Circle A Sum

Directions:

1. Look at the grid of numbers. Look for 2 or more number which add up to "6", "7", or "8".
2. Look at the numbers in red. If you add these numbers together you would get a total of "7" so you could circle those two numbers together.
3. With your colored pencils, circle other numbers that total either 6, 7, or 8.
4. You may not use all of the numbers.

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

Greater Than, Less Than   (> and <)
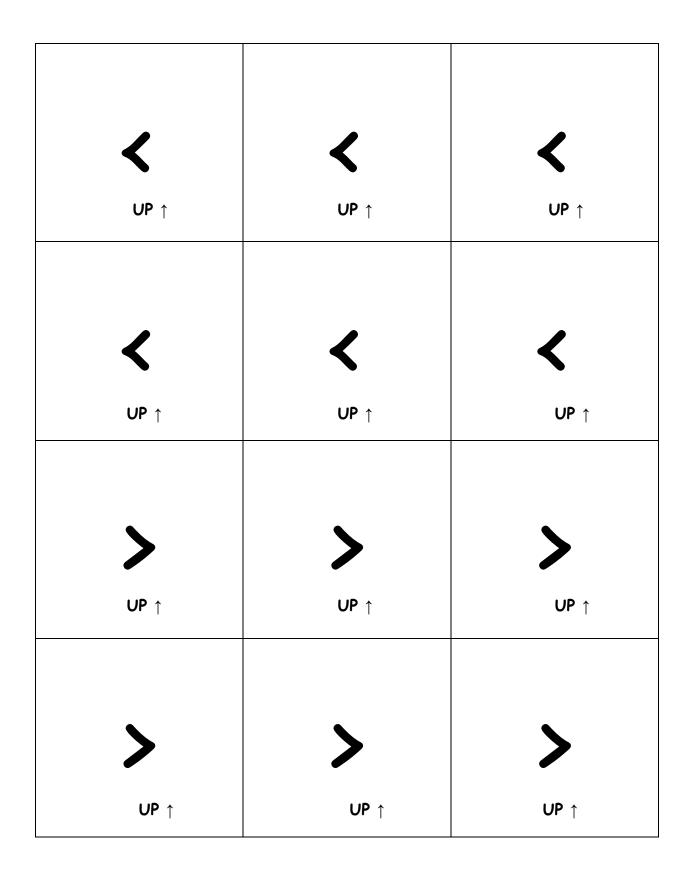
Directions:

1. Please cut 2 sets of the number cards and 2 sets of the < and > cards apart.
2. Draw 5 of the number cards.
3. Place the remainder of the number cards face down in the middle.
4. Place the < > cards face down next to the number cards.
5. Turn up the first number card. This is the "comparison number"
6. Player draws a < or > card and must play a number from his/her hand that is < or > the beginning number. If player can play a number, the next player repeats the steps, but the number the first player played is now the "comparison number". If the player can not play, then he/she must draw a card.
7. First player to play all of his/her cards, wins.

1	2	3
4	5	6
7	8	9

10	11	12
13	14	15
16	17	18

<

UP ↑

<

UP ↑

<

UP ↑

<

UP ↑

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UP ↑

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UP ↑

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UP ↑

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UP ↑

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UP ↑

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UP ↑

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UP ↑

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UP ↑

Addition and Subtraction: Draw 4

Directions:

1. Please remove the face cards and the joker from the deck.

2. Shuffle the cards (this means to mix them up)

3. Draw four cards.

4. Add the first three cards drawn together.

5. Subtract the fourth card from the total.

6. Keep track of your answers. Write the answer for the first problem on a piece of paper. When you draw the second set of four cards, add the total to the first number and so on until you reach 200.

Addition War

1. Please remove the face cards and jokers from the deck. An "ace" counts as one, so leave it in the deck.
2. Shuffle the deck and divide the cards evenly between the two players.
3. On go, the players turn over the cards at the same time.
4. Add the 2 numbers that have been turned up.
5. First person to give the answer either wins the cards because the answer is correct, or has to turn over 2 cards because he/she gave the wrong answer.
6. At the end of round, reshuffle the pile of cards you have and continue playing until one player has all the cards.

Odds, Evens, Exactly 10

<u>Directions:</u>

1. Please place the game board in the center
2. Roll three dice.
3. Add the total of the 3 dice.
4. If the total is an even number (2, 4, 6, 8, or 0), you will write the equation in the "Evens" column. If the total is odd (1, 3, 5, 7, 9), the equation goes in the "Odds" column. If the equation totals exactly 10, it is written in the "Exactly 10" column.

For example, 3 + 2 + 1 = 6 Six is even so I would write the equation, 3 + 2+ 1 = 6 in the "Evens" column.

4 + 4 + 2 = 10 so that equation would go into the "Exactly 10" column.

6 + 5 + 2 = 13 so that equation would go into the "Odds" column.

Odds	Evens	Exactly 10