

Really Good Tug-of-War— Division

This Really Good Stuff® product includes:

- 64 Really Good Tug-of-War—Division Playing Cards, including 4 wild Cards
- Storage Box
- This Really Good Stuff® Activity Guide, with answer key

All activity guides can be found online:

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Made in Guangzhou, China

Congratulations on your purchase of this Really Good Stuff® **Really Good Tug-of-War—Division**—an enjoyable and familiar way to motivate children to master their division facts.

Before introducing **Really Good Tug-of-War—Division**, make copies of this Really Good Stuff® Activity Guide and file the pages for future use. Or, download another copy of it from our Web site at www.reallygoodstuff.com. In order for the game to be played independently, make at least one extra copy of the back of this Activity Guide, which has an answer key printed on it, and store the answer key with the Cards so that the players can access it easily.

Playing Really Good Tug-of-War—Division

Number of Players: 2 to 5

Object: To be the player who wins all of the Cards in the deck.

How To Play:

1. Decide who will be the first dealer. For instance, perhaps the first dealer is the person whose birthday is closest to January 1st. (If you play more than one game, the deal then moves counterclockwise among the players.) The dealer shuffles all the Cards and deals them out evenly among the players. If there are any extra Cards, set them aside.
2. Each player places his or her Cards in a pile facedown in front.

3. Each player turns his or her top Card faceup. The player to the right of the dealer reads the problem on his or her Card and states the answer. If the player gives a wrong answer, the first player to call out the correct answer wins that Card and places it at the bottom of his or her pile of Cards. Play continues around the circle with each player reading the problem on his or her Card aloud and stating the answer.
4. The player with the highest number for an answer wins all of the Cards from that round. If during the round two or more players turn over Cards with problems that have the same answer, those players play a Tug-of-War round. (**Note:** The wild Cards are considered a match with any Card that is displayed. When a wild Card appears, players automatically hold a Tug-of-War.):
 - Each Tug-of-War player places three more Cards facedown on top of his or her first Card, then he or she places another Card faceup on the other Cards in play.
 - The Tug-of-War players each read the problem on their top Card and state the answer. The player with the highest number for an answer wins all of the Cards played in the Tug-of-War round—unless one of the Tug-of-War players gives a wrong answer. In this case, the first Tug-of-War player to call out the correct answer wins all the Cards.
 - If any players during the Tug-of-War round have Cards with the same answer again, they play another Tug-of-War round until one Tug-of-War player finally wins and takes all of the Cards played.
5. Play continues until one player has won all of the Cards in the deck. (**Note:** As each player runs out of Cards, he or she shuffles the Cards he or she won and continues to play with them.)

Variations:

- Play Tug-of-War as outlined, but have the player with the lowest answer win the round.
- For children who are just learning to divide, use only the Cards with the easier problems and play with two players. As the children's skills improve, add more Cards. (**Note:** When playing with fewer Cards and there is a Tug-of-War, each player only turns one Card facedown and then the second Card is placed faceup.)
- If there are specific division facts that a couple of children are having problems with, create a special smaller deck with those difficult fact Cards and some easier Cards to provide positive reinforcement while students practice solving the difficult division problems. Again, as the children's skills improve, add more Cards. (**Note:** When playing with fewer Cards and there is a Tug-of-War, each player only turns one Card facedown and the second Card is placed faceup.)

Introducing Really Good Tug-of-War—Division

Decide which “books” you want to use to demonstrate Tug-of-War and choose a couple of students to play with you for the class. While you shuffle the Cards, explain the object of the game and how to play to the volunteers. With the rest of the class gathered around, model playing the game.

<u>0's</u>	<u>1's</u>	<u>2's</u>	<u>3's</u>	<u>4's</u>	<u>5's</u>	<u>6's</u>	<u>7's</u>	<u>8's</u>	<u>9's</u>
$0 \overline{) 2}$	$1 \overline{) 1}$	$2 \div 2 = 1$	$3 \overline{) 3}$	$8 \div 4 = 2$	$5 \div 5 = 1$	$18 \div 6 = 3$	$7 \div 7 = 1$	$8 \overline{) 8}$	$9 \div 9 = 1$
$5 \div 0 = 0$	$4 \div 1 = 4$	$2 \overline{) 4}$	$6 \div 3 = 2$	$4 \overline{) 12}$	$5 \overline{) 15}$	$6 \overline{) 24}$	$7 \overline{) 14}$	$32 \div 8 = 4$	$9 \overline{) 36}$
$8 \div 0 = 0$	$1 \overline{) 6}$	$10 \div 2 = 5$	$3 \overline{) 9}$	$16 \div 4 = 4$	$25 \div 5 = 5$	$30 \div 6 = 5$	$21 \div 7 = 3$	$8 \overline{) 48}$	$45 \div 9 = 5$
	$9 \div 1 = 9$	$2 \overline{) 12}$	$15 \div 3 = 5$	$4 \overline{) 20}$	$5 \overline{) 35}$	$6 \overline{) 36}$	$7 \overline{) 28}$	$8 \overline{) 56}$	$9 \overline{) 54}$
		$16 \div 2 = 8$	$3 \overline{) 21}$	$24 \div 4 = 6$	$40 \div 5 = 8$	$42 \div 6 = 7$	$35 \div 7 = 5$	$8 \overline{) 64}$	$63 \div 9 = 7$
		$2 \overline{) 18}$	$24 \div 3 = 8$	$4 \overline{) 32}$	$5 \overline{) 45}$	$6 \overline{) 48}$	$7 \overline{) 49}$	$72 \div 8 = 9$	$9 \overline{) 72}$
			$3 \overline{) 27}$			$54 \div 6 = 9$	$56 \div 7 = 8$		$81 \div 9 = 9$
							$7 \overline{) 63}$		