

## Got your Number

Deal 3 number cards to each player.

- Using any two cards, pick two numbers that add to a number near 10.
- Using the *Got Your Number* task sheet write a number sentence with your two cards and the total that is near 10 (direct students not to go over 10).
- To find your score, find the difference between your total and 10.
- For example, you picked the cards 6, 3, 2, so  $6 + 3 = 9$ . So your total is 9. To find your score, find the difference between 10 and 9.  $10 - 9 = 1$ .
- The player who has the lowest number for each round will circle their score.
- Shuffle the cards and play another round.
- After eight rounds, students will count how many circles they have. The player with the most circles (lowest scores) wins.



Got Your Number?

Name: \_\_\_\_\_

Write or draw a number sentence	How far away from 10?

**Total**

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# Make 10 Go Fish

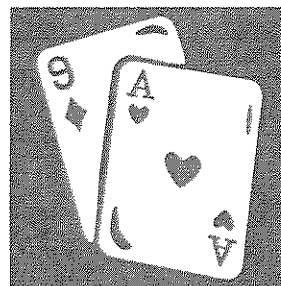
How to play: The object is to get two cards that total 10.

- Each player is dealt five cards. The rest of the cards are placed down in the center of the table.
- If you have any pairs of cards that total 10, put them down in front of you and replace those cards with cards from the deck.
- Take turns. On your turn, ask the other player for a card that will go with a card in your hand to make 10.
- If you get a card that makes 10, put the pair of cards down. Take another card from the deck. Your turn is over.
- If you do not get a card that makes 10, take the top card from the deck. Your turn is over. (Example: Player 1 "*Do you have a 2 in your hand?*" If player 2 has a 2 they give it to player 1. If they do not have a 2 they say "*Go Fish!*")
- If the card you take from the deck makes 10 with a card in your hand, put the pair down and take another card. Your turn is over.

Georgia Department of Education  
Common Core Georgia Performance Standards Framework  
First Grade Mathematics • Unit 5

Sum	Number Combinations				
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

## I Spy Combinations - Addition



### Purpose:

The purpose of this activity is to help students develop fluent recall of number combinations to 20.

### Number of Players:

2 Players

### What you need:

- A deck of playing cards, with face cards removed. Aces will count as 1.

### What to do:

- Arrange the cards face up in 5 rows with each row containing 8 cards.
- Player one will find a number combination and tell player two *ONLY* the sum.  
*I spy two cards that add to 12*
- Player two looks for 2 cards next to each other, horizontally, vertically or diagonally that create a combination with the same sum that player one saw. It does not have to be the exact match that player one spotted, as long as the combination shares the same sum.
- If player two finds the combination, they get to pick up the cards. If player two cannot find the combination, player one gets to pick up the cards.
- As cards are picked up, the remaining cards are shifted to fill in the spaces.
- Play will continue until all that cards have been collected.
- The winner is the player with the most cards.

### Extension:

- Students will create number combinations using three cards in a row.

## Whose Sum is Larger????

**Materials Needed:**

Playing Cards

**Number of Players:**

Partners

**Directions:**

- Deal the entire deck of playing cards out, so that the two players have an equal number of cards.
- Each player will turn over two playing cards from their stack. The player will add their two cards together.
- The player with the larger sum gets all four cards.
- If the two players have a tie, the players will turn over an additional card to add to their sum as a "tie breaker".
- Once players have gone through the entire deck, the player with the most cards wins.

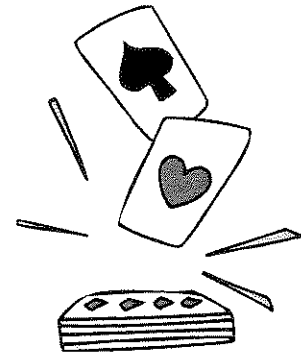
**Variations:**

- Have students go through the deck multiple times.
- Have students play Whose Sum is Smaller.

## Sums of Ten Memory

### Purpose:

The purpose of this activity is for students to build their fluency of number combinations to ten.



### How children will be organized:

Students will play in groups of 2-4

### What you need:

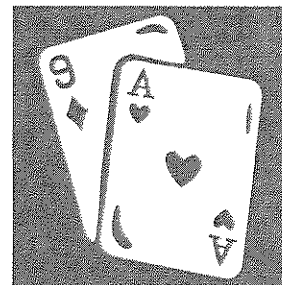
#### Playing cards:

- A: Aces= 1
- 2-10= their numerical value
- J-K (all face cards)= 10

### What to do:

This game is played like Memory. The cards are first spread out in an organized array with all cards face down. The first person turns over two cards, without moving them from original location. If the two cards showing create a number combination of ten, the player takes the pair and has another turn. If the cards do not create a number combination of ten, they turn the cards back over face down. The next player has a turn. The winner is the player with the most pairs.

## I Spy Combinations - Addition



### Purpose:

The purpose of this activity is to help students develop fluent recall of number combinations to 20.

### Number of Players:

2 Players

### What you need:

- A deck of playing cards, with face cards removed. Aces will count as 1.

### What to do:

- Arrange the cards face up in 5 rows with each row containing 8 cards.
- Player one will find a number combination and tell player two *ONLY* the sum.  
*I spy two cards that add to 12*
- Player two looks for 2 cards next to each other, horizontally, vertically or diagonally that create a combination with the same sum that player one saw. It does not have to be the exact match that player one spotted, as long as the combination shares the same sum.
- If player two finds the combination, they get to pick up the cards. If player two cannot find the combination, player one gets to pick up the cards.
- As cards are picked up, the remaining cards are shifted to fill in the spaces.
- Play will continue until all that cards have been collected.
- The winner is the player with the most cards.

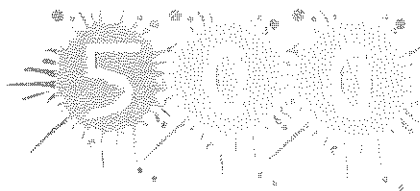
### Extension:

- Students will create number combinations using three cards in a row.



Name \_\_\_\_\_ Date \_\_\_\_\_

## Perfect 500



Number of Players: 2 or 3

Materials: One deck of 40 cards (4 each of the numbers 0-9)

### Directions:

1. To begin, each student will take 5 cards.
2. Each player will use four of the cards to make 2 two-digit numbers. Arrange the two numbers so they will add up to a sum as close to 100 as possible. You will have one card left over for the next round.
3. Record your addition problem on the recording sheet. You will keep a running total as you play.
4. For the second round, each player will take four more cards. Add the four cards to the one left over card from the first round.
5. Repeat the same steps as the first round, saving one card for the next round.
6. After the end of five rounds, each player will total the sums for the five rounds.

The student who is closest to 500 without going over is the winner.

## Perfect 500!



Player 1 \_\_\_\_\_ Date \_\_\_\_\_

Round					Running Total
1		+		=	
2		+		=	
3		+		=	
4		+		=	
5		+		=	
	<b>Total</b>				

## Perfect 500!



Player 2 \_\_\_\_\_ Date \_\_\_\_\_

Round					Running Total
1		+		=	
2		+		=	
3		+		=	
4		+		=	
5		+		=	
	<b>Total</b>				

Name \_\_\_\_\_ Date \_\_\_\_\_

## Making Fractions

Directions

How to Play:

- A player deals four cards to themselves and four to their partner.
- Both players make the largest fraction that they can by choosing a numerator and a denominator from the numbers on their cards.
- Compare your fractions. The one with the larger fraction wins all the cards and becomes the new dealer for the next round.
- If the fractions are equal, the round ends in a tie, and the players keep their cards.
- The game continues in this manner until the players have used all cards.
- Each player counts their cards and the one with more cards wins.