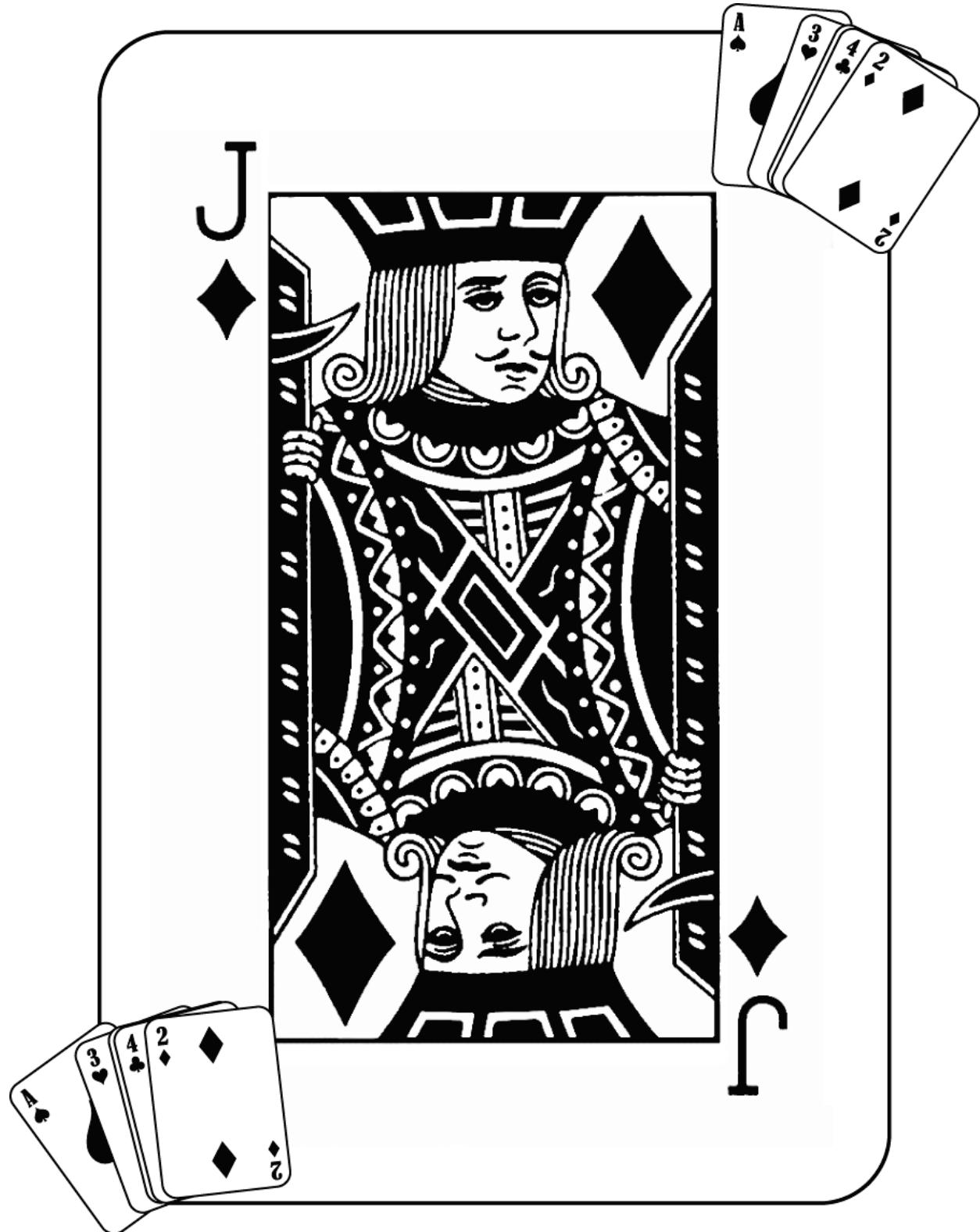


# FAMILY MATH FUN

## Handouts and Directions



# HOW TO PLAY Fact Extension Game

**Note to Families:** This is one of several number games we play 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 and combine the numbers on the cards. Please keep both the game directions and the number cards in a safe place at home for continued use.

**Materials:** Deck of Cards (*remove the tens and the face cards, Aces count as 1's*)  
Sheet of paper

**Players:** 2 or more

**Object:** Finding sums of 2-digit numbers and multiples of 10

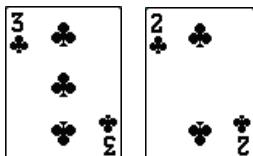
## How to Play

1. Shuffle the cards. Place the deck number side down on the table.
2. Each player draws 2 cards from the deck and makes a 2-digit number.
3. Each player then draws one card from the deck to make a new 2-digit number. The card represents the number of tens they will add to the previous 2-digit number.
4. Each player adds his or her 2 numbers and records the sum on a sheet of paper. The player with the greatest sum wins a point for that round.
5. The player with the most points after 5 rounds wins.

## For example:

Anna draws a 3 and a 2. She makes the number 32.

Then Anna draws a 4. She makes the number 40.



32



40

Anna finds the sum of her numbers.

$$32 + 40 = 72$$

If Anna's sum is greater than her opponent's sum, she gets the point.

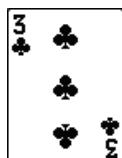
## Cómo jugar: Fact Extension Game (Juego de Extensión)

1. Baraje las cartas. Ponga la baraja bocaabajo sobre la mesa.
2. Cada jugador saca 2 cartas de la baraja y hace un número de 2 dígitos.
3. Despues cada jugador saca una carta de la baraja para hacer un nuevo número de 2 dígitos. La carta representa el número de decenas y se le agrega un cero, para que quede un número de 2 dígitos, que se sumará al número de 2 dígitos anterior.
4. Cada jugador suma sus 2 números y anota el total de la suma en una hoja de papel. El jugado con la suma más grande gana un punto por esa ronda.
5. El jugador con más puntos después de 5 rondas es el ganador.

Por ejemplo:

Anna saca un 3 y un 2. Ella hace el número 32.

Luego Anna saca un 4. Ella hace el número 40.



32

40

## HOW TO PLAY Catch a Sum!

**Note to Families:** Use this sheet to review the directions with your child. When you play the game the first few times allow your child some "think time" to add the numbers together, but as you play more often reduce the think time to increase fluency . 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 with face cards taken out (Aces represent the number 1) - variations of the game will use the face cards when your target number increases to 11, 12, or 13

Players: 2 or more

Object: to "catch" sums of 10 (or 11, 12, 13)

### How to Play:

1. Two or more players may play this game.
2. The player with the most buttons or the most pockets gets to shuffle the deck of cards first and be the dealer.
3. The dealer deals out the cards to every player until all of the cards have been dealt.
4. Every player places their cards face down in front of them.

5. When the dealer says "Go" every player turns the top card over so that all players can see it. All players look at the cards and try to see if they can make a sum of 10 with two or more of the cards shown.
6. When a player sees a sum of 10, they must "catch" the cards by slapping them with their hands and saying the addition sentence. (Example - a player sees a 6 and a 4, so the cards are slapped to "catch" them and the number sentence is said - "6 plus 4 equals 10")
7. If everyone agrees that this number sentence is correct, the player takes the cards and puts in a pile that is separate from their original deck. These "caught" cards will be points.
8. If players do not see a 10, the dealer will say "Go" and the next card in the face down stack will be turned over and placed on top of the other card that was shown. If a 10 is made this time, the cards below must stay. The "catcher" can only take the cards that make a sum of 10. If a sum of 10 can be made once those cards are gone, then they can be "caught" as well.
9. Play continues in this way until all cards have been turned over and the winner is the one with the largest number of "caught" cards.

### *Cómo Jugar: Catch a Sum! (¡Agarrar una Suma!)*

1. *Dos o más jugadores pueden jugar este juego.*
2. *El jugador que tenga más botones o más bolsillos es el que baraja las cartas primero y quien las reparte (llamado el tallador).*
3. *El tallador reparte las cartas de una en una a todos los jugadores hasta que se hayan repartido todas las cartas.*
4. *Cada jugador pone sus cartas bocabajo frente a ellos.*
5. *Cuando el tallador diga "Juego" cada jugador volteá la carta de arriba para que los otros jugadores la puedan ver. Todos los jugadores miran las cartas y tratan de ver si pueden hacer una suma de 10 con dos o más de las cartas que se muestran.*
6. *Cuando un jugador vea una suma de 10, deberá "agarrar" las cartas tocándolas con su mano y diciendo la operación de suma. (Ejemplo - un jugador ve un 6 y un 4, entonces toca las cartas para "agarrarlas" y dice la operación de suma: "6 más 4 igual a 10")*
7. *Si todos están de acuerdo que la operación es correcta, el jugador toma las cartas y las pone en una pila separada del resto de la baraja original. Las cartas que "agarró" se convierten en puntos.*
8. *Si los jugadores no ven un 10, el tallador debe decir "Juego" y se volteá la próxima carta para ponerla encima de la anterior carta que se estaba mostrando. Si esta vez ya se puede hacer un 10, la carta de abajo debe quedarse. El "tallador" solamente puede tomar las cartas que sumen 10. Si se puede hacer una suma de 10 con las cartas que ya salieron, entonces se puede "agarrar" de esas cartas también.*
9. *El juego continúa de esta manera hasta que todas las cartas se hayan volteado y el ganador es el que tiene el mayor número de cartas "agarradas".*

**Variations:** Once your child is proficient in "catching" 10s, you may want them to "catch" 11, 12, then 13. As you increase the target sum you will need to add the appropriate face cards - Jacks = 11, Queens = 12, Kings = 13.