

# Addition Top-It

Needed: One deck of cards with the jokers, jacks, queens, and kings taken out, two players.

## To play:

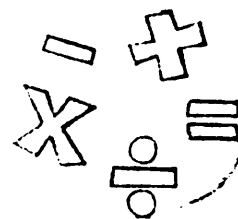
- This game is very similar to the card game known as "war," but we call it "Top-It." To begin play, divide the cards equally between two players.
- Each player turns over two cards. Each player then adds the two cards together and tells their opponent the sum, checking each other for accuracy.
- The player with the highest sum gets all four cards!
- REPEAT!
- If the sums are equal, then each player lays three cards face down on the pile. Then they turn over two new cards, add the numbers, and announce the sum. The player with the highest sum wins all the cards in that pile. That's a lot of cards!

## To modify this game:

- Turn over 3 or 4 cards for each player on each turn to increase the addition challenge.
- Play subtraction Top-It. Instead of adding the numbers, subtract the smaller number from the larger one to figure out the difference. The player with the larger difference gets the cards.

## For more advanced:

- Use multiplication! Take out the larger cards as needed for your particular student.



# Making the Greatest and Least Number

Needed: Three dice, paper, and pencil.

To play:

- Roll three dice to get three digits. (*example: 3,6,1*)
- On your paper, write the greatest (biggest) number you can using those three digits. Next to that number, write the least (smallest) number you can write with those three digits. (*example: 631, 136*)
- Check your partner's paper to see if you got the same answer. If you didn't, explain why you made the numbers you did. See if what you did made sense. Fix the numbers if they don't make sense.
- REPEAT!

To modify this game:

- If this game is too hard at first, play with just two dice.
- If this game is too easy, play with four dice. For first graders, just reading four digit numbers can be a challenge. Make sure to talk about the "thousands" place as you check each other's answers.

