RAFT IDEAS

Topics: Practice Addition and Subtraction

Materials List
- ✓ File folder
- ✓ Permanent marker
- ✓ Deck of blank playing cards or cardstock cut to size
- ✓ Stickers or game board die cut
- ✓ Tokens
- ✓ Container for tokens
- ✓ Playing pieces
- ✓ Die or spinner (RAFT Idea Sheet ***Give it a Spin***)
- ✓ Scratch paper
- ✓ Small white board or other reusable writing surface
- ✓ Timer

This activity can be used to teach:
Common Core Math Stnd:
- Commutative & Associative rules (Ops. & Algebraic Thinking, Grade 1, 3; Grade 3, 5)
- Addition & Sub. (Number & Ops. in Base Ten, Grade K, 1; Grade 2, 5-9; Ops. & Algebraic Thk., Grade K, 1-5; Grade 1, 3, 4, 6-8; Grade 2, 2)
- Problem Solving & Reasoning (Math Practices Grades K-3)

raft resource area for teaching
www.raft.net

Math Action Goes Both Ways

A team game to practice addition and subtraction

Drill with worksheets and flashcards is boring! Games engage young minds and enhance memory.

Assembly

1. Create a game board in the file folder by using stickers to create a path. The path may have a beginning and an end or it may be closed. Mark some of the squares with the marking pen or with a small sticker. Be sure that there is a place for the game cards and the tokens. Laminate the file folder for durability, if desired.
2. Create the deck of cards by writing the numbers 1 - 20 on the face of the blank cards (or on the cardstock) several times. Laminate if using cardstock.

Playing the Game

1. This game can be played by a group of up to 4 students working together as a group or by players grouped into 2 teams. Each team can take a turn to record the equations or an additional person can be the recorder. Playing as a small group with a recorder is a good way to begin and moves the game along faster.
2. Place the deck of cards and the tokens on the game board.
3. Each team chooses a playing piece and places it on "start" (or on any space on a closed path board).
4. Decide who will play first and the rotation of play.
5. Players take turns rolling the die (or using the spinner) and moving ahead the correct number of spaces.
6. If the player lands on a marked space s/he draws two cards from the pile, places them face up on the table, reads the numbers aloud, and starts the timer. The team works to create equations using the numbers that have been drawn and +, - , and =. Equations can be recorded on the white board. A token is earned for each *different* equation that is created within the time limit.
7. Play moves to the next player or team.
8. When the game time ends, the tokens are counted to determine how many equations were created.

The Math Behind the Activity

Teachers find that the practice required to learn math facts is met with greater enthusiasm if it comes in the form of a game. Research has indicated that when students are involved in an enjoyable activity, they actually learn more and retain information longer. Drawing two cards for each play makes many equations possible so that there are opportunities for the frequent repetition essential for success. By practicing creating equations, students become familiar with number sentences and develop an appreciation for the power of the commutative and associative rules, even if they do not yet know the terminology.

Taking it Further

- Keeping a class tally of the number or equations created over a particular time period, e.g., 1 week, would provide data for an interesting graph.
- This game can be played with a deck of regular playing cards.
- Play this game to practice multiplication and division and/or create inequalities.

Web Resources (Visit www.raft.net/raft-idea?isid=650 for more resources!)
- Teacher designed math courses – https://njctl.org/courses/math

Developed and written by Debbie Long (RAFT)