

Double-It**Materials:** Numbers Cards (1 through 10)

Double It Game Recording Sheet

Directions:

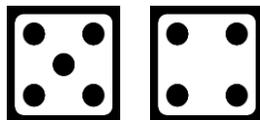
1. Working alone or with a partner, student(s) draws a number card. (If partners, then the students will take turns.)
2. Student(s) doubles the number on the card that is selected.
3. Student(s) then records the sum of the doubled number by placing an 'X' in the appropriate column.
4. Play continues until one column is completely filled.

High Roller**Materials:** Two regular dot dice**Directions:**

1. Player 1 rolls two regular dot dice.
2. Player 1 keeps the die with the greater value (the high roller) as it is.
3. Player 1 rerolls the lower valued die for the second time.
4. Player 1 counts on from the first value to find the sum of the two dice.
5. Player 1 records the equation on the recording sheet.
6. Player 2 repeats the process and play continues as time allows.

Example:

Sam rolls both dot dice. He rolls a 5 and a 2. He keeps the die with the 5 and rolls the dot die with the 2. This time he rolls a 4. He counts on from the dot die with the 5 and finds the sum of both dice. He says, "5...6, 7, 8, 9. The sum of the two dice is 9." He writes this equation on the recording sheet.



Tens Go Fish

Materials: Deck of Number Cards 0-10 (four of each) with the wild cards removed

Directions:

1. Each player is dealt five cards. The rest of the cards are placed face down in the center of the table.
2. If you have any pairs of cards that total 10, put them down in front of you and replace those cards with cards from the deck.
3. Take turns. On a turn, ask one player for a card that will go with a card in your hand to make 10.
4. If you get a card that makes 10, put the pair of cards down. Take one card from the deck. Your turn is over. If you do not get a card that makes 10, take the top card from the deck. Your turn is over. If the card you take from the deck makes 10 with a card in your hand, put the pair down and take another card.
5. If there are no cards left in your hand but still cards in the deck, you take two cards.
6. The game is over when there are no more cards.
7. At the end of the game, make a list of the number pairs you made.

Addition Top-It

Materials: A set of number cards with four cards each of the numbers 0-10

Directions:

1. A player shuffles the cards and places the deck number-side down on the playing surface.
2. Each player turns over two cards and calls out their sum.
3. The player with the highest sum wins the round and takes all the cards.
4. In the case of a tie, each player turns over two more cards and calls out their sum. The player with the highest sum then takes all the cards from both plays.
5. Play ends when not enough cards are left for each player to have another turn. The player with the most cards wins.