Game Choice Board

Use a deck of cards with 10s and Face Cards removed to complete the activities below. Pop the Pig will require coins and dice.

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|  | Week One | Week Two | Week Three | Week Four |
| Monday | **Family of 11**  Using your deck of cards, put cards face up in rows. Find all the pairs of cards that make the  Family of 11  9 and 2 8 and 3  7 and 4 6 and 5 | **Family of 12**  Place cards face up in rows. Find all the pairs of cards that make the  Family of 12  9 and 3 8 and 4 7 and 5 6 and 6 | **Family of 13 and 14**  Place cards face up in rows. Find all the pairs of cards that make the  Family of 13 Family of 14  9 and 4 9 and 5  8 and 5 8 and 6  7 and 6 7 and 7 | **Family of 15-18**  Place cards face up in rows. Find all the pairs of cards that make Family of 15, 16, 17, 18  (15) 9 and 6 8 and 7  (16) 9 and 7 8 and 8  (17) 9 and 8  (18) 9 and 9 |
| Tuesday | **Give Me 11**  Lay out 12 cards.  Players take turns finding and removing combinations of cards that add up to 11.  When both players agree that no more 11’s are possible, the next 12 cards are dealt face up. | **Give Me 12**  Lay out 12 cards.  Players take turns finding and removing combinations of cards that add up to 12.  When both players agree that no more 12’s are possible, the next 12 cards are dealt face up. | **Give Me 13 and 14**  Lay out 12 cards.  Players take turns finding and removing combinations of cards that add up to 13 or 14.  When both players agree that no more 13’s or 14’s are possible, the next 12 cards are dealt face up. | **Give Me 15-18**  Lay out 12 cards.  Players take turns finding and removing combinations of cards that add up to 15, 16, 17 or 18.  When both players agree that no more 15’s, 16’s 17’s or 18’s are possible, the next 12 cards are dealt face up. |
| Wednesday | **Family of 11 Memory**  Use the following sets of cards 2,3,4,5,6,7,8 and 9. Mix cards and lay out upside down in a2 x 4 array. Turn over 2 cards to find a sum of 11. Repeat until all pairs are found. | **Family of 12 Memory**  Use the following sets of cards 3,4,5,6,6,7,8 and 9 Mix cards and lay out upside down in a 2 x 4 array. Turn over 2 cards to find a sum of 12. Repeat until all pairs are found. | **Family of 13-14 Memory**  Use the following sets of cards 4,5,5,6,6,7,7,7,8,8,9,9. Mix cards and lay out upside down in a 2 x 6 array. Turn over 2 cards to find a sum of 13 or 14. Repeat until all pairs are found. | **Family of 15-18 Memory**  Use the following sets of cards 5,7,7,8,8,8,8,9,9,9,9 and 9. Mix cards and lay out upside down in a 2 x 6 array. Turn over 2 cards to find a sum of 15,16,17 or 18. Repeat until all pairs are found. |
| Thursday | **Addition War**  Play addition war with your deck of cards (1-9)  Split the deck in half for each player. Each player turns over one card and players find the sum of the two cards. Player with the correct sum the quickest keeps both cards. | **Subtraction War**  Play subtraction war with your deck of cards (1-9)  Split the deck in half for each player. Each player turns over one card and players find the difference of the two cards. Player with the correct difference the quickest keeps both cards. | **I Spy Sums**  Turn over all cards into rows. Take turns finding two cards and their sums.  Say “I spy a sum of 15. 6 and 9 is the same as 15”  Students may find any sum. | **Pop the Pig (coins & dice)**  Each player has a piggy bank with the same amount of money written on it (ie. 50 cents). Take turns rolling the die (use two for an extra challenge). Add coins to your piggy bank (roll a 6, add 6 cents). Encourage them to trade coins as they build up their bank (two nickels trade for a dime). The winner is the person who reaches the 50 cents first. |