## FAMILY MATH FUN Handouts and Directions



## HOW TO PLAY Number Grid Twist

Note to Families: This is an extension of the Number Grid Game played in class. Use this sheet to review the directions with your child. When you play the game together at home, be sure to give your child time to think about how to move the counter on the number grid. Please keep both the game directions and the deck of playing cards in a safe place at home for continued use.

## Materials:

- Deck of Cards (use only the aces, nines, tens, and jacks)
- Number Grid
- Counters - one for each player (can use beans, coins, etc.)


## Players: 2

Object: to land on 100 on the number grid

## How to Play

1. Take out all of the aces, nines, tens, and jacks from your deck of playing cards. Shuffle them and place them face down next to the number grid. The value and the operation for each card is listed in the table below:

| Ace <br> black | Ace <br> red | Nine <br> black | Nine <br> red | Ten <br> black | Ten <br> red | Jack <br> black | Jack <br> red |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| +1 | -1 | +9 | -9 | +10 | -10 | +11 | -11 |

2. Each player places their counter on any number on the grid.
3. The first player draws a card and places it face up next to the deck of cards. Using the chart above the player will move their counter on the grid. (For example: Your counter is on 46 and you draw a red jack. You would move your counter BACK 11 spaces to land on 35. You want to encourage your child to use what they know about the structure of the number grid
4. The next player draws a card from the deck and follows the chart to move their counter on the grid.
5. Play continues in this manner. When you get to the bottom of the deck, reshuffle the cards and continue.
6. The game is over when someone reaches 100 OR when you have gone through the deck of cards three times then the person that is the closest to 100 wins the game.

## Variations:

Try some of these different ways to play the game.

- The player closest to 0 wins.
- The player closest to their original starting number wins.


## Class Number Grid

| -9 | -8 | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 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 |
| 101 | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 | 110 |

