

Flip 10 Addition & subtraction warm-up game



THE MATHEMATICAL
ASSOCIATION OF VICTORIA

Victorian Curriculum Links

Foundation:

- Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond

Year 1:

- represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts

Introduction

A terrific and simple adaptation of the popular card game memory. The use of child-friendly playing cards give students a visual and symbolic representation of each of the numbers which they can use to convince their partner that their card is one more or one less than the previous card.

Materials

- 20 child-friendly playing cards per pair (two of each number from 1-10) .
- Concrete materials to calculate addition and subtraction such as 100s chart, 10s frames, abacus, students could use their rulers as a number line.

The Game

- When introducing the game, it is a good idea to play a few rounds as a whole class. Arrange the playing cards face down in a grid or array.
- Children take it in turns to flip two cards. If the sum of the cards equals 10, they may keep the cards, otherwise they flip the cards face down again.
- Encourage students to convince their partner how they know the sum equals 10.

The Investigation

- Are some totals easier to make than others? Can you come up with a convincing way to show this?

Variations

- Flip 2 - use subtraction to flip 2 e.g. $7-5$
- Flip 4 - use addition or subtraction to flip 4.
- Flip Double/half the number
- Work collaboratively in pairs rather than competitively to make the numbers.
- Provide concrete materials such as number lines, counters, numicon, 10s frames,
- Keep the picture cards (or 11s and 12s in child-friendly card packs) for an additional challenge for the groups that are ready for them.

Mathematical language

- Sum, difference,