## Really Good Tug-of-War — Addition within 10

# This Really Good ${\tt Stuff}^{\tt B}$ product includes:

- 66 Really Good Tug-of-War Addition within 10 Playing Cards
- Storage Box
- This Really Good Stuff® Activity Guide

#### All activity guides can be found online.

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Congratulations on purchasing this Really Good Stuff<sup>®</sup> **Really Good Tug-of-War** — **Addition within 10**—an enjoyable and familiar way to help develop and practice addition facts.

### Introducing Really Good Tug-of-War — Addition within 10

Before introducing **Really Good Tug-of-War** — Addition within 10, make copies of this Really Good Stuff<sup>®</sup> 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 Answer Key on 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.

### Playing Really Good Tug-of-War — Addition within 10

Number of Players: 2 to 5

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

Meeting Common Core State Standards This Really Good Stuff® Really Good Tugof-War — Addition within 10 is aligned with the following Common Core State Standards for Mathematics:

### Counting and Cardinality

K.2 Solve addition and subtraction word problems, and add and subtract within 10, for example, by using objects or drawings to represent the problem.

### How to Play:

- 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 reads the number sentence on his or her *Card* and gives an answer. Play continues around the circle with each player reading and answering the number sentence.
- 4. The player with the answer on the *Card* equaling 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/or equivalent answers, 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 and answer the number sentence on the top *Card*. The player with the largest number as an answer wins all of the *Cards* that have been played.
  - If any players during the *Tug-of-War* round have *Cards* with equivalent answers 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 smallest number as an answer 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.

### Answer Key:

0+8=8 $2+1=3$ $3+6=9$ $5+5=10$ $9+1=10$ $9+1=10$	0 + 9 = 9 0 + 10 = 10 1 + 0 = 1 1 + 1 = 2	2 + 1 = 3 2 + 2 = 4 2 + 3 = 5 2 + 4 = 6 2 + 5 = 7	3 + 6 = 9 3 + 7 = 10 4 + 0 = 4 4 + 1 = 5 4 + 2 = 6	5 + 5 = 10 6 + 0 = 6 6 + 1 = 7 6 + 2 = 8 6 + 3 = 9	
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