

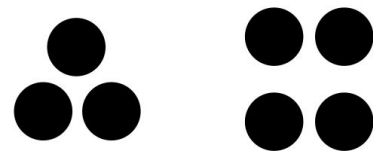
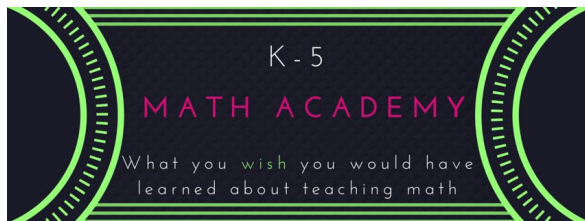


$$7 = 6 + 1$$

Part-Part-Whole

Games

$$5 + 2 = 6 + 1$$



Capture 4

Materials: Regular dice, Capture 4 board game, and cubes or whiteboard markers

Play Capture 4 with 2 dice or 1 die. Kids can capture as many spaces as long as they total the same amount as their dice. For example, if they roll a 4 and 6, they can cover as many spaces on the board as long as they total 10 (5 and 5 or 4, 4, and 2, etc).

Capture 4: In Parts

4	1	2	6	5
6	5	2	2	4
2	6	FREE	2	1
1	4	5	1	2
5	2	4	6	2

Player rolls 1 die, you can place your markers on any amount of spaces as long as they all add up to the same amount as the die.

Capture 4: In Parts

4	9	7	6	5
6	5	7	8	4
8	6	FREE	7	9
9	4	5	9	8
5	8	4	6	7

Player rolls 2 dice, you can place your markers on any amount of spaces as long as they all add up to the same sum as the dice.

Capture 4: In Parts

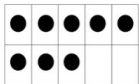
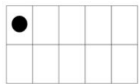
4	1	7	6	5
6	5	3	2	4
10	6	FREE	7	9
9	4	5	1	10
5	2	4	6	3

Player rolls 2 dice, you can place your markers on any amount of spaces as long as they all add up to the same sum as the dice.

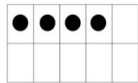
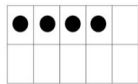
Memory

Materials: 20 Memory cards cut out

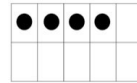
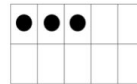
Lay the set of cards out, face down in columns & rows. Children take turns flipping over 2 cards at a time to see if they can match cards that show the same sum. If they do “match”, they keep the cards. If they do not match, they flip them back over and it is the next player’s turn.



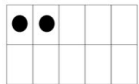
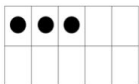
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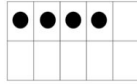
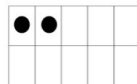
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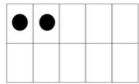
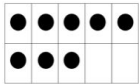
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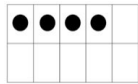
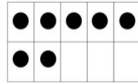
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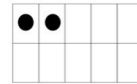
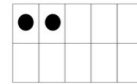
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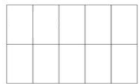
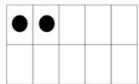
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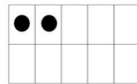
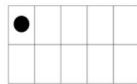
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2



3



4

5

1 + 4

5

2 + 3

3 + 2

4

3 + 1

5

4 + 1

5

1 + 3

4

2 + 2

4

5 + 0

3

1 + 2

2

1 + 1

5

6

$2 + 4$

6

$5 + 1$

$3 + 3$

7

$5 + 2$

7

$6 + 1$

6

$3 + 4$

7

$0 + 7$

7

$7 + 1$

8

$6 + 2$

8

$5 + 3$

8

9

$0 + 9$

9

$8 + 1$

$2 + 7$

9

$5 + 4$

9

$6 + 3$

9

$10 + 0$

10

$9 + 1$

10

$2 + 8$

10

$6 + 4$

10

$7 + 3$

10

15

$7 + 8$

16

$9 + 7$

$9 + 8$

11

$6 + 5$

18

$9 + 9$

17

$10 + 9$

19

$10 + 10$

20

$5 + 7$

14

$8 + 6$

13

$8 + 5$

12

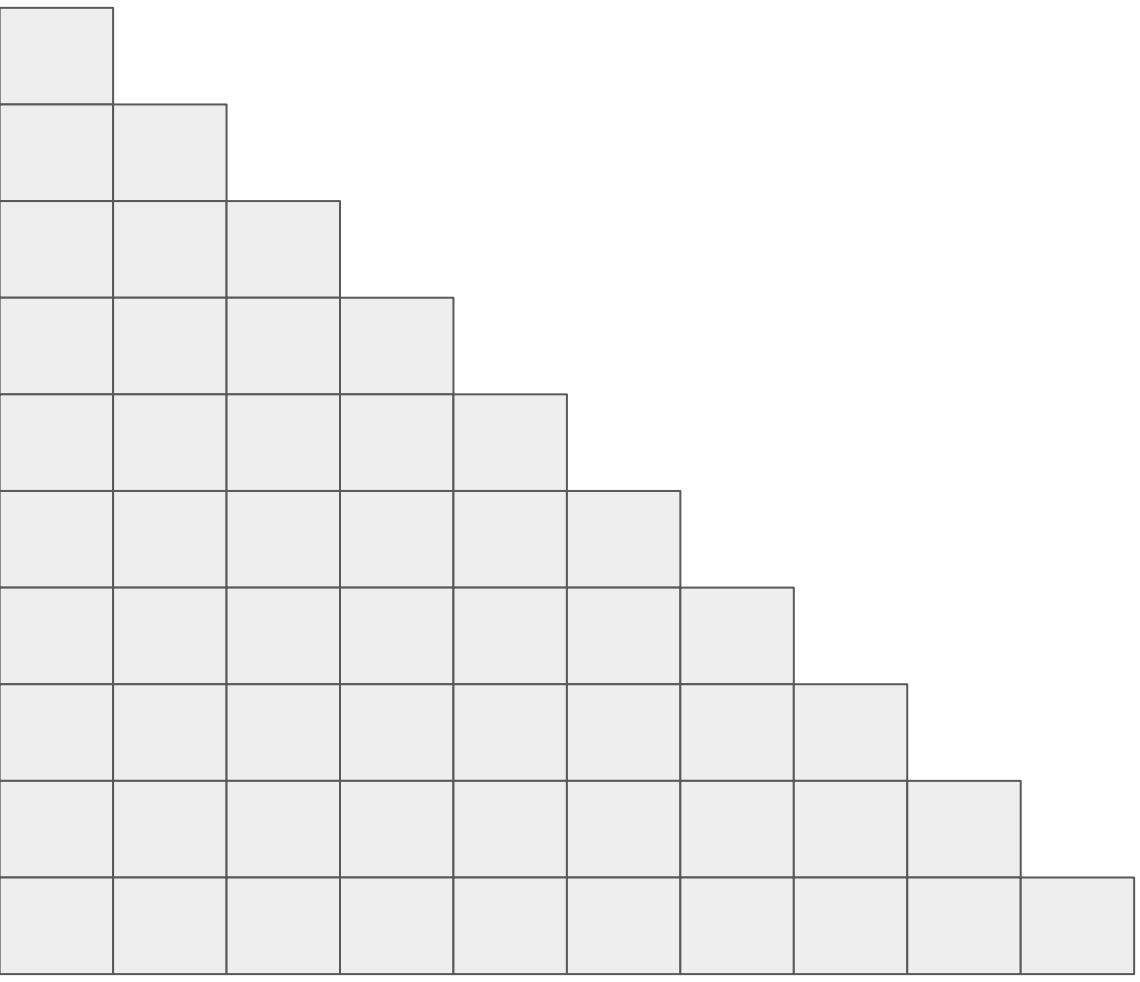
Part/Whole Bingo

Materials: two dice, 60 objects for each player, and each player needs a game ‘track’ board

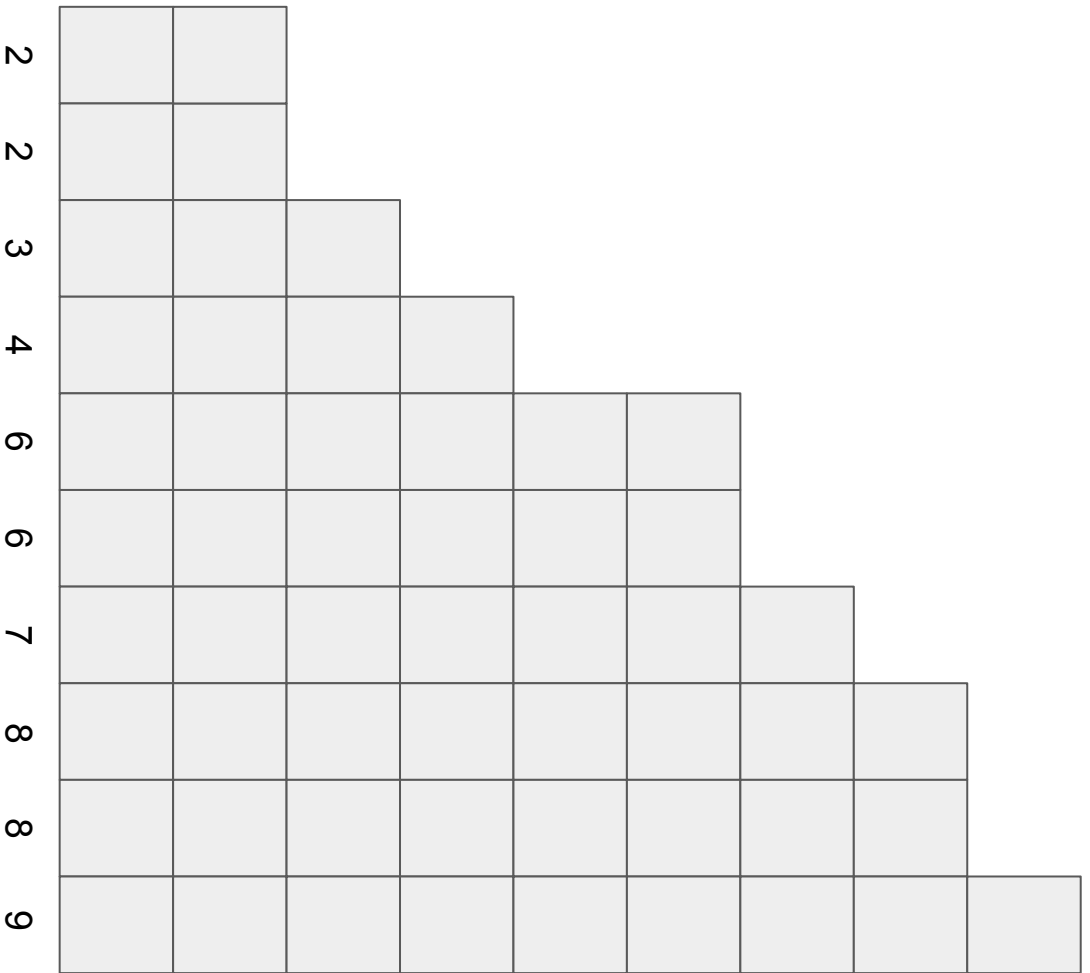
- Two dice are rolled by any player and the total is called out for everyone to hear. All players use their objects to build a “train” with length of the amount rolled. They have to use that train to cover the amount rolled on their track board.
- They have to completely cover small tracks that together equal the total rolled. For example, if a 6 and 4 are rolled, each child makes a train that has ten cubes. One child might break their train into 6 and 4 to cover those tracks on their board; another might break it into 3 and 7; another might break it into 2, 3, 1 and 4.
- The goal is to cover all their tracks on their game board.

from Fosnot & Dolk, 2001

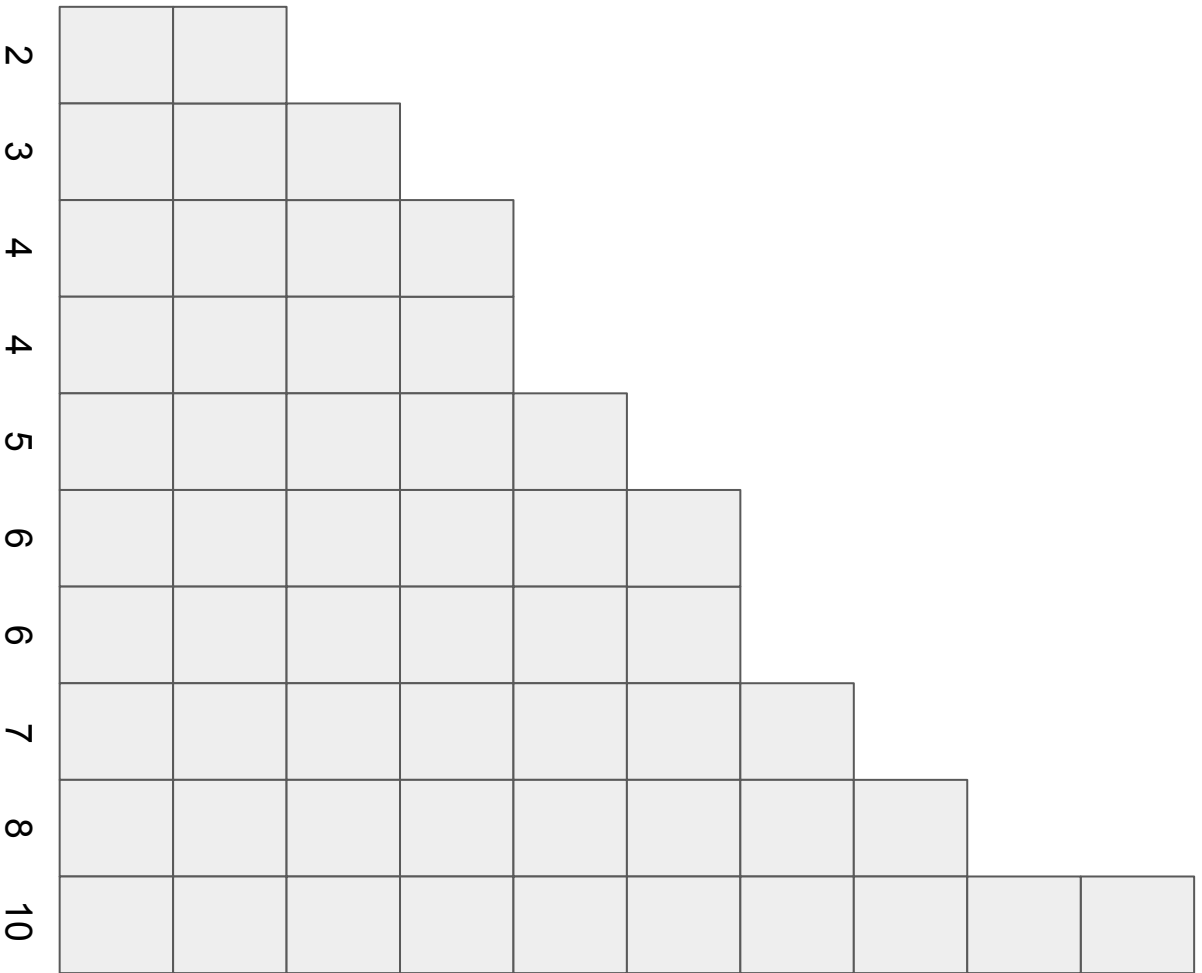
Part/Whole Track



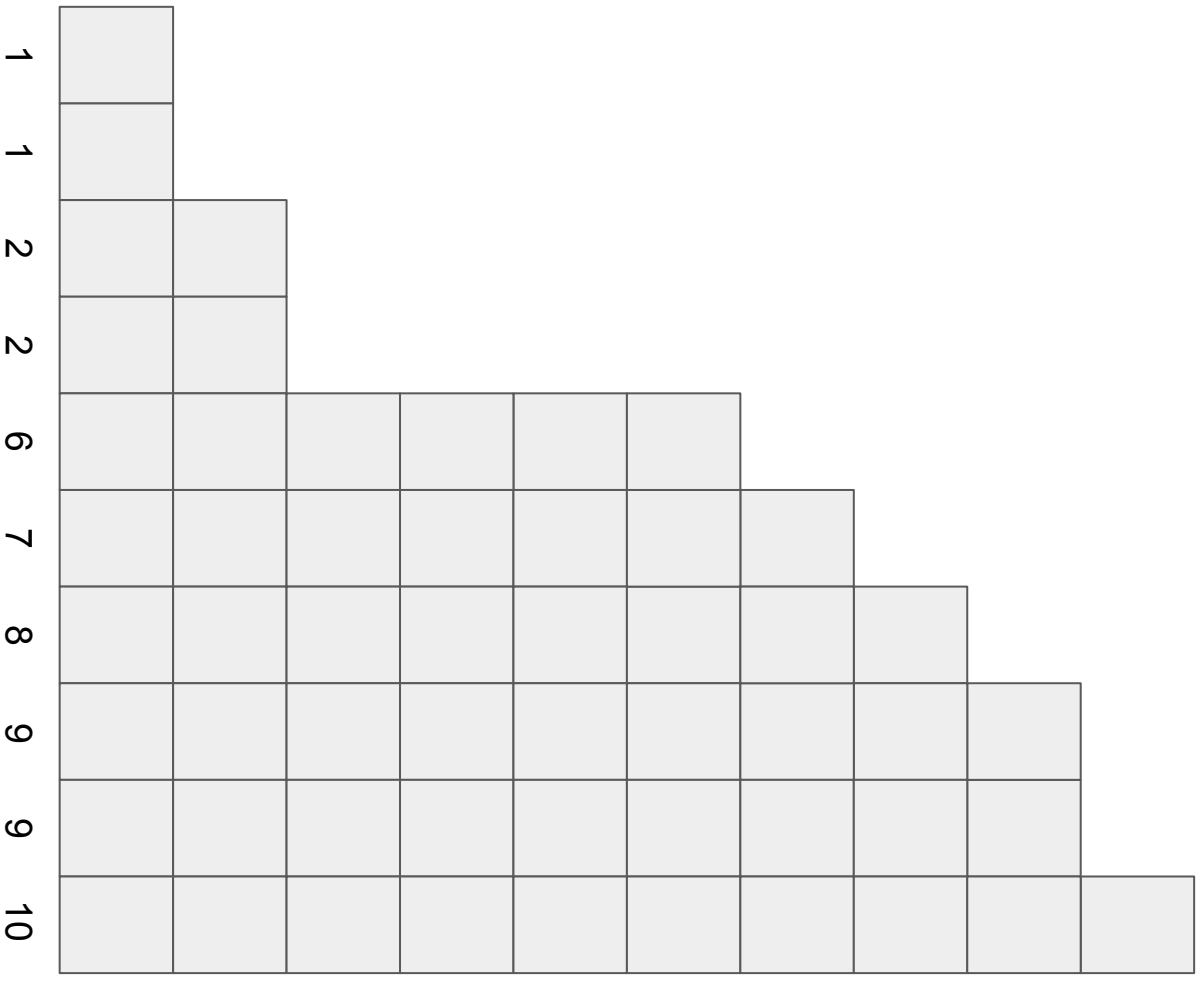
Part/Whole *Track*



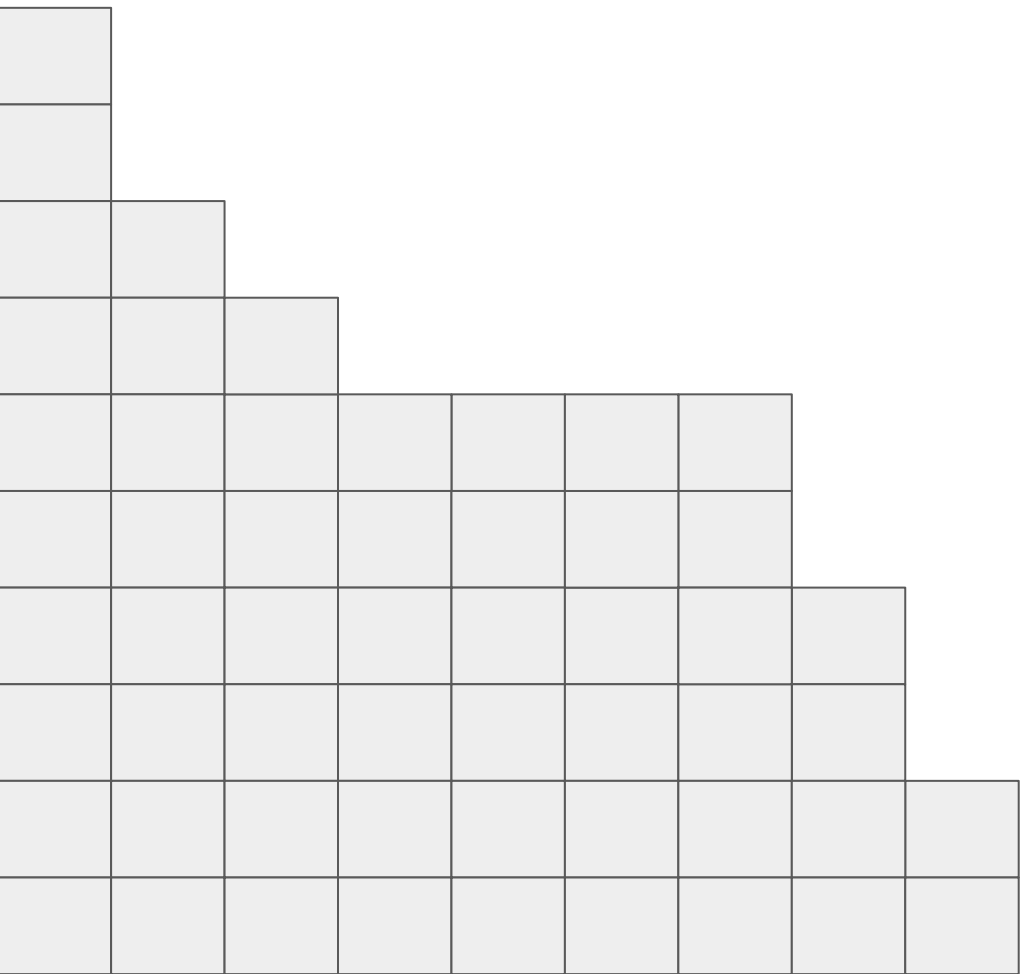
Part/Whole Track



Part/Whole Track



Part/Whole Track



Tic-Tac-Total (Kamii, 2000)

Materials: Tic-Tac-Total Game board in a sheet protector and two different colored whiteboard markers

Put the game board in a sheet protector and give each player a different colored whiteboard marker. They cross out the numbers as they use them as each number can only be used once.

The goal is to be the person to put three numbers (of their color) in a row (horizontal, vertical, or diagonal) that add to the total the partners (or teacher) choose.

Tic-Tac-

1
3
5
7
9

0
2
4
6
8

Tic-Tac- 7

~~1~~
~~3~~
5
7
9

3		1
4	6	
0		

~~0~~
2
~~4~~
~~6~~
8

Make 10 Go Fish

Materials: [Deck of Ten Frame Cards](#) (or regular deck of cards with 10s and face cards removed)

This game is played just like Go Fish, but instead of asking a person for the same card, you ask for the card that goes with yours to 'Make 10.' You can also add into the rules of the game that players can use more than two cards to make their ten. So, if a player has a 4 and a 1 in their hand, they could ask for a 6 or a 9, but they could also ask for a 5 because then all three of the cards in their hand would Make 10.

Each player gets 5 cards. Player 1 asks any player in the game for the card he/she needs to go with one of their cards to make a 10. For example, if Player 1 has a 6, then they would pick any player and ask them *"Do you have a 4?"*

If that player has the card, they hand it over and Player 1 would lay the match down in front of them. If that player does not have the card, they tell Player 1 to *"Go Fish,"* and Player 1 draws a card from the deck, then play continues to the next player.

Play until one player gets rid of all their cards. The player with the most "matches" wins.

Salute

Materials: Set of number cards with 0-10, with at least 3 cards of each number (or regular deck of cards with face cards removed)

Players sit forming a triangle with the deck of cards face down in-the center of the triangle. Two players are the 'saluters' and the third player is the 'caller.'

The two Saluters each grab a card off the deck and without looking at the card, place it on their forehead facing out so that the other players can see the amount on their card.

The Caller calls out the sum of the two cards and the first Saluter who can figure out the number on their own forehead gets to take the cards.

Continue playing until all the cards in the deck are gone. The Saluter with the most cards gets to continue being a Saluter and Caller switches roles with the other Saluter.

Doubles War

Materials: Set of number cards with 0-10, with at least 3 cards of each number (or regular deck of cards with face cards removed or subitizing cards)

This game is played like War, but each player flips over two cards. The player with the largest sum gets to keep all 4 cards that were flipped over.

Divide the deck of cards evenly between two players, with their stack of cards face-down in a pile. Each player flips over two cards and adds them. The player with the largest sum gets to keep all 4 cards that were flipped over. If there is a tie, each player flips over two more cards and the person with the largest sum gets to take all 8 cards. Play continues until each player is out of cards. They then use the cards they 'collected' during the first round to continue playing. Play continues in that manner until one player does not have any cards left.