

Math Fluency Games

Addition and Subtraction, Grades 2&3

Many of the following games are inspired by classic card games. Source of game is indicated when taken from a specific resource or author.

Face-Off

- Cards Ace-9 (Ace=1)
- Two or three-digit place value face-off
- Adding, one + one-digit, two-digit + one-digit, two-digits, three-digits, etc
- Players choose which type of face-off they want to play
- Turn over cards and make numbers, add if adding, compare – player with greatest number made or sum calculated “wins” the cards from that round

Make Ten Memory

- Cards Ace-9 (Ace=1) or ten frame cards
- Make an array with 12-36 cards, turned over face down
- First player turns over two cards and if they add to ten, they keep the cards, if not, they put them back face down
- Next players do same taking turns, trying to remember where certain cards are placed
- Once no more combinations for ten can be made, each player adds up the total value of their cards and player with the highest sum wins that round

Power of 8, Power of 9

from Trevor Calkins, Power of Ten

- Cards Ace-9 (Ace=1) or ten frame cards
- Turn an 8 or 9 card over and place it in the middle of the table
- Each player turns over one card and adds that number to 8 or 9 (practices decomposing to bridge over ten); the player with the greatest sum wins the cards
- Leave the 8 or 9 in place and play for ten rounds or until one player wins all the cards

Salute

- Cards Ace-10 (Ace=1); Three Players
- Two players stand or sit facing each other, each with a half deck of cards face down
- Third person says Salute and each of the other two players holds a card up to their forehead, with the face of the card visible by the other player; the third player adds the two numbers together and says the sum out loud; the other two players have to figure out what number they have on their forehead; first one to correctly say number wins the two cards for that round
- Play continues until you have played ten rounds or one player has won all the cards

Five Towers

from Marilyn Burns

- Two regular six-sided dice, Unifix Cubes
- Player rolls two dice, adds them together and builds a tower with the sum number of cubes
- Players take turns until they all have five towers and then estimate their total value of all five towers (about 30, more than 20, less than 50 etc)
- Each player snaps their cubes together until they have one tall tower or train and then breaks that into groups of tens and ones to determine the total
- Can be extended by playing with ten- or twelve-sided dice

Place the Digit

from Marilyn Burns

- Place value mat (100s, 10s, 1s, reject/garbage); 0-9 spinner or dice
- Students can create mat on whiteboard
- For whole class or small groups, one person spins or rolls die and each player needs to place that digit in one of the four spots, with the goal of making the greatest number possible
- After four spins or rolls, each player reads out their three-digit number and the “winner” of that round (player with greatest number) gets a point (can keep track with tally marks)

Race to 100

from Marilyn Burns

- Two regular dice, base ten blocks
- Roll two dice, add, represent sum on place value mat with base ten blocks, pass dice to next player
- On next turn, roll two dice again, add, add base ten blocks – if there are more than ten ones, trade them in for a ten
- Play continues until everyone reaches 100 – trades ten tens in for a hundred
- Can be played in reverse starting with 100 and subtracting to 0

Add-Up Shakers

inspired by Box Cars and One-Eyed Jacks

- One shaker with seven sections, each with a die
- Shake shaker and stop, place on table, add up total value of rolls (look for doubles, combinations for ten, etc)
- Record equation on whiteboard or in notebook

Choosing Game

- Make a number (choose from numerals to make a one-digit, two-digit or three-digit number)
- Choose a die and roll (choose from a range of dice from regular six-sided dice to 30-sided dice, decade dice, etc)
- Add or subtract (choose to add or subtract)
- Record equation on whiteboard or in notebook