

# Really Good Tug-of-War — Subitizing

**This Really Good Stuff® product includes:**

- 56 Really Good Tug-of-War — Subitizing 0–5 Playing Cards
- Storage Box
- This Really Good Stuff® Activity Guide

All activity guides can be found online.

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Made in China

Congratulations on purchasing this Really Good Stuff® **Really Good Tug-of-War — Subitizing 0–5**—an enjoyable and familiar way to help develop and practice identifying and comparing numbers.

## Introducing Really Good Tug-of-War — Subitizing 0–5

Before introducing **Really Good Tug-of-War — Subitizing 0–5**, 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](http://www.reallygoodstuff.com). In order for the game to be played independently, make at least one extra copy of the Answer Key on the back of this Activity Guide, and store it with the Cards so that the players can access it easily.

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, model playing the game.

## Meeting Common Core State Standards

This Really Good Stuff® **Really Good Tug-of-War — Subitizing 0–5** is aligned with the following Common Core State Standard for Mathematics:

### Counting and Cardinality

**K.6** Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group, for example, by using matching and counting strategies.

## Playing Really Good Tug-of-War — Subitizing 0–5

**Number of Players:** 2 to 5

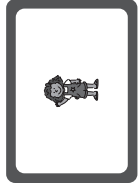
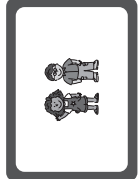
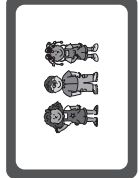
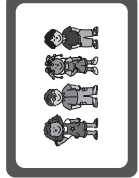
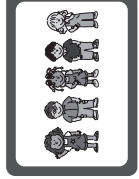
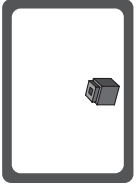
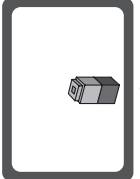
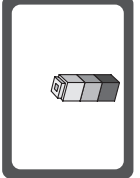
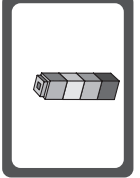
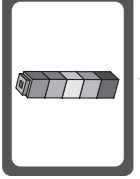
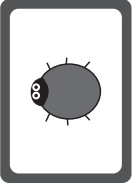
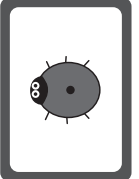
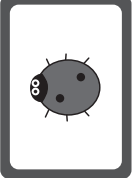
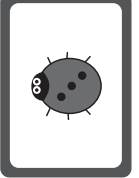
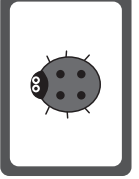
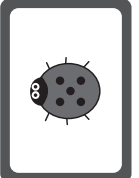






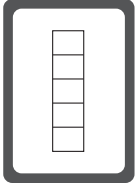
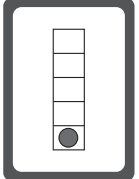
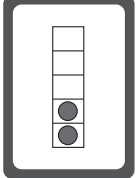
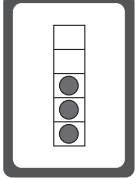
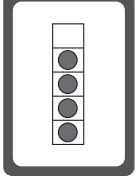
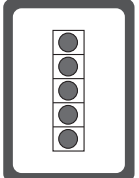
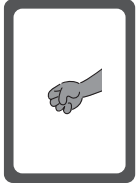
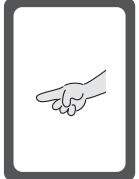
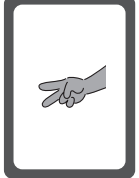
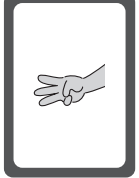
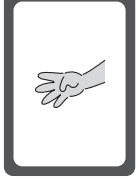

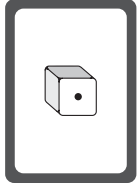
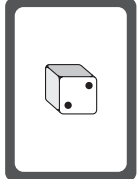
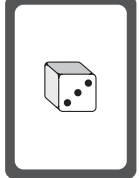
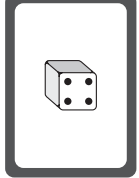
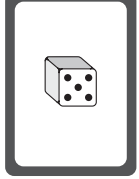

**Object:** To be the player who wins all of the Cards in the deck

### 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 1<sup>st</sup>. (If you play more than one game, the deal then moves counterclockwise among the players.) The dealer shuffles all of 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 identifies the number represented. Play continues around the circle with each player identifying the number represented.
4. The player with the Card showing the largest number wins all of the Cards from that round. If during the round, two or more players turn over Cards with the same number represented, those players play a *Tug-of-War* round.
  - Each *Tug-of-War* player places three more Cards facedown, then he or she places another Card faceup on the other Cards that are in play.
  - The *Tug-of-War* players each read the number represented on their top Card. The player with the largest number wins all of the Cards that have been played.
  - If any players during the *Tug-of-War* round have Cards with the same numbers again, they play another *Tug-of-War* round until one *Tug-of-War* player finally wins and takes all of the Cards.
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 that he or she has won and continues to play with them.)

### Variations:

- Play *Tug-of-War* as outlined, but have the player with the lowest number win the round.
- If time is limited, create a shorter version of the same game by removing a few “books,” or Cards representing the same numbers, from the deck.

 1	 2	 3	 4	 5	
zero	one	two	three	four	five
0	1	2	3	4	5
0	1	2	3	4	5
 1	 2	 3	 4	 5	
 0	 1	 2	 3	 4	 5
1	2	3	4	5	5
 0	 1	 2	 3	 4	 5
 0	 1	 2	 3	 4	 5
 0	 1	 2	 3	 4	 5
 1	 2	 3	 4	 5	 5