



ACTIVITY 14:

“Set one die and roll two dice subtraction”

Common Core Standard(s):

- **2.OA.A.1** Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.¹
- **1.OA.C.6** Add and subtract within 20, demonstrating fluency for addition and subtraction within 10. Use strategies such as counting on; making ten (e.g., $8 + 6 = 8 + 2 + 4 = 10 + 4 = 14$); decomposing a number leading to a ten (e.g., $13 - 4 = 13 - 3 - 1 = 10 - 1 = 9$); using the relationship between addition and subtraction (e.g., knowing that $8 + 4 = 12$, one knows $12 - 8 = 4$); and creating equivalent but easier or known sums (e.g., adding $6 + 7$ by creating the known equivalent $6 + 6 + 1 = 12 + 1 = 13$).
- **1.OA.D.7** Understand the meaning of the equal sign, and determine if equations involving addition and subtraction are true or false. *For example, which of the following equations are true and which are false? $6 = 6$, $7 = 8 - 1$, $5 + 2 = 2 + 5$, $4 + 1 = 5 + 2$.*
- **2.OA.B.2** Fluently add and subtract within 20 using mental strategies.² By end of Grade 2, know from memory all sums of two one-digit numbers.

Social Emotional Learning Standard(s):

- **Benchmark 2A:** Demonstrates the skills to manage one's emotions, thoughts, impulses, and stress in constructive ways.
- **Benchmark 2B:** Demonstrates responsible decision-making and problem solving skills.
- **Benchmark 3B:** Demonstrates problem-solving skills to engage responsibly in a variety of situations.
- **Benchmark 5A:** Demonstrates a range of communication and social skills to interact effectively with others

Purpose of the activity:

- Student will be able to subtract two dice with larger number up to 13.

Materials needed:

- One advanced black die and one basic red die, subtraction chart.

How to play:

- Teacher begins by setting the advanced black die to either 10, 11, 12 or 13 and then rolls the basic red die and has Student find the difference. This prevents the answer from being negative. After Student masters this, Teacher then sets the basic red die to either 2,3,4,5, or 6 and rolls the advanced black die and has Student find the difference. This also prevents the answer from being negative.

Possible Next Steps/ When to Move On to next activity:

- When the teacher is satisfied that the Student can subtract accurately and without hesitation it is time to move on to the next activity.