# FAMILY MATH FUN

# Handouts and Directions



## How to Play Three Addends

#### Materials:

- Deck of Cards (Aces = 1, Jacks = 11, Queens = 12, Kings = 13, and Jokers = 14)
- Paper and pencil

Players: 2

**Object:** To find easy combinations when adding three numbers.

#### How to Play

- 1. Shuffle the cards. Place the deck number side down.
- 2. Turn over the top 3 cards. Each partner writes the 3 numbers.
- 3. Add the numbers. Write a number model to show the order in which you added.
- 4. Compare your answers with your partner's.

**Example:** The cards 6, 5, and 10 are turned over. Partner A records the numbers. She adds 5 and 10 first and then adds 6. She records her number model and compares her answer with her partner's.

Number model:

Number model:

Numbers 6, 5, 10 Number model: 5 + 10 + 6 = 21

1. Numbers: \_\_\_\_\_, \_\_\_\_, \_\_\_\_

+ + =

2. Numbers: \_\_\_\_, \_\_\_, \_\_\_

Number model:

\_\_\_\_ + \_\_\_\_ + \_\_\_\_ = \_\_\_\_

3. Numbers: \_\_\_\_\_, \_\_\_\_, \_\_\_\_

4. Numbers: \_\_\_\_, \_\_\_, \_\_\_

Number model: + + = =

5. Numbers: \_\_\_\_, \_\_\_\_, \_\_\_\_

Number model:

6. Numbers: \_\_\_\_, \_\_\_\_

Number model:

### How to Play Close to 20

Note to Families: This is an extension of the Three Addends Game played in class. The Three Addends Game had students add any numbers to create number sentences. This game has students think about how to combine the numbers to get the closest to 20. 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 the best way to get the closest to the sum of 20 with three of their five cards. 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 (remove the face cards; aces will represent 1)
- Score sheet
- Optional counters and/or scratch paper may be needed for your child

Players: 2

Object: to get the closest to the sum of 20

#### How to Play

- 1. Remove the face cards and jokers from your deck of cards. Shuffle the remaining cards and then give each player 5 cards.
- 2. Player 1 uses three cards that make the sum closest to 20. (Ex: Player 1 has the following cards 6, 2, 3, 10, 6. The player would use the 10 and the two 6s to make a sum of 22.)
- 3. Player 1 writes the number sentence on the score sheet. The score after the number sentence is the difference between the sum and 20. (Ex: Player 1 used 10, 6, and 6. So the number sentence is 10 + 6 + 6 = 22. The score is 2 since the sum of 22 is only 2 away from 20.)
- 4. Player 1 discards the cards used to make that number sentence and draws three new cards.
- 5. Player 2 takes a turn following the same directions in steps 2 4.
- **6**. Play continues in this manner for five rounds. If your draw pile runs out, just reshuffle the discard pile and reuse those cards.
- 7. After five rounds both players add up the score column. The player with the lowest score WINS!

# Close to 20

This sheet can be used as a guide as you keep score on scratch paper.

# Player 1

Round 1: \_\_\_\_\_ + \_\_\_ = \_\_\_\_

Score

d 2· + + -

Round 3: \_\_\_\_\_ + \_\_\_\_ = \_\_\_\_ = \_\_\_\_

Round 4: \_\_\_\_\_ + \_\_\_\_ = \_\_\_\_ = \_\_\_\_

Round 5: \_\_\_\_\_ + \_\_\_\_ = \_\_\_\_ = \_\_\_\_

Total Score

# Player 2

Round 1: \_\_\_\_\_ + \_\_\_ = \_\_\_\_

Score

Round 2: + + =

Round 3: \_\_\_\_ + \_\_\_ = \_\_\_\_ = \_\_\_\_

Round 4: \_\_\_\_\_ + \_\_\_\_ = \_\_\_\_

Round 5: \_\_\_\_\_ + \_\_\_\_ = \_\_\_\_ = \_\_\_\_

Total Score