



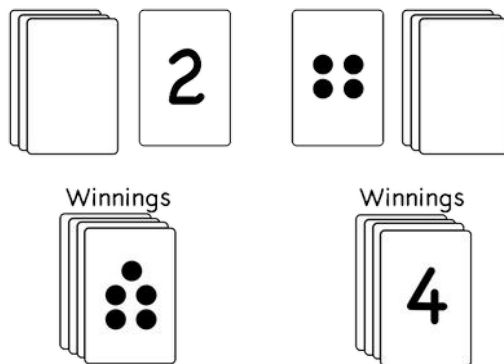
COMPARING – LEVEL 1: WAR – COMPARING

Materials:

Deck of playing cards using aces to 10's (aces can serve as 1's)

Instructions:

Remove any cards with values that are outside of your child's comfort zone. Split the cards into two piles, one for each of you, and place them face down. Each player flips over their top card; the player with the larger card keeps both cards. If the cards match, each player flips their next card. The player with the large card gets all four cards. The player with the most cards after one or more runs through all the cards is the winner. To change things up, you can play that the smaller of the two cards wins.



Thoughts to take home:

You can play this game at home and make your own deck of cards by printing out the EFM number and dot card decks from the "Resources" file in the English 1 to 5 downloadable folder on our website, or use regular playing cards. <https://www.earlyfamilymath.org/activities>



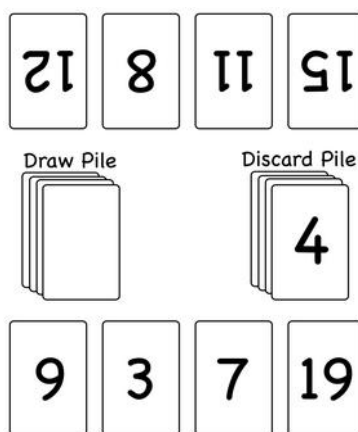
COMPARING – LEVEL 2: GOING UP

Materials:

1 or 2 EFM number card decks from 0 to 20

Instructions:

Use one EFM number card deck (two if there are several players) that go from 0 to 20. Each player is dealt four cards facing up, and the remaining cards are put in a draw pile. The goal of the game is to get all four cards in order from small to large.



On their turn, each player draws a card from the draw pile and replaces one of their cards on the table with the card from the draw pile. The replaced card is put on the discard pile.

The first player to get their cards in order wins.

Questions and discussion points:

- Suppose your child's cards look like this: 9, 3, 7, 19. Ask your child: which card do you think needs to be replaced? Why would you pick that one?
- If they don't know which card needs to be replaced, you can ask questions like, which cards are already in order? (3, 7, 19 are in order). Is there one that is out of order? (the 9 is out of order)

Thoughts to take home:

You can make the game easier by allowing the same cards to be put next to each other, for example: 3,6,6,7. Or make it harder by dealing each player more than 4 cards.



COMPARING – LEVEL 3: GET OUT OF MY HOUSE – 1 MORE OR LESS

Materials:

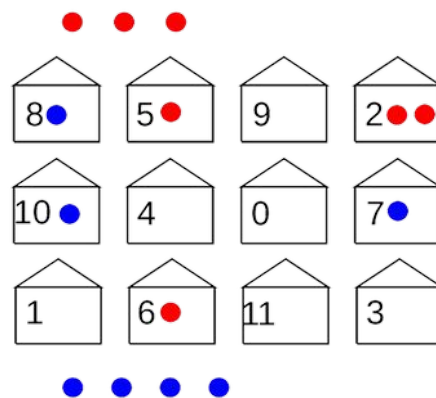
Deck of playing cards using aces to 10's (aces can serve as 1's)

14 small tokens, 7 in one color, 7 in another

"Get out of my House" paper

Instructions:

Give one set of 7 tokens of the same color to each player. Shuffle the number cards and put them face down on a draw pile. On a turn, a player picks a card and puts their token in one house that is one more or one less than the number on the card, as long as the house does not have 3 or more of the other player's tokens in it already. If the house has one or two of the opponent's tokens, those are given back to the opponent and the player says "Get out of my house." The first player to place and keep all their tokens in houses wins.



Questions and discussion points:

- As the tokens are filling up houses, talk about where you would put a token.
- Do I fill up a house with my third token so my opponent can't take them out any longer, or should I try to kick my opponent out of their house because they are low on tokens.

Thoughts to take home:

One playing option is to use a smaller or larger range of Number Cards and boxes. Another option is to allow moves to houses that are 2 numbers more or less than the target number.