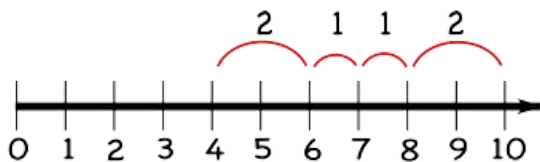


# Adding and Subtracting

## — NIM WITH ONE AND TWO — GAME

A target number, say 10, is chosen. Let your child choose whether to go first or second. The total starts at 0. During a turn, a person chooses to add 1 or 2 to the current total. The first person to reach the target wins. Once children learn to play this verbally, it is a great travel game.

For younger children, use an actual pile of objects to play with instead of writing anything down. In this case, a player would add one or two objects to the pile on their turn until the target quantity is reached. Similarly, a number line to the target number could be used and a marker could be advanced along the line one or two spaces during each move.



This game can also be played with subtraction. In this version, the starting total starts at the target, which in this example is 10. On a given turn the player chooses whether to subtract 1 or 2. The first person to reach 0 wins.

There are many variations to this popular game. You can use larger target numbers as your child's skills improve. One variation is that instead of winning, the player forced to hit or go beyond the target number loses. You can also experiment with what happens if you allow a player to add (or subtract) 1, 2, or 3 for each turn.

## — HIT THE TARGET — GAME

From a deck of playing cards, remove the face cards and any numbers that are larger than what the children are comfortable with. Shuffle the cards and turn over five cards to use and a sixth

card that is the target. Leave the remaining cards as a draw pile to fill in cards as they get removed.

During a turn, if a player can use the sum or difference of two of the five cards to equal the sixth, the player gets all three cards and they are replaced from the draw pile. If the player fails, then a new sixth card is turned over and the turn moves to the next player. The player with the most cards at the end of the game wins.

There are several variations you can use. You can allow a player to use three cards, instead of just two, to add up to the sixth. You can even allow any number of cards to be used to add up to the sixth. Another variation is to allow a mixture of addition and subtraction with any number of cards.

## — MEMORY CHALLENGE REVISITED — GAME

There are many versions of this game. The idea is always the same: deal a grid of cards face down, say 4 by 4, and the players take turns turning over two cards. If the cards match, the player keeps the cards, two more cards are dealt into the empty spaces, and the player gets another turn. If the cards don't match, the cards are turned back over and the player's turn ends. The player with the most cards wins.

Here are other ideas for how cards can match:

- Use a target sum - two cards match if their sum is the target.
- Use a target difference - two cards match if their difference is the target.
- Use cards with addition or subtraction problems together with cards that have the answers - cards match if the problem matches the answer.