

Ages 4-7

Shuffling into Math

For Families

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box cars and one-eyed jacks

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What Time Is It, Mr. Wolf?



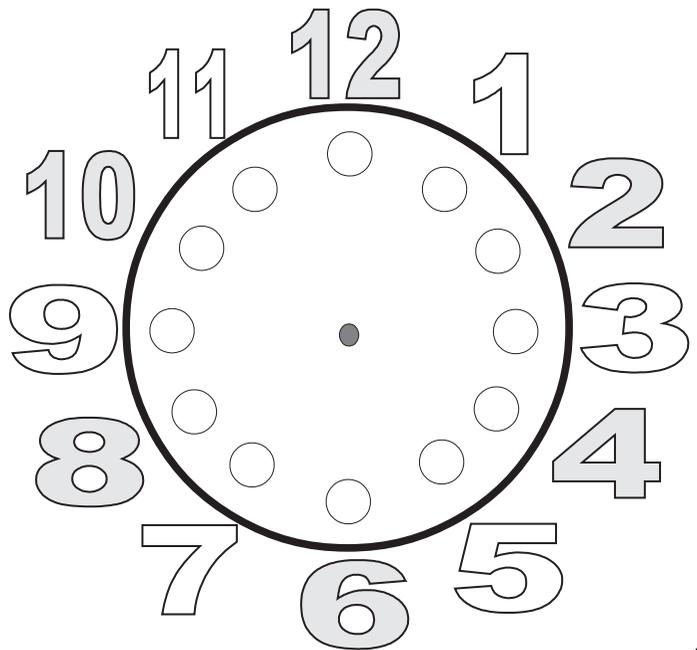
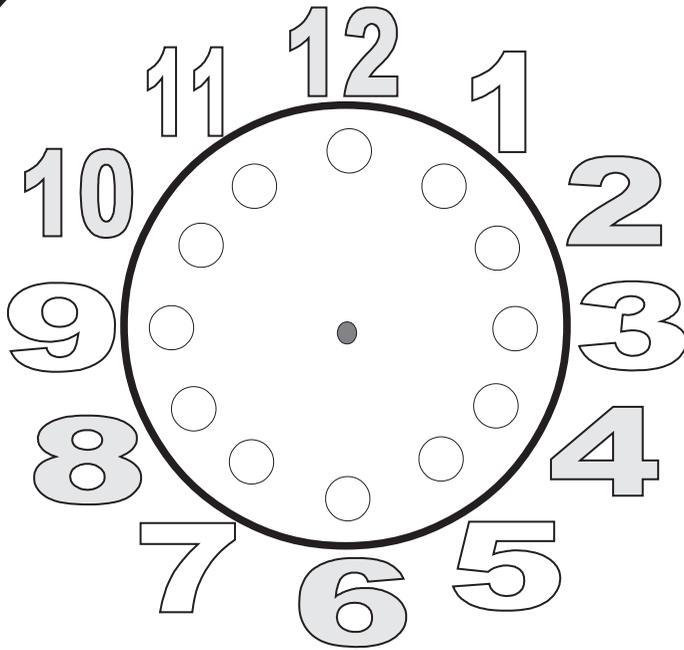
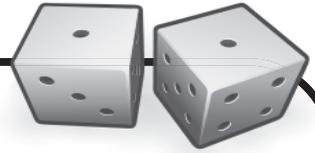
- LEVEL:** Kindergarten – Grade 2
- SKILLS:** Telling time to the hour, addition
- PLAYERS:** 2 or more
- EQUIPMENT:** 2 dice, paper and pencil
- GETTING STARTED:** Each player needs their own clock with the “o'clock” (minute) hand drawn in at 12.

Player one rolls the dice and adds them together, then uses the result to fill in a time on their clock. For example, a roll of 3 and 5 lets a player fill in 8:00 on their clock. Players alternate rolling and filling in times on their clocks until only 1:00 remains. Once only 1:00 is left, a player may roll a single die and try to roll a 1. The first player to complete their clock is the winner.

- VARIATION:** The minute hand can be drawn to quarter-past, half-past, or quarter-to the hour.



What Time Is It Mr. Wolf?



Addition Face-Off



- LEVEL:** Grades 2 and up
- SKILLS:** Addition
- PLAYERS:** 2
- EQUIPMENT:** 1 deck of cards Ace – 9 (Ace = 1)

GETTING STARTED: Players divide the cards evenly between themselves. Then each player turns two cards over and adds them together. The player with the highest sum wins all the cards. In the event of a tie, players have a “face-off.” Each player deals out three more cards face down, then turns over two more cards and adds them together. The player with the highest sum wins all the cards. Play continues until decks are empty, then the player with the most cards wins the game.

EXAMPLE:

Player One

| | |
|---|---|
| 2 | 3 |
|---|---|

$2 + 3 = 5$

| | |
|---|---|
| | |
| 4 | 3 |

$4 + 3 = 7$

Player Two

| | |
|---|---|
| 4 | A |
|---|---|

$4 + 1 = 5$

| | |
|---|---|
| | |
| 4 | 5 |

$4 + 5 = 9$

Both players draw the same sum, so a face-off starts. Each player deals three face down cards, then draws again. Player Two wins with a sum of 9.

VARIATION:

Draw more cards and arrange them as two or three-digit numbers for more difficult math.

| | |
|---|---|
| A | 5 |
|---|---|

Three cards: a two-digit number (15)

| |
|---|
| 3 |
|---|

added to a single-digit number (3).

Or...

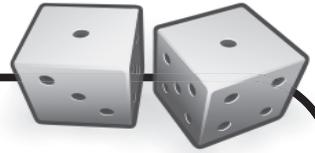
| | | |
|---|---|---|
| 5 | 3 | 4 |
|---|---|---|

Five cards: a three-digit number (534)

| | |
|---|---|
| 2 | 3 |
|---|---|

added to a two-digit number (23).

Make 20



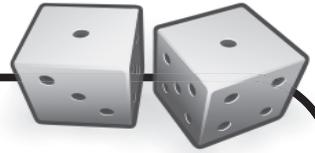
- LEVEL:** Grade 1 – 3
- SKILLS:** Numbers to 20, addition to and subtraction from 20, odd and even
- PLAYERS:** 2 – 4
- EQUIPMENT:** 1 deck of cards Ace – 5 (Ace = 1), paper and pencil
- GETTING STARTED:** Each player needs their own gameboard.

Each player begins the game at number ten. The goal is to get to twenty or zero. Players take turns drawing a card to determine how they move on the board. When they draw odd numbers, players must subtract and move back that number of spaces. When they draw even numbers, players add and move forward that many spaces.

The first player to reach exactly zero or twenty is the winner. Ignore rolls that would move a player above twenty or below zero.

- VARIATION:** Use cards from Ace – 9 for more difficult addition and subtraction, or for faster games.

Make 20



0 - 1 - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 - 10 - 11
12 - 13 - 14 - 15 - 16 - 17 - 18 - 19 - 20



0 - 1 - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 - 10 - 11
12 - 13 - 14 - 15 - 16 - 17 - 18 - 19 - 20