

## Playing Addition and Subtraction through 20 – Gumball Facts Game

**Number of Players:** 2 to 4

**Object:** To cover all 10 gumball spaces first.

### How to Play:

1. All players sit with the *Gumball Chips* face down in the middle. Decide who goes first.
  2. Player 1 pulls a *Gumball Chip* out of the pile and solves the math fact on the *Chip*. If the answer is on his or her *Game Board*, Player 1 places the *Chip* over that spot. If the answer is not on his or her *Board*, Player 1 places the *Chip* back in the pile face down. If Player 1 pulls a *Free Choice Chip* out of the *Pouch*, he or she can place the *Chip* on any spot on the *Board*.
  3. Player 2 takes a turn, repeating Step 2.
  4. Players continue taking turns until one player wins by covering all 10 spaces on his or her *Board*.
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*Figure-It-Out Scratch Paper Reproducible*

### Figure-It-Out Scratch Paper

**Name:** \_\_\_\_\_

## Addition and Subtraction through 20 – Gumball Facts Game

### This Really Good Stuff® product includes:

- 4 Two-sided Gumball Game Boards
- 80 Gumball Chips
- Game Box
- This Really Good Stuff® Instructional Guide

Congratulations on your purchase of this Really Good Stuff® **Addition and Subtraction through 20 – Gumball Facts Game**—a fun learning game for students to practice their addition and subtraction math facts.

### Meeting the Standards

The Really Good Stuff® **Addition and Subtraction through 20 – Gumball Facts Game** aligns with the Common Core State Standards for Mathematics below. For alignment with other state standards, please refer to our website's Standards Match.

#### Operations and Algebraic Thinking

**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. By end of Grade 2, know from memory all sums of two one-digit numbers.

### Preparing the Addition and Subtraction through 20 – Gumball Facts Game

Before introducing the **Addition and Subtraction through 20 – Gumball Facts Game**, make copies of this Really Good Stuff® Instructional Guide, cut apart the reproducibles, and file the pages for future use.

Or, download another copy of it from our website at [www.reallygoodstuff.com](http://www.reallygoodstuff.com). Place the **Gumball Facts Game Box** with a copy of the **Addition and Subtraction through 20 – Gumball Facts Game Directions Reproducible** where a small group of students will be able to see it and interact with it easily. When using the **Game** at a mathematics center, remind students to store the **Game Box** with the directions when the activity is

complete. If needed, assign an aide or student volunteer to set up or oversee the **Game**.

### Introducing the Addition and Subtraction through 20 – Gumball Facts Game

Gather two to four students (around a table or seated in a circle on the floor) with **Gumball Game Boards**.

Copy and distribute the **Figure-It-Out Scratch Paper Reproducible**. Tell students that they will be playing the **Game** to practice addition and subtraction math facts, and that they may use the scratch paper to figure out their answers.

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1. All players sit with the **Gumball Chips** face down in the middle. Decide who goes first.
2. Player 1 pulls a **Gumball Chip** out of pile and solves the math fact on the **Chip**. If the answer is on his or her **Game Board**, Player 1 places the **Chip** over that spot. If the answer is not on his or her **Board**, Player 1 places the **Chip** back in the pile face down. If Player 1 pulls a **Free Choice Chip** out of the pile, he or she can place the **Chip** on any spot on the **Board**.
3. Player 2 takes a turn, repeating Step 2.
4. Players continue taking turns until one player wins by covering all 10 spaces on his or her **Board**.

#### Variations:

- To adjust the skill level of the game, use only the harder or easier math fact **Chips**.
- Time the game.
- Play a series of games and keep a running score.
- Play in pairs or teams.
- At the end of the game, ask the students to make a word problem out of one of their **Chips** as an extra challenge.
- Play the game until everyone's **Game Boards** are filled.