

# PLACE VALUE COMPARISONS

**LEVEL:** Grade 2 and up

**SKILLS:** comparing two numbers, odd and even

**PLAYERS:** 2 or more

**EQUIPMENT:** cards (Ace=1) - 9, die

**SETTING STARTED:** The deck is placed face down. Each player turns over two cards from the deck and makes a two digit number. The die is rolled by one player. If the roll is even, the bigger number scores. If it is odd, the smaller number scores.

## EXAMPLE:

**Player 1**      **Player 2**

7 3

5 4



is even and therefore player one scores one point.

**Player 1**

**Player 2**

5 8

1 9



is odd and therefore player two scores one point.

The first player to score ten points is the winner.

## VARIATION:

Each player takes three cards and players compare three digit numbers.

# ODD OR EVEN

Grades 1 - 3

addition to ten, odd and even

3:

2 or more

ENT:

each player cards (Ace=1) - 10, 2 dice

STARTED:

Each player arranges their cards as follows:

1	3	5	7	9
2	4	6	8	10

Before players begin they predict which set of numbers they will eliminate first-either the odd or the even set. Players then take turns rolling one or two dice and begin eliminating sums of their rolls.

.E:

Roll 2 and 4: take away 6

Roll 5 and 3: take away 8

Players continue to take turns until one player has removed all of their cards. They receive 10 points for doing so. If the player also made a correct prediction (odd or even set first) then they earn an additional 5 points. Play continues to 50 or 100 points.

ION:

Encourage players to add or subtract the dice before removing cards. Have players remove up to two cards per roll.

# PLACE VALUE WAR

- LEVEL:** Grades 2 - 6
- LEARNING OBJECTIVES:** identification of two-digit numbers, comparing and place value
- PLAYERS:** 2
- EQUIPMENT:** cards (Ace=1) - 9
- HOW TO START:** Players divide cards evenly between themselves. Each player turns over two cards. The first number turned over is the tens number and the second is the ones. Both players call out their numbers (you may have them verbalize "six tens and two ones equals sixty-two"). The player with the largest number gets all cards. In the event of a tie (ie. each player has the same number) WAR is declared. First, each player places three cards face down. Then, each player turns over two more cards and adds this second number to the first. The player with the largest sum gets all of the cards. Play continues until one player has collected all of the cards.

## EXAMPLE:

Player 1: 6, 8 68

Player 2: 7, 2 72

Player two collects

### Player 1

4, 3 43

—

—

—

6, 2 62

105

### Player 2

4, 3 43

—

—

—

1, 9 19

62

(three cards  
face down)

Player number one collects all of the cards.

## VARIATION:

Players turn over three cards and build numbers into the hundreds.

Grade 2: have players just compare their second number instead of finding the sum.

# HUNDREDS CHART TIC-TAC-TOE

- L:** Grade 2 and up
- S:** identification of place value 1 - 100
- ERS:** 2
- PMENT:** 1 hundreds board (see reproducibles), cards (Ace=1) - 9, paper, pencil, markers (2 different colours)
- ING STARTED:** Players select a color of marker. The goal of the game is for a player to get three or more of their markers in a row either vertically, horizontally or diagonally. Player number one begins by drawing two cards and making a two-digit number. Player number one then verbalizes this number to their partner: ie. draw 6,3 and says "six tens and three ones equals sixty-three". Player number one then covers this number with their marker. Then this player verbally gives the other number that they can make with their two cards (ie. thirty-six) and covers that number. Player number two then takes a turn, drawing two cards and covering both numbers, remembering to verbalize the tens and ones place value to the other player. Play continues until one player gets three or more of their markers in a row. When this happens, this player scores two points for each marker in a row (ie. six points for three in a row, eight points for four in a row, and so on).
- Players can also steal an opponent's space. When a player makes a number already occupied by their opponent, they can replace it with their own marker. For each number stolen, they receive five points.
- If a player draws two cards that they have already drawn, two new cards may be taken.
- Players can play until a set time limit is reached or they reach a certain number of points.

# HUNDRED BOARD

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

# ADDITION WAR

**LEVEL:** Grade 1 - 3

**SKILLS:** addition

**PLAYERS:** 2

**EQUIPMENT:** Grade 1 - 2: cards (Ace=1) - 5  
Grade 2 - 3: cards (Ace=1) - 9

**HOW TO PLAY:** Players divide cards evenly between themselves. Each player turns over two cards and adds them together. The highest sum gets all of the cards. In the event of a tie (ie. each player has the same sum), WAR is declared. Each player deals out three more cards face down and then turns over two more cards. These two cards are added together. The highest sum wins all of the cards. Play continues until one player has collected all of the cards.

<b>EXAMPLE:</b>	<b>Player 1</b>		<b>Player 2</b>
	$2 + 3 = 5$		$4 + 1 = 5$
		<b>War is declared!</b>	
	—	(three cards	—
	—	face down)	—
	—		—
	$4 + 3 = 7$		$6 + 2 = 8$

Player 2 collects all of the cards.

**VARIATION:** Vary the number of cards to modify the level of difficulty.

<b>EXAMPLE:</b>	$\begin{array}{r} 23 \\ +6 \\ \hline \end{array}$	OR	$\begin{array}{r} 534 \\ +43 \\ \hline \end{array}$
	Three cards/player		Five cards/player

# **ADDITION SNAP**

- LEVEL:** Grade 2 - 6
- SKILLS:** immediate recall of addition facts to 18
- PLAYERS:** 2 of equal skill level
- EQUIPMENT:** cards (Ace=1) - 9
- SETTING STARTED:** Players divide the cards evenly between themselves. Next, each player turns over a card at the same time. Players add the two together as quickly as possible and say the sum out loud. The player who gives the correct answer first collects both cards. Play continues until one player collects all of the cards.
- In the event of a tie, players leave their cards down and let the pile build. Play resumes until one player gives a correct sum before the other and takes all of the accumulated cards.

**“I liked playing the Initial  
It game and Snaps. Thank you  
for teaching me these games.”**

**J. Wilson**

# SUBTRACTION WAR

Grade 1 - 3

subtraction

3:

2

INT:

cards (Ace=1) - 10

STARTED:

Players divide cards evenly between themselves. Each player turns over two cards and subtracts the smaller number from the larger number. The player with the smallest difference wins all four cards. In the event of a tie (ie. both players have the same answer), WAR is declared. Each player deals out three more cards face down, and then turns over two more cards. Subtraction is performed. The player with the smallest difference wins all of the cards. Play continues until one player has collected all of the cards.

E:

Player 1

Player 2

$$9 - 1 = 8$$

$$7 - 2 = 5$$

Player two collects all four cards. See Addition War, page 33, for illustration of tie

ION:

Vary the number of cards to modify the level of difficulty.

LE:

27

239

-3

OR

-42

Three cards/player

Five cards/player

# SUBTRACTION SNAP

Grade 2 - 6

immediate recall of subtraction facts

**S:** 2 of equal skill level

**ENT:** cards (Ace=1) - 10

**STARTED:** Players divide the cards evenly between themselves. Next, each player turns over one card at the same time. Players subtract the smaller number from the larger number of the two cards. The first player who says the correct difference out loud collects both of the cards. Play continues until one player has collected all of the cards.

In the event of a tie, players leave their cards down and let the pile build. Play resumes until one player gives a correct answer before the other and takes all of the accumulated cards.

**ION:** For three players, two players are assigned as the addition cards. The third player's card will be the one subtracted.

<b>LE:</b>	<b>Player 1</b>	<b>Player 2</b>	<b>Player 3</b>
	9	5	3
	$9 + 5 = 14 \quad - 3 = 11$		

# 3 ADDEND SNAP

- EL:** Grade 2 - 6
- LS:** addition of 3 addends
- YERS:** 3 of equal skill level
- IPMENT:** cards (Ace=1) - 6
- TING STARTED:** Players divide the cards evenly between themselves. Players then each turn over a card at the same time. The first person to correctly add them together and say the sum out loud collects all three cards. In the event of a tie (ie. all players give the answer at the same time) all players keep their own cards. If two players say the answer at the same time, they keep their own cards. The third player's card is removed from the game. Play continues until one player loses all of their cards. The other two players count their cards to determine a winner. The player with the most cards is the winner.
- IATION:** This game can be played with two players. Divide the cards evenly between the two players. Players alternate turning over three cards from their hand. Whoever says the correct sum out loud first collects the cards. Players continue alternating turning over the cards. The player who collects all of the cards is the winner.