More Math Fun with Sum Buddies Game Cards

Team Addition
Use the Sum Buddies Sum cards as flash cards. Divide the players into two teams. Allow the players to choose names for their teams. Show one team a sum from the front of a Sum card. Pick a player from that team to tell you one addition fact that has that sum. Check the answer. If the player is correct, the team earns a point. If the player is wrong, the other team gets a chance to answer the question and earn a point. Teams take turns answering questions. The team with the most points at the end of a time period, or when all the cards are used, wins the game.

One on One
Ask two players to work as a pair. Players take turns showing each other the front of the Sum cards. Time the players to see how fast each can say an addition fact for the sum on the front of the card.

One on One Variation
For players with beginning skills in addition, only use sums up to 10. Count how many problems each can answer without making a mistake.

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SUM BUDDIES

Learning Objective: To practice basic addition facts

Ages: 6 to 8

Number of Players: 2 to 4

You will need: • Sum Buddies gameboard
- Sum cards • Addition Facts cards • 1 Dice

Getting Ready to Play

1. There are two sets of cards in Sum Buddies.
   The Sum cards show a sum on the front and addition facts for that sum on the back.

   ![Sum Buddies Card](image1)

   The Addition Fact cards each show one addition fact on the front.

   ![Addition Fact Card](image2)

   Shuffle each set of cards separately.

   2. Deal 5 Sum cards to each player. Place the cards face up as shown, in any order, on the gameboard spaces in front of the player. Put aside the remaining Sum cards.

   3. Place the Addition Fact cards face down in the center of the gameboard. Turn over one card to start a discard pile. (The cards in the discard pile must always be face up, with the addition fact showing.)

   4. Players roll the dice to decide who starts the game. The player with the highest number is first. Play continues to the left.

Playing the Game

1. The first player takes an Addition Fact card from one of the two piles on the gameboard. The player may choose to take the top card from the discard pile, or may choose an “unknown” card from the other pile.

2. After choosing an Addition Fact card, the player checks to see if that card matches one of his or her Sum cards. If the player thinks one of the Sum cards matches the Addition Facts card, he or she turns over the Sum card to check the answer.

3. If the sum correctly answers the fact, the player places the Addition Fact card face down on the gameboard over the matching Sum card. The player then takes another turn and chooses another Addition Facts card. The player’s turn ends when no match can be made.

4. If no match is made, or if the match is incorrect, the Addition Fact card is placed face up in the discard pile.

5. If all the face-down Addition Fact cards are drawn, turn the discard pile over to make a new face-down pile. Turn over one card to begin a new discard pile.

6. The winner is the first player to match all 5 Sum cards with Addition Facts cards.

Variation

For players with beginning skills in addition, only use the cards with sums up to 10. As players become more advanced in addition, add the remaining cards to the game.
More Math Fun with Time Out Game Cards

Times Teams
Use the *Time Out* cards as flash cards. Divide the players into two teams. Allow the players to choose names for their teams. Show one team a clock face. Pick a player from that team to read the time to you. Check the answer. If the player is correct, the team earns a point. If the player is wrong, the other team gets a chance to answer the question and earn a point. Teams take turns answering questions. The team with the most points at the end of a time period, or when all the cards are used, wins the game.

Time for a Match
Use the *Time Out* Digital-face cards. Players may play alone or with another player. Place all the cards face down in rows on the table. Ask the player to turn over one card and to try to match it by turning over another card. If the player can make a match, he or she keeps the pair. If two players are playing, the first player's turn is over when he or she cannot make a match. The winner is the player with the most pairs.

Time Line-up
Use the *Time Out* Clock-face cards, the Digital-face cards, or both sets of cards. Players practice time recognition by working alone or with another player to place the cards time sequence. If the player is a beginner, use hour cards only. If the player is more advanced, use the half-hour cards. Add the quarter-hour cards when the player is ready for a greater challenge.
TIME OUT

Learning Objective: To practice telling time on the hour, half hour, and quarter hour

Ages: 6 to 8

Number of Players: 2 to 4

You will need: * Time Out gameboard
               * Time Out game cards
               * 1 Dice

Getting Ready to Play

1. There are two sets of cards in Time Out. One set shows clock-face time; the other set shows digital time:

<table>
<thead>
<tr>
<th>Clock Face</th>
<th>Digital Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>5:00</td>
<td>00:05</td>
</tr>
</tbody>
</table>

   Shuffle each set separately.

   Note: With younger players, you may want to play Time Out with only the hour cards. Take the half-hour and quarter-hour cards from both decks before shuffling.

2. Deal 5 Clock-face cards to each player. Place the cards clock-face up as shown, in any order, on the gameboard spaces in front of the player. Put aside the remaining Clock-face cards.

3. Place the Digital-time cards face down in the center of the gameboard. Turn over one card to start a discard pile. (The cards in the discard pile must always be face up, with the digital-time showing.)

4. Players roll the dice to decide who starts the game. The player with the highest number is first. Play continues to the left.

Playing the Game

1. The first player takes a Digital-time card from one of the two piles on the gameboard. The player may choose to take the top card from the discard pile, or may choose an "unknown" card from the other pile.

2. After taking a Digital-time card, the player checks to see if it matches any of the Clock-face cards in front of him or her. If the player thinks he or she has a match, he or she turns over the Clock-face card to see if the correct digital-time is printed on the back.

3. If the player has a match, the Digital-time card is placed face down on the gameboard on top of the matching Clock-face card. The player takes another Digital-time card from one of the piles in the center of the gameboard. The player's turn is over when he or she can no longer make a match.

4. If the player cannot make a match, or if the match is not correct, the Digital-time card is placed face up on top of the discard pile.

5. When all the face-down cards are taken, turn over the discards to start a new face-down pile. To start a new discard pile, turn over one card from the top of the face-down pile.

6. The winner is the first player to match all 5 of his or her Clock-face cards with a Digital-face card.

Variation

As players become more advanced, add the half-hour and quarter-hour cards to the game.
MINUS MAZE

Learning Objective: To practice basic subtraction facts

Ages: 6 to 8

Number of Players: 2 to 4

You will need: • Minus Maze gameboard
• Minus Maze game cards
• Markers • 1 Dice

Getting Ready to Play

1. Shuffle the Minus Maze game cards. Place them face up (problems showing) in a pile on the gameboard. Each player chooses a marker.
2. Players roll the dice to decide who starts the game. The player with the highest number is first. Play continues to the left.

Playing the Game

1. The first player takes the top card and solves the subtraction problem. After the answer is given, the player turns the card over to check the answer.
2. If the answer is correct, the player throws the dice to find the number of spaces to move on the gameboard. If the answer is incorrect, the player does not move. The card is returned to the bottom of the deck.
3. Some spaces on the gameboard have special directions to follow. The player follows the directions only if the player’s marker lands on that space at the end of a move. The player to the left takes his or her turn next.
4. To reach the end of the Minus Maze, the player must roll a number equal to or more than the number of spaces left. The first player to reach the end of the maze wins the game.

Variation

For players with beginning skills in subtraction, only use the cards with numbers up to 10. As players become more advanced in subtraction, add the remaining cards with numbers up to 18.

More Math Fun with Minus Maze Game Cards

Team Subtraction

Use the Minus Maze subtraction fact cards as flash cards. Divide the players into two teams. Allow the players to choose names for their teams. Show one team a subtraction problem. Pick a player from that team to read the problem and give you the answer. Check the answer. If the player is correct, the team earns a point. If the player is incorrect, the other team gets a chance to answer the question and earn a point. Teams take turns answering questions. The team with the most points at the end of a time period, or when all the cards are used, wins the game.

One on One

Ask two players to work as a pair. The players take turns showing each other the subtraction problems. Time each player to see how fast each can answer the whole deck of problems.

One on One Variation

For players with beginning skills in subtraction, only use problems with numbers up to 10. Count how many problems each can answer without making a mistake.

Around the World

Ask all but one of the players to sit in a circle. That player stands behind a seated player. Show these two players a problem. The first player to answer the problem correctly moves and stands behind the player to the left. If the two players correctly answer the problem at the same time, show them another problem. Continue the game until a player answers every problem correctly, traveling “around the world” back to his or her original place.