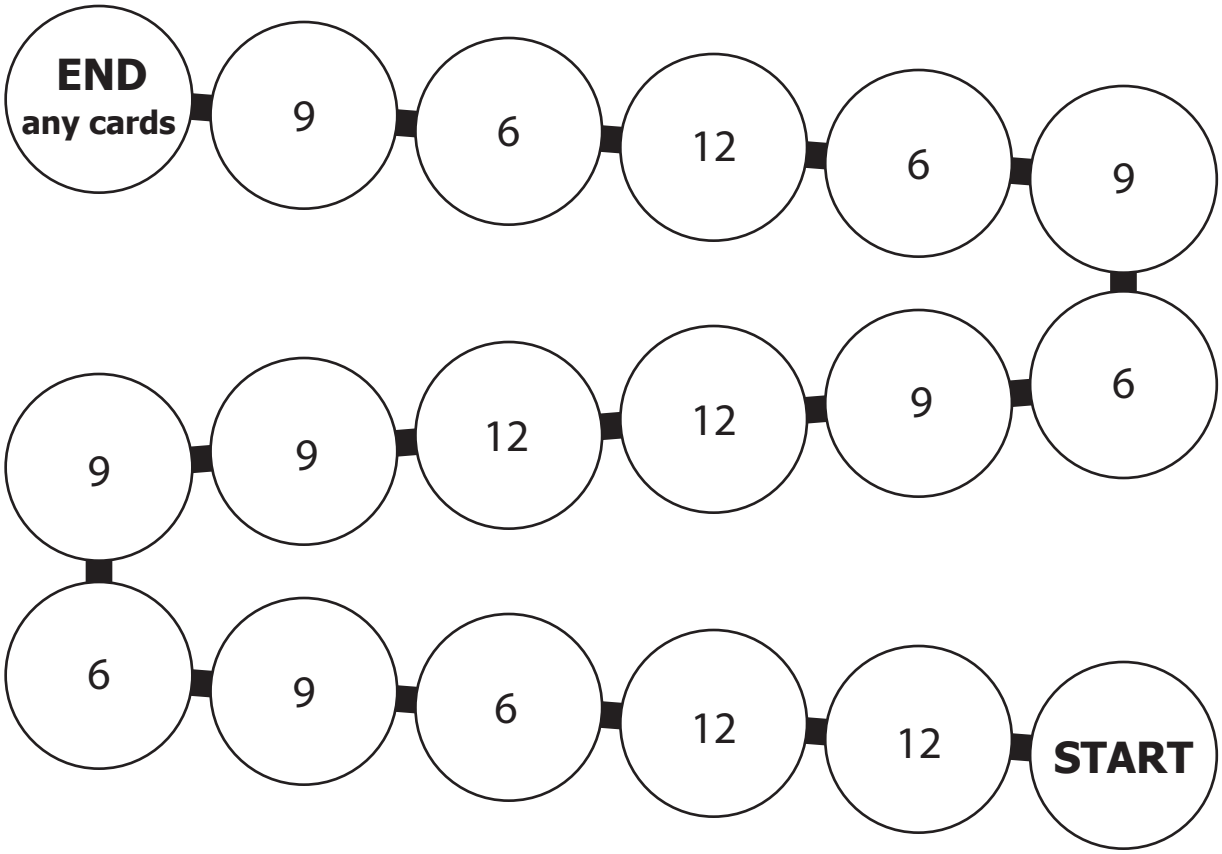
CCSS.MATH.CONTENT.1.OA.C.6 Skill Builders: Change 5+7 into 5+5+2 (A), Change 5+7 into 6+6 (A)

Add 3 and 6

_____ + _____ is the same as _____ + _____ [OR]

_____ + _____ is the same as _____ + _____ + _____ [OR]

_____ + _____ is the same as _____ – _____



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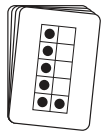


The 3, 6 cards from a deck of ten-frame cards, and two counters.

How to play: Both players put a counter on START. On your turn, draw two cards and place them face up so both players can see them. Move to the next circle with an amount that is the same as the sum of the two cards. **Hint:** If you do not recall what 3+6 is, see if you can figure it out without counting, as you did in "Change 3+6 into 4+5", "Change 3+6 into 10–1, and "Change 3+6 into 3+3+3". You can use 4+5, 10–1, or 3+3+3, or you can change 3+6 into something new.

The first player to land on END wins.

A

Skill Builders: Subtract 1 games (A)

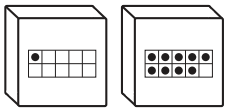
CCSS.MATH.CONTENT.1.OA.C.6

To add 9, make 10. What's left? Smaller addends

9 + _____ is the same as 10 + _____.

1	4	0	2	1	0	3
2	4	0	3	1	4	2
4	1	3	0	2	2	0
4	3	1	2	0	1	4
3	4	1	3	0	4	0
2	1	3	2	4	3	1

Questions? **reckonmath.com**



One 0-5 frame die, one 5-10 frame die, and counters in two colors.

The goal of this game is to get you ready for the next one, where you will get comfortable with a way to add 9 without counting one by one. **How to play:** Place the 5-10 frame die with the nine side facing up. Leave that die that way. On your turn, roll the 0-5 frame die. If you roll a zero, roll again. Move the die you rolled so it is next to the nine die. To make 10, the nine die will need one more dot. So, mentally take one dot away from your number. How many dots are left? Cover that number. Adding this to 10 would give you the same answer as adding the number you rolled to 9. **Example:** If you roll a 2, when you take one away it turns into 1, so cover a 1. **The first player to get four in a row wins.**

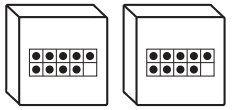
A

To add 9, make 10. What's left? Larger addends

9 + _____ is the same as 10 + _____.

7	4	8	5	6	9	7
9	8	6	5	4	5	4
8	7	6	9	9	7	5
8	6	4	7	6	5	4
8	9	5	4	8	9	7
6	9	7	8	5	4	6

Questions? **reckonmath.com**



Two 5-10 frame dice, and counters in two colors.

The goal of this game is to get you ready for the next one, where you will get comfortable with a way to add 9 without counting one by one. **How to play:** Place the 5-10 frame die with the nine side facing up. Leave that die that way. On your turn, roll the other die. If you roll a zero, roll again. Move the die you rolled so it is next to the nine die. To make 10, the nine die will need one more dot. So, mentally take one dot away from your number. How many dots are left? Cover that number. Adding this to 10 would give you the same answer as adding the number you rolled to 9. **Example:** If you roll a 6, when you take one away it turns into 5, so cover a 5. **The first player to get four in a row wins.**

A

Skill Builders: Subtract 1 games (A)

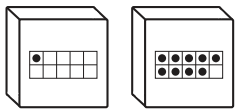
CCSS.MATH.CONTENT.1.OA.C.6

Add 9 by making 10, smaller addends

9 + _____ is the same as 10 + _____.

10	11	12	13	9	12	14
12	10	14	11	12	11	9
9	13	10	9	11	10	12
13	12	11	10	14	9	13
11	9	13	14	10	13	11
14	14	9	12	13	14	10

Questions? **reckonmath.com**



One 0-5 frame die, one 5-10 frame die, and counters in two colors.

The goal of this game is to help you get comfortable with a way of adding nine without counting one by one. **How to play:** Place the 5-10 frame die with the nine side facing up. Leave that die that way. On your turn, roll the 0-5 frame die. Move the die you rolled so it is next to the nine die. Your job is to add 9 to the number you rolled, without counting. One way is to use 10: Give one dot from your number to the 9, and add 10 to the new number. **Example:** If you roll a 3, you need to find 9+3. First, make a group of ten: 9+1=10. You added a one, so take one away: 3–1=2. Say "9 plus 3 is the same as 10 + 2". Then add: 10+2=12. and cover a 12. **The first player to get four in a row wins.**

A

Skill Builders: To add 9, make 10. What's left? games (A)

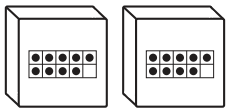
CCSS.MATH.CONTENT.1.OA.C.6

Add 9 by making 10, larger addends

9 + _____ is the same as 10 + _____.

16	14	19	14	15	18	16
15	16	17	19	16	19	15
19	17	15	17	18	14	18
18	15	14	16	19	17	14
17	18	16	15	14	15	17
14	19	18	18	17	16	19

Questions? **reckonmath.com**



Two 5-10 frame dice and counters in two colors.

The goal of this game is to help you get comfortable with a way of adding nine without counting one by one. **How to play:** Place the 5-10 frame die with the nine side facing up. Leave that die that way. On your turn, roll the other die. Move the die you rolled so it is next to the nine die. Your job is to add 9 to the number you rolled, without counting. One way is to use 10: Give one dot from your number to the 9, and add 10 to the new number. **Example:** If you roll an 8, you need to find 9+8. First, make a group of ten: 9+1=10. You added a one, so take one away: 8–1=7. Say "9 plus 8 is the same as 10 + 7". Then add: 10+7=17, and cover a 17. **The first player to get four in a row wins.**

A

Skill Builders: To add 9, make 10. What's left? games (A)

CCSS.MATH.CONTENT.1.OA.C.6

Subtract 2, frames (Prepare to add 8)

_____ – 2 is _____.

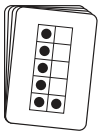
4	7	1	2	5
3	0	6	3	4
0	5	**FREE SPACE**	2	7
1	6	3	4	5
2	6	1	7	0

Skill Builders: Count back from different numbers games (NP)

CCSS.MATH.CONTENT.1.OA.C.5

Questions? **reckonmath.com**

A



The 2, 3, 4, 5, 6, 7, 8, 9 cards from a deck of ten-frame cards, and counters in two colors.

How to play: On your turn, draw a card and place it face up so both players can see it. Say the number you drew minus two, and the answer. Cover the answer. If the answer is not available, it is the other player's turn. **Hint:** If a number is even, the even number before it is that number minus 2. If a number is odd, the odd number before it is that number minus 2. For example, 6 minus 2 is the even number before 6, which is 4. So if you draw a 6, say "6 minus 2 is 4" and put a counter on a 4. **The first player to get five in a row wins.** If the board fills and no one has five in a row, the player with more counters wins.

Subtract 2, numerals (Prepare to add 8)

_____ – 2 is _____.

1	7	4	8	7	2	3
0	5	6	6	7	1	0
5	8	4	4	3	5	6
2	4	3	1	6	7	2
0	7	5	3	8	3	6
8	7	8	1	5	2	1

Questions? **reckonmath.com**

One ten-sided die, and counters in two colors.

How to play: On your turn, roll the die. If you roll a zero, it means ten. If you roll a one, roll again. Say the number you rolled minus two, and the answer, and cover a circle that shows the answer. **Hint:** If a number is even, the even number before it is that number minus 2. If a number is odd, the odd number before it is that number minus 2. For example, 5 minus 2 is the odd number before 5, which is 3. So if you draw a 5, say "5 minus 2 is 3" and put a counter on a 3. **The first player to get four in a row wins.**

A

Skill Builders: Count back from different numbers games (NP)

CCSS.MATH.CONTENT.1.OA.C.5

To add 8, make 10. What's left?

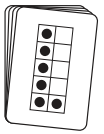
8 + _____ is the same as 10 + _____ .

6	2	3	5	7	4	1
0	6	3	1	4	0	5
2	7	1	7	5	3	6
0	2	4	6	7	4	5
2	0	3	1	3	5	2
4	7	1	6	0	7	6

CCSS.MATH.CONTENT.1.OA.C.6

Questions? **reckonmath.com**

A



The 2, 3, 4, 5, 6, 7, 8, 9 cards from a deck of ten-frame cards, and counters in two colors.

The goal of this game is to get you ready for the next one, where you will get comfortable with a way to add eight without counting one by one. **How to play:** Place an eight card face up and leave it that way. On your turn, draw a card and place it face up next to the 8 card. To make 10, the 8 card will need two more dots. So, mentally subtract two dots from your number. How many are left? Cover that number. Adding this to 10 would give you the same answer as adding the number you rolled to 8. **Example:** If you draw a five, when you subtract two it turns into three, so cover a 3. **The first player to get four in a row wins.**

Skill Builders: To add 8, make 10. What's left? (A)

CCSS.MATH.CONTENT.1.OA.C.6

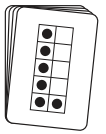
Add 8 by making 10

8 + _____ is the same as 10 + _____.

16	12	13	15	17	14	11
10	16	13	11	14	10	15
12	17	11	17	15	13	16
10	12	14	16	17	14	15
12	10	13	11	13	15	12
14	17	11	16	10	17	16

Questions? **reckonmath.com**

A

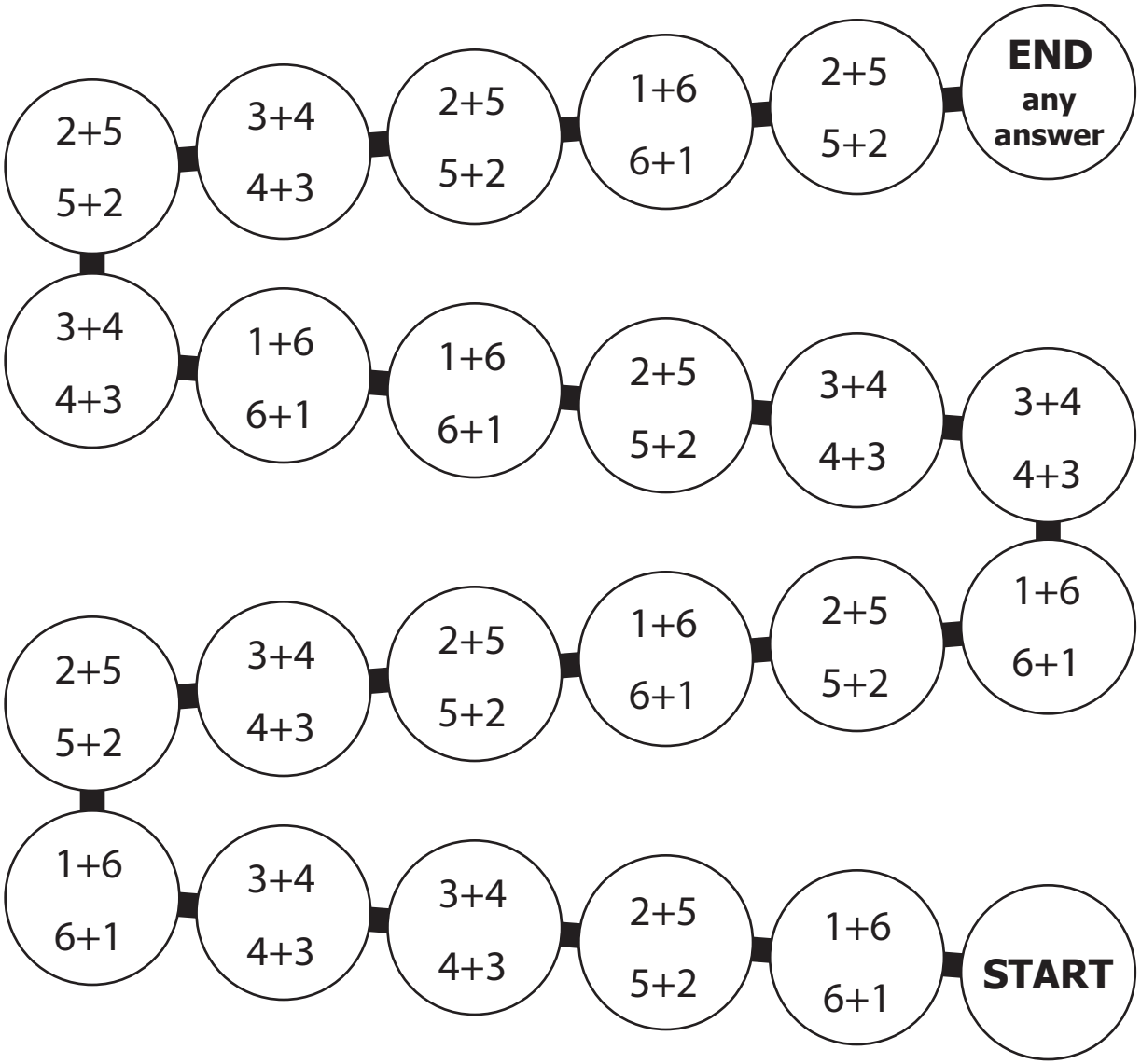


The 2, 3, 4, 5, 6, 7, 8, 9 cards from a deck of ten-frame cards, and counters in two colors.

The goal of this game is to help you get comfortable with a way of adding eight without counting one by one. **How to play:** Place an 8 card face up and leave it that way. On your turn, draw a card and place it face up next to the 8 card. Your job is to add 8 to the number you rolled, without counting. One way is to use 10: Give two dots from your number to the 8, and add 10 to the new number. **Example:** If you draw a five, you need to find 8+5. One way you could do that is to make a group of ten: 8+2=10. You added a two, so take two away: 5–2=3. Then add your two answers: 10+3=13, and cover a 13. **The first player to get four in a row wins.**

Change 7 into something you can use

To find 7 + _____, I can change 7 into _____.



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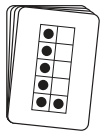


The 4, 5, 6, 7, 8, 9 cards from a deck of ten-frame cards, and two counters.

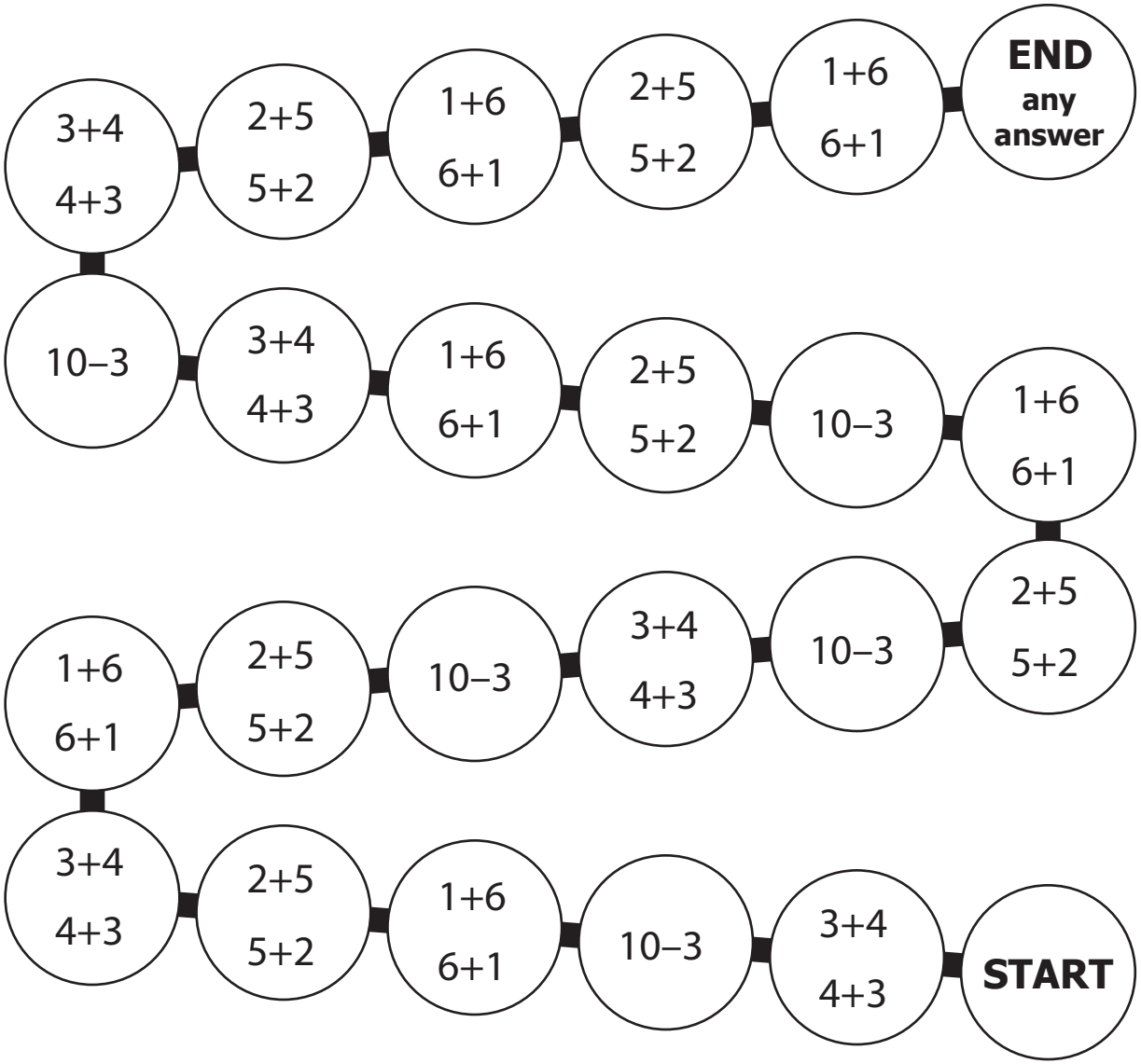
In this game, every circle shows a way of thinking about 7. When you have to add 7 to another number, sometimes thinking about 7 in a different way helps. **How to play:** Place a 7 card face up and leave it that way. On your turn, draw a card and place it face up so both players can see it. Which way of thinking about 7 gives you a way to add 7 to your number? Move your counter to the next circle that shows a way to add 7 to your number. **Example:** If you draw a five, that means you're adding 5+7. You might choose 5+2. That's because you know 5+5 is 10, so you can change 5+7 into 5+5+2. Any choice is fine if you can explain it. **The first player to land on END wins.**

A

CCSS.MATH.CONTENT.1.OA.C.6 Skill Builders: Commutative property of addition (A), Associative property of addition (A), Change ___ into ___ games (A)

Change 7 into something you can use, includes 10 – 3

To find 7 + _____, I can change 7 into _____.



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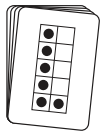


The 4, 5, 6, 7, 8, 9 cards from a deck of ten-frame cards, and two counters.

In this game, every circle shows a way of thinking about 7. If you are not already comfortable subtracting 3, use the game before this one. **How to play:** Place a 7 card face up and leave it that way. On your turn, draw a card and place it face up so both players can see it. Which way of thinking about 7 gives you a way to add 7 to your number? Move your counter to the next circle that shows a way to add 7 to your number. **Example:** If you draw a four, that means you're adding 4+7. You might choose 6+1. That's because you know 4+6 is 10, so you can change 4+7 into 4+6+1. Any choice is fine if you can explain it. **The first player to land on END wins.**

A

CCSS.MATH.CONTENT.1.OA.C.6

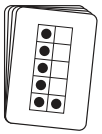
Skill Builders: Commutative property of addition (A), Associative property of addition (A), Change ___ into ___ games (A)

Add 7 by changing it into something you can use

To find 7 + _____, I can change 7 into _____.

13	12	10	11	16	14	15
14	16	11	12	13	10	15
12	10	16	15	14	13	11
14	13	10	15	16	11	12
11	15	14	12	10	13	16
10	14	13	16	12	15	11

Questions? **reckonmath.com**



The 3, 4, 5, 6, 7, 8, 9 cards from a deck of ten-frame cards, and counters in two colors.

This game builds on the previous one to help you get comfortable adding 7 without counting one by one. **How to play:** Place the 7 card face up and leave it that way. On your turn, draw a card and place it face up next to the 7 card. Your job is to add 7 to the number you drew, and cover the answer. **Hint:** If you do not recall the answer, see if you can figure it out without counting, using what you did in "Change 7 into something you can use". **The first player to get four in a row wins.**

A

Skill Builders: Change 7 into something you can use (A)

CCSS.MATH.CONTENT.1.OA.C.6

Skill Builders: Previous addition games

CCSS.MATH.CONTENT.1.OA.C.6

Add 6 by using the best strategy

To find 6 + _____, I can change the number _____ into _____.

9	13	7	15	6	14	11
10	12	8	8	15	11	7
6	14	13	9	12	10	12
11	8	15	13	9	14	7
10	6	9	12	6	7	8
15	13	11	14	10	12	15

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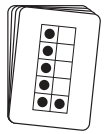

The 0-9 cards from a deck of ten-frame cards, and counters in two colors.

You have already tried adding 9, 8, and 7 without counting. Now, try it with 6. **How to play:** Place the 6 card face up and leave it that way. On your turn, draw a card and place it face up next to the 6 card. Your job is to add 6 to the number you drew, and cover the answer. If you don't know the answer, use a strategy other than counting. The **best strategy** will depend on which facts you know.

Example: If you draw a nine, you need to find 6+8. You might choose to make a group of ten this way: 6+8 = 6+10–2 = 14. Or this way: 6+8 = 6+4+4 = 10+4. Another way is fine, too. Or, if you know what 6+6 is, you might choose to change 6+7 into 6+6+1 = 12+1 = 13.

The first player to get four in a row wins.

A

Skill Builders: Previous addition games

CCSS.MATH.CONTENT.1.OA.C.6

Check your addition facts

I know this right now. / I can find this soon. / I would need time.

	8	1	5	9	3	2	7	4	10	6
1	1 + 8	1 + 1	1 + 5	1 + 9	1 + 3	1 + 2	1 + 7	1 + 4	1 + 10	1 + 6
10	10 + 8	10 + 1	10 + 5	10 + 9	10 + 3	10 + 2	10 + 7	10 + 4	10 + 10	10 + 6
4	4 + 8	4 + 1	4 + 5	4 + 9	4 + 3	4 + 2	4 + 7	4 + 4	4 + 10	4 + 6
7	7 + 8	7 + 1	7 + 5	7 + 9	7 + 3	7 + 2	7 + 7	7 + 4	7 + 10	7 + 6
3	3 + 8	3 + 1	3 + 5	3 + 9	3 + 3	3 + 2	3 + 7	3 + 4	3 + 10	3 + 6
9	9 + 8	9 + 1	9 + 5	9 + 9	9 + 3	9 + 2	9 + 7	9 + 4	9 + 10	9 + 6
6	6 + 8	6 + 1	6 + 5	6 + 9	6 + 3	6 + 2	6 + 7	6 + 4	6 + 10	6 + 6
2	2 + 8	2 + 1	2 + 5	2 + 9	2 + 3	2 + 2	2 + 7	2 + 4	2 + 10	2 + 6
8	8 + 8	8 + 1	8 + 5	8 + 9	8 + 3	8 + 2	8 + 7	8 + 4	8 + 10	8 + 6
5	5 + 8	5 + 1	5 + 5	5 + 9	5 + 3	5 + 2	5 + 7	5 + 4	5 + 10	5 + 6

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Now is a good time to check and see how well you know the addition facts. For each square, ask yourself what the expression in the square equals. If you know the answer or can find it soon without counting one by one, **write a Y (for Yes)**. If it would take you some time to find the answer or if you would need to count, **write an N (for No)**. **Example:** The expression 3 + 5 equals 8. If you knew 3 + 5 = 8 right away or found it soon without counting, write a Y. If you didn't, write an N. When you are done, you will see which facts you have and which you can learn better.

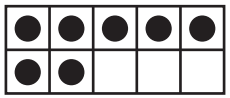
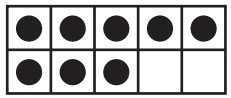
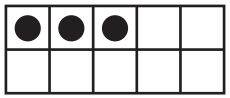
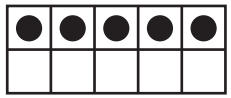
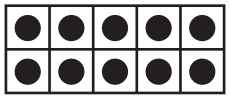
A

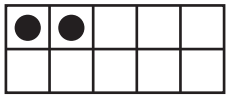
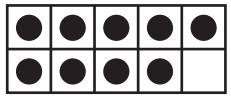
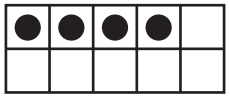
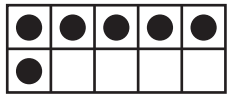
Skill Builders: Previous addition games

CCSS.MATH.CONTENT.1.OA.D.8

1 plus what is the number you drew?

1 plus _____ is _____.

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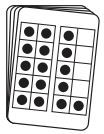

The 1-11 cards from a deck of double ten frame cards, and counters in two colors.

How to play: Place the 1 card face up and leave it that way. On your turn, draw a card and place it face up so both players can see it. The question is, 1 plus what number equals the number you drew? Cover the answer. If the other player's counter is already there, you can bump it off. **When all the ten frames are covered, whoever has more counters on the board wins.**

Example: If you draw a 5, the question is "1 plus what number equals 5?" **Hint:** One way to figure this out is imagining the 1 card is transparent except for the dot. If you covered the 5 card with the transparent 1 card, how many more dots would you need on the 1 card to cover 5 dots? You can see the answer is 4.

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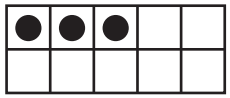
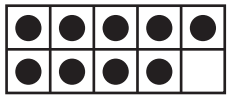
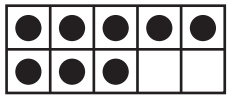
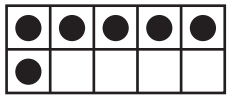
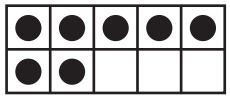
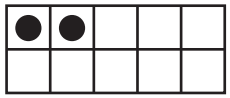
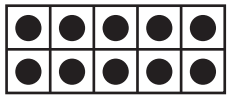
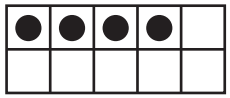
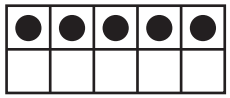
Skill Builders: Previous addition games

CCSS.MATH.CONTENT.1.OA.D.8

2 plus what is the number you drew?

2 plus _____ is _____.

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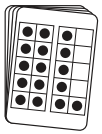


The 2-12 cards from a deck of double ten frame cards, and counters in two colors.

How to play: Place the 2 card face up and leave it that way. On your turn, draw a card and place it face up so both players can see it. The question is, 2 plus what number equals the number you drew? Cover the answer. If the other player's counter is already there, you can bump it off. **When all the ten frames are covered, whoever has more counters on the board wins.**

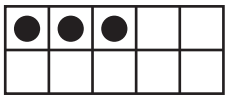
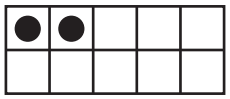
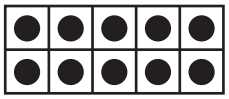
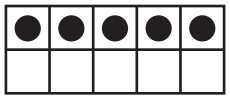
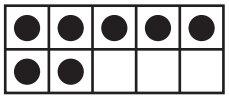
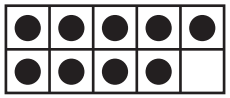
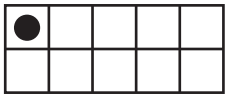
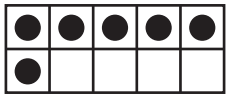
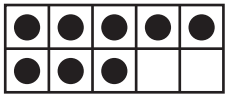
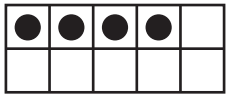
Example: If you draw a 6, the question is "2 plus what number equals 6?" **Hint:** One way to figure this out is imagining the 2 card is transparent except for the dots. If you covered the 6 card with the transparent 2 card, how many more dots would you need on the 2 card to cover 6 dots? You can see the answer is 4.

Skill Builders: Previous addition games

CCSS.MATH.CONTENT.1.OA.D.8

3 plus what is the number you drew?

3 plus _____ is _____.

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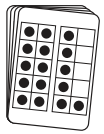


The 3-13 cards from a deck of double ten frame cards, and counters in two colors.

How to play: Place the 3 card face up and leave it that way. On your turn, draw a card and place it face up so both players can see it. The question is, 3 plus what number equals the number you drew? Cover the answer. If the other player's counter is already there, you can bump it off. **When all the ten frames are covered, whoever has more counters on the board wins.**

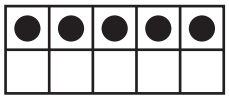
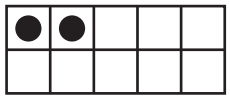
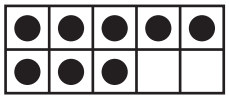
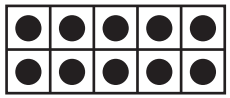
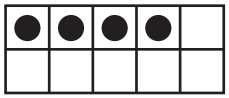
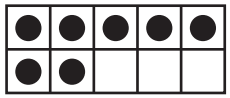
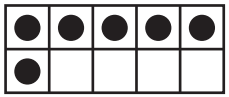
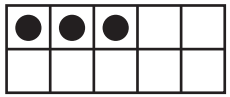
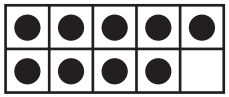
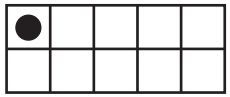
Example: If you draw a 7, the question is "3 plus what number equals 7?" **Hint:** One way to figure this out is imagining the 3 card is transparent except for the dots. If you covered the 7 card with the transparent 3 card, how many more dots would you need on the 3 card to cover 7 dots? You can see the answer is 4.

Skill Builders: Previous addition games

CCSS.MATH.CONTENT.1.OA.D.8

4 plus what is the number you drew?

4 plus _____ is _____.

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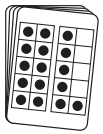


The 4-14 cards from a deck of double ten frame cards, and counters in two colors.

How to play: Place the 4 card face up and leave it that way. On your turn, draw a card and place it face up so both players can see it. The question is, 4 plus what number equals the number you drew? Cover the answer. If the other player's counter is already there, you can bump it off. **When all the ten frames are covered, whoever has more counters on the board wins.**

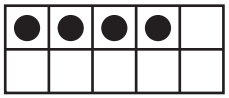
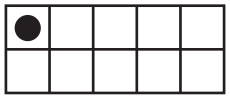
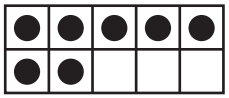
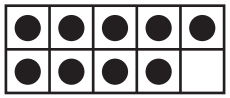
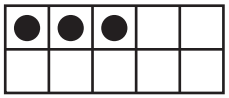
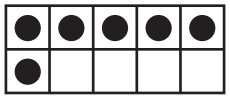
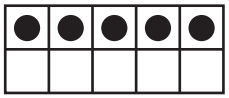
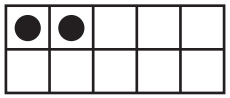
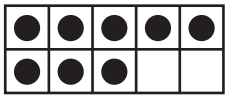
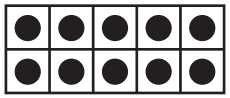
Example: If you draw a 9, the question is "4 plus what number equals 9?" **Hint:** One way to figure this out is imagining the 4 card is transparent except for the dots. If you covered the 9 card with the transparent 4 card, how many more dots would you need on the 4 card to cover 9 dots? You can see the answer is 5.

Skill Builders: Previous addition games

CCSS.MATH.CONTENT.1.OA.D.8

5 plus what is the number you drew?

5 plus _____ is _____.

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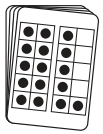


The 5-15 cards from a deck of double ten frame cards, and counters in two colors.

How to play: Place the 5 card face up and leave it that way. On your turn, draw a card and place it face up so both players can see it. The question is, 5 plus what number equals the number you drew? Cover the answer. If the other player's counter is already there, you can bump it off. **When all the ten frames are covered, whoever has more counters on the board wins.**

Example: If you draw a 9, the question is "5 plus what number equals 9?" **Hint:** One way to figure this out is imagining the 5 card is transparent except for the dots. If you covered the 9 card with the transparent 5 card, how many more dots would you need on the 5 card to cover 9 dots? You can see the answer is 4.

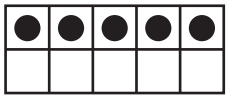
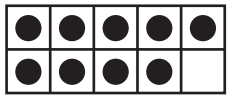
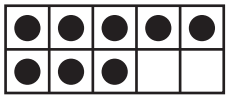
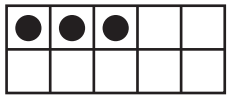
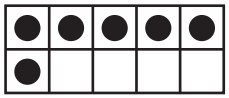
A

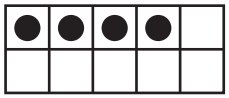
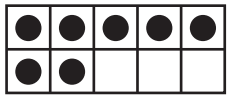
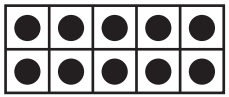
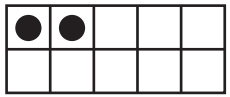
Skill Builders: Previous addition games

CCSS.MATH.CONTENT.1.OA.D.8

6 plus what is the number you drew?

6 plus _____ is _____.

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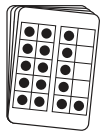


The 6-16 cards from a deck of double ten frame cards, and counters in two colors.

How to play: Place the 6 card face up and leave it that way. On your turn, draw a card and place it face up so both players can see it. The question is, 6 plus what number equals the number you drew? Cover the answer. If the other player's counter is already there, you can bump it off. **When all the ten frames are covered, whoever has more counters on the board wins.**

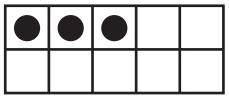
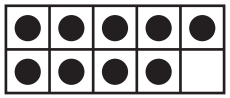
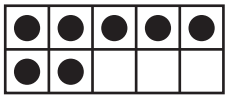
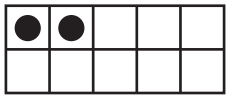
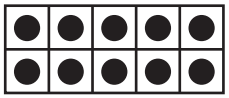
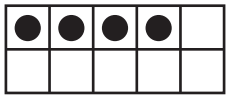
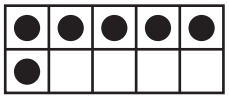
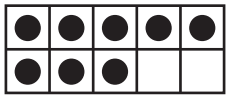
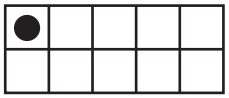
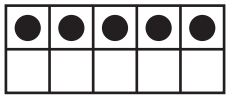
Example: If you draw a 10, the question is "6 plus what number equals 10?" **Hint:** One way to figure this out is imagining the 6 card is transparent except for the dots. If you covered the 10 card with the transparent 6 card, how many more dots would you need on the 6 card to cover 10 dots? You can see the answer is 4.

Skill Builders: Previous addition games

CCSS.MATH.CONTENT.1.OA.D.8

7 plus what is the number you drew?

7 plus _____ is _____.

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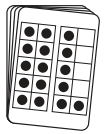


The 7-17 cards from a deck of double ten frame cards, and counters in two colors.

How to play: Place the 7 card face up and leave it that way. On your turn, draw a card and place it face up so both players can see it. The question is, 7 plus what number equals the number you drew? Cover the answer. If the other player's counter is already there, you can bump it off. **When all the ten frames are covered, whoever has more counters on the board wins.**

Example: If you draw an 11, the question is "7 plus what number equals 11?" **Hint:** One way to figure this out is imagining the 7 card is transparent except for the dots. If you covered the 11 card with the transparent 7 card, how many more dots would you need on the 7 card to cover 11 dots? You can see the answer is 4.

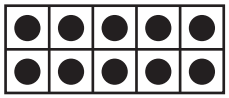
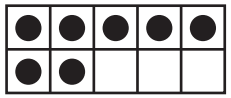
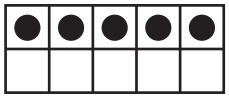
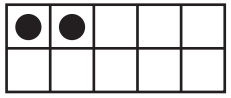
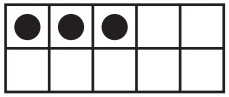
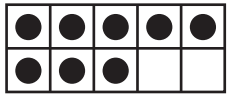
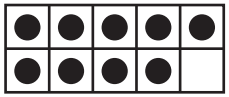
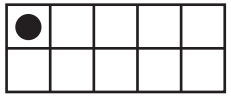
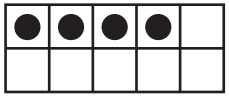
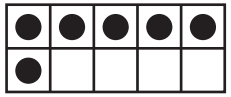
A

Skill Builders: Previous addition games

CCSS.MATH.CONTENT.1.OA.D.8

8 plus what is the number you drew?

8 plus _____ is _____.

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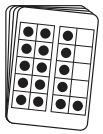


The 8-18 cards from a deck of double ten frame cards, and counters in two colors.

How to play: Place the 8 card face up and leave it that way. On your turn, draw a card and place it face up so both players can see it. The question is, 8 plus what number equals the number you drew? Cover the answer. If the other player's counter is already there, you can bump it off. **When all the ten frames are covered, whoever has more counters on the board wins.**

Example: If you draw a 12, the question is "8 plus what number equals 12?" **Hint:** One way to figure this out is imagining the 8 card is transparent except for the dots. If you covered the 12 card with the transparent 8 card, how many more dots would you need on the 8 card to cover 12 dots? You can see the answer is 4.

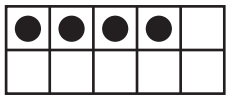
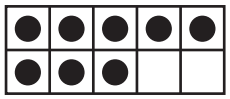
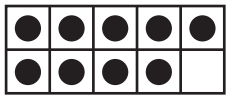
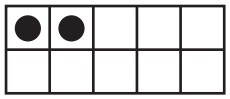
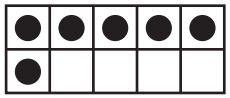
A

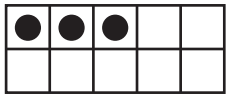
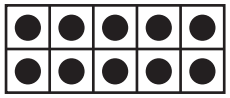
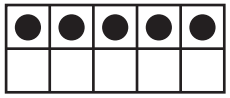
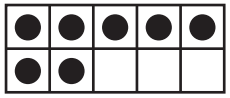
Skill Builders: Previous addition games

CCSS.MATH.CONTENT.1.OA.D.8

9 plus what is the number you drew?

9 plus _____ is _____.

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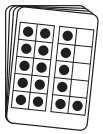


The 9-19 cards from a deck of double ten frame cards, and counters in two colors.

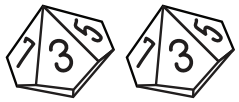
How to play: Place the 9 card face up and leave it that way. On your turn, draw a card and place it face up so both players can see it. The question is, 9 plus what number equals the number you drew? Cover the answer. If the other player's counter is already there, you can bump it off. **When all the ten frames are covered, whoever has more counters on the board wins.**

Example: If you draw a 13, the question is "9 plus what number equals 13?" **Hint:** One way to figure this out is imagining the 9 card is transparent except for the dots. If you covered the 13 card with the transparent 9 card, how many more dots would you need on the 9 card to cover 13 dots? You can see the answer is 4.

A

Add 10 to any 2-digit number

I made the number _____. 10 + my number is _____.



Two ten-sided dice, and counters in two colors.

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

How to play: On your turn, roll the dice. If you roll a zero, it means zero. Arrange the dice to make a 2-digit number. Now, add 10 and cover the answer. If the other player's counter is already there, you can bump it off. **Example:** If you roll a 2 and a 5, you might make 25, add 10, and cover 35. **When there are 20 counters on the board, the player with more wins.**

CCSS.MATH.CONTENT.2.NBT.B.5 Skill Builders: Make a 2-digit number (NP), Find the ones place (PV), Find the tens place (PV)

A

Skill Builders: Previous addition games

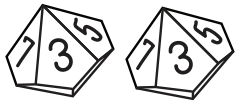
CCSS.MATH.CONTENT.1.OA.C.6

Add two 1-digit numbers

_____ + _____ is _____.

3	18	4	12	13	11	7
5	11	10	17	16	5	15
6	18	2	9	14	12	4
14	16	6	13	17	9	10
13	15	8	3	12	18	16
8	17	11	7	15	2	14

Questions? **reckonmath.com**



Two ten-sided dice, and counters in two colors.

How to play: On your turn, roll the dice. If you roll a zero, roll again. Add the numbers you rolled and say the addition problem. If you don't know the answer right away, find it by using a strategy (other than counting one by one) like the strategies you used in previous games. Cover the answer. If the answer is not available, roll again.

Example: If you roll a six and a three, say "6+3 = 9" and cover a nine. **The first player to get four in a row wins.**

A

Skill Builders: Add 10 to any 2-digit number (A)

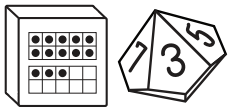
CCSS.MATH.CONTENT.2.NBT.B.5

Add a 1-digit number to a number from 10 to 15

_____ + _____ is _____.

15	11	18	17	12
19	22	20	24	16
25	23	**FREE SPACE**	14	21
13	12	24	19	13
11	16	18	23	21

Questions? **reckonmath.com**



A 10-15 frame die, a ten-sided die, and counters in two colors.

How to play: On your turn, roll both dice. If you roll a zero, it means ten. Add the numbers on the dice and say the addition problem and the answer. If the answer is not available, it is the other player's turn.

Example: If you roll a 15 and an 8, say "15 plus 8 is 23" and cover a 23 square.

Hint: If you are not sure what 15+8 is right away, you can change 15+8 into (10+5)+8, which is the same as 10+(5+8), which is 10+13.

The first player to get five in a row wins. If the board fills and no one has five in a row, the player with more counters wins.

A

Skill Builders: Add 10 to any 2-digit number (A)

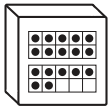
CCSS.MATH.CONTENT.2.NBT.B.5

Add a 1-digit number to a number from 15 to 20

_____ + _____ is _____.

16	18	26	29	20
21	30	25	22	19
28	17	**FREE SPACE**	24	27
23	21	18	17	26
27	23	22	20	24

Questions? **reckonmath.com**



A 15-20 frame die, a ten-sided die, and counters in two colors.

How to play: On your turn, roll both dice. If you roll a zero, it means ten. Add the numbers on the dice and say the addition problem and the answer. If the answer is not available, it is the other player's turn.

Example: If you roll a 18 and a 5, say "18 plus 5 is 23" and cover a 23 square.

Hint: If you are not sure what 18+5 is right away, you can change 18+5 into (10+8)+5, which is the same as 10+(8+5), which is 10+13.

The first player to get five in a row wins. If the board fills and no one has five in a row, the player with more counters wins.

A

Add multiples of 10

_____ + _____ is _____.

30	180	40	120	130	110	70
50	110	100	170	160	50	150
60	180	20	90	140	120	40
140	160	60	130	170	90	100
130	150	80	30	120	180	160
80	170	110	70	150	20	140

Questions? **reckonmath.com**

Four ten-sided dice, and counters in two colors.

If 5 + 3 = 8, then 50 + 30 = 80. If 4 + 7 = 11, then 40 + 70 = 110. In this game, you practice addition problems like 50 + 30 = 80 and 40 + 70 = 110. **How to play:** Place two of the dice so that the zero side is facing up. Leave them that way. On your turn, roll the other two dice. If you roll a zero, roll again. Move each die you rolled next to one of the zero dice, to make two 2-digit numbers that both end in zero. Add them, say the addition problem, and cover the answer. If the answer is not available, roll again. **Example:** If you roll a six and a three, make a 60 and a 30, say "60 + 30 = 90" and cover a 90. **The first player to get four in a row wins.**

A

Skill Builders: Add two 1-digit numbers (A), Place value games

CCSS.MATH.CONTENT.1.NBT.C.4

Add multiples of 100

_____ + _____ is _____.

300	1800	400	1200	1300	1100	700
500	1100	1000	1700	1600	500	1500
600	1800	200	900	1400	1200	400
1400	1600	600	1300	1700	900	1000
1300	1500	800	300	1200	1800	1600
800	1700	1100	700	1500	200	1400

Questions? **reckonmath.com**

Six ten-sided dice, and counters in two colors.

If 5 + 3 = 8, then 500 + 300 = 800. If 4 + 7 = 11, then 400 + 700 = 1100. In this game, you practice addition problems like 500 + 300 = 800 and 400 + 700 = 1100.

How to play: Place four of the dice so that the zero side is facing up. Leave them that way. On your turn, roll the other two dice. If you roll a zero, roll again. Move each die you rolled next to a pair of zero dice, to make two 3-digit numbers that both end in two zeros. Add them, say the addition problem, and cover the answer. If the answer is not available, roll again. **Example:** If you roll a six and a three, make a 600 and a 300, say "600 + 300 = 900" and cover a 900. **The first player to get four in a row wins.**

A

Skill Builders: Add multiples of 10 (A), Place value games

CCSS.MATH.CONTENT.2.NBT.B.7