**Addition and Subtraction Games**

**Bump!**

Materials: Game board, dice, 2 sets of 10 counters

The printable game board is available on the website. Directions are printed on the game board.

**BRRRR Bump!**

Materials: Game board, dice, 2 sets of 10 counters

Played like Bump! except using 3 dice instead of 2. Game board is available on the website with instructions written on the gameboard.

**Flash Cards**

Materials: Flash Cards (Store bought or I provide printable cards on the website)

Flash cards can be used many ways. Students should be fluent in addition and subtraction up to 10 and be able to solve problems up to 20. Flash cards can, of course, be used in the traditional way, but here are some other ways to use them, too.

* Draw a picture—Pick a flash card, draw a math picture to show that math fact.
* Write an equation—Pick a flash card, write the equation in your homework journal
* Fact Family—Pick a flash card. Write the 4 equations that you could make with that fact family. (Example: Pick 4+5, write 4+5=9, 5+4=9, 9-5=4, 9-4=5)
* Build it—Pick a flash card, students use objects to model the math fact
* Hop it—Student feeling antsy? Show them a flash card; they hop the number of times of the answer.
* Sort it—Students sort the cards according to the answer. This is a good activity when you have the addition and subtraction cards mixed together. They make a pile that equals 5, a pile that equals 6, and so on.
* Go fish—If the answers are not on the back of the cards, deal out 7 flashcards to each player. Then play like regular Go Fish, asking other players for cards that equal a certain number. (Example: 4+1 matches 3+2 OR 4+1 matched 8-3)

**Go Fish 10**

Materials: Cards 1-9

This is played much like regular Go Fish, except that instead of 1 and 1 making a match, any numbers that add up to 10 make a match. So if you are holding a 2, you want to ask for an 8. To extend this you could have any number of cards to make 10 (example: 2, 5, and 3). If desired, student could record all matches in their journals.

**Flip Ten**

Materials: Cards 1-9

Line up cards in four rows of five face down, put the rest of the deck in a pile to the side. The player flips two cards over. If the sum of the two cards equals 10, they keep the cards and replace the cards with two more from the deck. The game ends when there are no more matches left.

**Heads and Tails (1 player game)**

Materials: Coins

The player has the chosen number of coins, toss them, and then record how many heads and how many tails. They can do this either as an equation or using a part-part chart.

**Hiding Game**

Objects (number chosen by you), bowl or cup, folder (optional)

Player 1 stands up the folder to hide their actions from player 2. They hide part of the objects under the bowl/cup. They then move the folder to show the part left. Player 2 must tell how many are still hidden. Do this 3 times then switch roles.