Get Out of My House +/-

Math Concepts: Addition / subtraction - single digit
Materials: Paper, pencil, colored tokens or markers
Players: 2

Set up: Use a deck of cards with numbers from 1 (Ace) to 10. On a shared piece of paper, draw 21 boxes or simple houses numbered from 0 to 20. Each player has 7 tokens distinct from the other player's 7 tokens.

Play: During a turn, a player selects two random cards to work with. They then choose whether to add or subtract them to put their token in a house with fewer than three of the opponent's tokens. If the house contains one or two of the opponent's tokens, those tokens are given back to the opponent and the player says "Get out of my house."

Goal: The first player to put all their tokens in houses wins.

– DISCUSSION AND TIPS –

Which houses are the most likely to occur?

What are the advantages and disadvantages in putting tokens on frequently occurring houses?

– VARIATIONS –

A simpler version of the game, that involves no choices, uses only one operation of addition and subtraction for a given game.

You can extend the operations by allowing addition, subtraction, or multiplication.