

Second Grade Math Games

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Addition Top-It

Skill: Practice addition facts and comparing sums.

Object: To collect the most cards.

Materials: Top-It Gameboard

Deck of cards with face cards removed

First grade: number cards 0-9, 4 of each

Second grade: number cards 0-10, 4 of each

Game Masters 5

Players: 2 – 4 players

Directions:

- One player shuffles the cards and places the deck with the numbers facedown on the playing surface.
- Each player turns over 2 cards and calls out the sum of the numbers. Players should check each other's sums.
- The player with the greatest sum takes all the cards. In case of a tie, each tied player turns over 2 more cards and calls out the sum. The player with the greater sum takes all the cards from both plays and records a win in the score box on the gameboard.
- Play ends when not enough cards are left for each player to have another turn.
- The player who collects the most cards wins.

Variations:

- Players can toss a coin to determine whether the player with more cards or fewer cards is the winner.
- Each player turns over 3 cards and finds his/her sum.
- To break a tie, each player turns over 1 more card to add to his or her sum.

Coin Top-It

Skill: Practice finding and comparing the values of coin combinations.

Object: To collect more cards than the other player.

Materials: Top-It gameboard
Game Masters 39 (1 copy per player)

Players: 2 players

Directions:

- Players use the Money Card Deck, or each player cuts apart a copy of Game Master 39. Players combine their cards.
- Players mix the cards and place them facedown on the gameboard between them.
- Each player draws a card and says the total amount of the coins shown on it. The player with the greater amount collects and keeps both cards. In case of a tie, players take two more cards. The player with the larger amount then takes all of the cards.
- The game ends when there are no cards left to draw. The winner is the player who collects more cards.

Variation:

- Players use only the cards picturing pennies and nickels from the money card deck, or each player cuts 7 index cards in half and draws or stamps a combination of nickels and pennies on each card. They should make a card for totals 7 cents through 20 cents.

Dice Roll & Tally Game

Skill: Practice tallying numbers.

Object: To be the first player to have 5 tally marks next to each of the numbers 1 through 6.

Materials: 1 die
Game Masters 43 (1 per player)

Players: 2 players

Directions:

- Players take turns rolling a die and putting a tally mark next to the appropriate number on their tally charts.
- The first player to have at least 5 tally marks next to each number is the winner.

Variation:

- Players take turns rolling the die for 3 minutes. Before they begin, have them predict which number or numbers will come up most often.

Money Exchange Game

Skill: Practice making exchanges with bills.

Object: To be the first player to trade for a \$100 bill

Materials: Game Masters 101

1 die

16 - \$1 bills

16 - \$10 bills

8 - \$100 bills

Players: 2 players

Directions:

- Players put all of their bills together to form a "bank".
- Player 1 rolls one die and takes the number of \$1 bills shown on the die from the bank.
- Player 1 places the \$1 bills in the right-hand column on his/her place-value mat.
- Player 2 repeats steps 2 and 3.
- Players continue in this way, taking turns.
- Whenever possible, players trade ten \$1 bills for one \$10 bill and ten \$10 bills for one \$100 bill. They put the new bills in the correct column on their place-value mats.
- The first player to trade for a \$100 bill wins.

Money Exchange Game (continued)

Variations:

- Use Game Masters 102. Two players put all of their coins in the bank. Players take turns rolling a die, taking from the bank the

number of pennies on the game mat in the One Cent column. Whenever possible, players trade 10 pennies for a dime and place the dime in the Ten Cents column; they trade 10 dimes for a \$1 bill in the One Dollar column. The first player to trade for a \$1 bill wins.

- Use Game Masters 103. The players have a bank of base-10 blocks. Players take turns rolling a die, taking from the bank the number of cubes (ones) shown on the die, and placing that number of cubes in the right-hand column on Game Master 103. Whenever possible, players trade 10 cubes for 1 long (\$10), or 10 longs for 1 flat (\$100), putting the new block in the correct column. The first player to trade for a flat wins.
- Use Game Master 104. Each player puts 12 pennies, 12 dimes, 12 \$1 bills, and one \$10 bill in the bank. Players take turns rolling a die, taking from the bank the number of pennies and dimes shown on the faces of the die and placing the coins in the correct column on the Place-Value mat. Whenever possible, a player replaces 10 coins or bills of a lower denomination with a coin or bill of the next higher denomination. The first player to trade for a \$10 bill wins.
- Use Game Master 166. Two bank drafts for \$1,000 each and 12 more \$100 bills need to be added to the bank. Two players put all their bills and drafts in the bank. Players take turns rolling a die, taking from the bank the number of \$10 bills shown on the die, and placing the \$10 bills on the game mat in the right-hand column. Whenever possible, they trade ten \$10 bills for the \$100 bill and place the \$100 bill in the middle column; they trade ten \$100 bills for the \$1,000 bank draft and place it in the left-hand column. The first player to trade for a \$1,000 bank draft wins.

Penny Cup

Skill: Practice finding number combinations for 20.

Object: To identify the number of pennies hidden under a cup.

Materials: **Game Masters 121**

20 pennies per player

Players: 2 players

Directions:

- Player 1 turns the container upside-down, hides some of the 20 pennies under the cup, and puts the rest on top of the cup.
- Player 2 counts the pennies on top of the cup and figures out, or guesses, how many pennies are hidden under the cup.
- If the number is correct, player 2 gets a point.
- Players trade roles and repeat steps 1 and 2.
- Each player keeps a tally of his or her points. The first player to get 5 points is the winner.

Variations:

- Students can play an easier version of the game by limiting the number of pennies to 10 and increasing the number of pennies as they become more proficient at the game.
- Students can play the game by working together. Players count out a total number of pennies appropriate to their level of play. One player grabs a bunch of pennies without counting them, puts them under the cup, and puts the rest of the pennies on top of the cup. Players work together to figure out, or guess, how many pennies are under the cup. If the number is correct, the players get a team point. The object of the game is to improve the team total.

Two-Fisted Penny Addition

Skill: Practice finding complements of 10.

Object: To find combinations of 10.

Materials: **Game Masters 156**
10 pennies per player

Players: 3 – 5 players

Directions:

- Students each place 10 pennies in front of them.
- Each student grabs one or more pennies with one hand and picks up the rest of the pennies with the other hand.
- Students count the number of pennies they have in each hand. Then they record each pair of numbers in the parts-and-totals diagrams on the gameboard.

Total	
Part	Part

Variation:

- Players predict the number of pennies in the second hand before counting them. They write down their predictions and then count the pennies to check them.

Total	
Part	Part

--	--

Total	
Part	Part

Beat the Calculator

Skill: Practice addition facts

Object: To beat the calculator in finding the answer to an addition basic fact.

Materials: **Game Masters 29**
Deck of cards with face cards removed
1 calculator

Players: 3 players

Directions:

- One player is the "caller," one is the "calculator" and one player is the "brain".
- One player shuffles the cards and places them with the numbers facedown on the gameboard.
- The caller draws 2 cards from the number deck and asks for the sum of the numbers.
- The calculator solves the problem using a calculator. The brain solves it without a calculator. As soon as a player has found the sum, he/she says it aloud. The caller decides who got the correct answer first.
- Players trade roles every 10 turns or so.

Variations:

- Player limits the facts used to those with sums through 10 or to the facts in the unshaded section of Game Master 29. The caller selects one of the facts in the unshaded section of Game Master 29 rather than drawing 2 cards.
- Groups of students are the calculators and the brains. The calculators hold up their calculators with the answer showing as they say the correct answer. The brains say the answer aloud as soon as they have it.

Tic-Tac-Toe Addition

Skill: Practice adding 3 numbers

Object: To find the sum of 3 numbers.

Materials: **Game Masters150**

Players: 2 players

Directions:

- Players use the 4 number grids at the top of the record sheet.
- They draw a straight line through 3 numbers on a grid if they get equal the sum in the square. There is more than one combination for each sum.

Variation:

- At Grade 1, players use the grids in Exercises 5-8 on Game Master 150. Players first draw straight lines through any combinations of numbers whose sum is equal to the number in the square. They also fill in missing numbers on the grids so that they create new combinations whose sum is equal to the number in the square.
- Players make up their own puzzles using the blank grid on the record sheet.

Domino Top-It

Skill: Practice addition facts and comparing sums.

Object: To collect more dominoes than the other player.

Materials: Top-It Gameboard
Game Masters 48 & 49

Players: 2 players

Directions:

- Players put all the dominoes facedown on the gameboard.
- Each player turns over a domino and finds the total number of dots.
- The player with the larger total takes both dominoes. In the case of a tie, each player takes another facedown domino. The player with the larger total then takes all the faceup dominoes.
- Play continues until all the dominoes have been played. The player who has more dominoes wins.

Name That Number

Skill: Practice using the four operations to name numbers

Object: To collect the most cards.

Materials: Deck of cards with face cards removed

Players: 2 – 3 players

Directions:

- One player shuffles the cards and deals 5 cards to each player. The dealer places the remaining cards number-side-down on the gameboard, turns over the top card, and places it beside the deck. This is the target number for the round.
- Players try to match the target number by adding, subtracting, multiplying, or dividing the numbers on as many of their cards as possible. A card may be used only once.
- Players write their solutions on a sheet of paper or a slate. When players have written their best solutions, they take turns doing the following:
 - ~set aside the cards they used to name the target number.
 - ~replace them by drawing new cards from the top of the deck.
 - ~put the old target number on the bottom of the deck.
 - ~turn over a new target number, and play another hand.
- Play continues until there are not enough cards left to replace all of the players' cards. The player who sets aside more cards wins the game.

Variation:

- Students can limit the cards used to 4 each of the number cards 0-10 and 1 each of cards 11-20. After the deck is shuffled, 5 cards are placed face up on the playing surface. Another card is turned over and becomes the target number. Players take turns by trying to name the target number by adding or subtracting 2 of the 5 cards used to name it, along with the target number card. All 3 cards are then replaced by drawing cards from the top of the deck. If a player cannot name the target number, his/her turn is over. The top card on the deck is turned over, and the number on this card becomes the new target number. Play continues until all of the cards in the deck have been turned over.

Digit Game

Skill: Practice comparing numbers

Object: To collect more cards than the other player.

Materials: Deck of cards with face cards removed

Players: 2 players

Directions:

- One player shuffles the deck and places it with the numbers facedown on the playing surface between the players.
- Each player draws 2 cards from the deck and uses them to make the largest number possible.
- The player who makes the larger number takes all the cards.
- The game is over when all of the cards have been used.
- The player with more cards wins.

Advanced Version:

- Players draw 3 cards each time. Each player makes the largest 3-digit number possible.

Variation:

- Players try to make the smallest number possible each time. The player who makes the greater number takes all of the cards. The player with fewer cards at the end wins.

Spinning For Money

Skill: Practice counting and exchanging coins

Object: To be the first player to exchange coins for a \$1 bill.

Materials: **Game Masters 137 & 138**

7 pennies, 5 nickels, 5 dimes, 4 quarters PER PLAYER
one \$1 bill per player

Players: 2 – 4 players

Directions:

- All players put his/her money into a "bank".
- Players take turns spinning the Money Game Spinner and taking the coins shown by the spinner from the bank.
- Whenever possible, players exchange coins for a single coin or bill of the same value. For example, a player could exchange 5 pennies for a nickel, or 2 dimes and 1 nickel for a quarter.
- The first player to exchange coins for a \$1 bill wins.

Prize Time

Skill: Practice telling time

Object: To match a digital time written on a piece of paper with that time of day.

Materials: small piece of paper with time written on it

Players: whole class

Directions:

- The teacher writes a time during the school day on a piece of paper for each student.
- Students present their piece of paper to the teacher when their times arrive on the clock.
- When a student presents a piece of paper to the teacher, the other students verify if the time is correct.
- If students present the piece of paper at the correct time, they receive a small prize.

Dollar Rummy

Skill: Practice determining complements of 100

Object: To have more pairs of cards that equal \$1.00 than the other players.

Materials: Game Master 46 (2 copies)
CHALLENGE: Game Master 47 (2 copies)

Players: 2 players

Directions:

- One player deals 2 cards to each player and puts the rest of the cards facedown on the playing surface between the players.
- Players take turns. For each turn, a player takes the top card and lays it faceup on the table.
- The player looks for 2 cards that add up to \$1.00. A player can use cards that are in his/her hand or faceup on the table.
- If a player finds 2 cards that add up to \$1.00, he/she lays them facedown in front of himself/herself.
- When a player can't find any more cards that add up to \$1.00, it is the other player's turn.
- The game ends when all the cards have been used or when neither player can make a \$1.00 pair.
- The winner is the player with more \$1.00 pairs.

Making Change

Skill: Practice making money exchanges

Object: To be the first player without enough money to pay the bank.

Materials: 2 nickels, 2 dimes, 2 quarters (per player)
One \$1 bill per player
2 dice

Players: 2 or 3 players

Directions:

- Each player starts the game with 2 nickels, 2 dimes, 2 quarters and one \$1 bill. Players take turns rolling the dice and finding the total number of dots that are faceup.
- Players use the chart to find out how much money they must pay the bank. (There is no money in the bank at the beginning of the game).
- Players use their coins to pay the amount to the bank. Players can get change from the bank.
- The winner is the first player who doesn't have enough money to pay the bank.

Buyer and Vendor Game

Skill: Practice making coin combinations for different amounts of money.

Object: To show a money amount using different coins

Materials: **Game Masters 35**
5 nickels, 10 dimes, and 2 quarters (per player)

Players: 2 players

Directions:

- Partners take turns being the "buyer" and the "vending machine".

- The buyer selects an item from either Vending Machine Poster and gives the Vending Machine the correct amount in coins for the purchase of an item.
- The Vending Machine determines if the coin combination is correct for that purchase.

Advanced Version:

- Players use a dollar bill from Game Master 161 or 162. The buyer gives the Vending Machine a dollar and the Vending Machine must provide the correct change. The buyer checks to see that the change is correct for that purchase.

Addition Spin

Skill: Practice addition of 2-digit numbers

Object: To have a greater total of several sums than the other player.

Materials: Game Masters 3

1 paper clip
1 pencil
1 calculator
scratch paper

Players: 2 players

Directions:

- Players take turns being the “spinner” and the “checker.”
- The spinner uses a pencil and a paper clip to make a spinner on Game Master 3.
- The spinner spins the paper clip.
- The spinner writes the number that the paper clip points to on a sheet of paper. If the paper clip points to more than one number, the spinner writes the smaller number.
- The spinner spins a second time and writes the new number.
- The spinner adds the 2 numbers and writes the sum. The checker checks the sum of the 2 numbers by using a calculator.
- If the sum is correct, the spinner circles it. If the sum is incorrect, the spinner corrects it but does not circle it.
- Players switch roles. The new spinner spins the paper clip and writes the numbers and their sum on another sheet of paper. The new checker checks the sum.
- Players stop after they have each had five turns. Each player uses a calculator to find the sum of his/her circled scores.
- The player with the greater total wins.

Shopping

Skill: Practice adding 2-digit amounts of money.

Object: To find the total cost of 2 items and pay for them with \$1 bills.

Materials: Game Master 133 & 134

18 - \$1 bills

16 - \$10 bills

2 - \$100 bills

1 calculator per group

Players: 2 players

Directions:

- Players take turns being the “customer” and the “clerk”. The clerk puts the shopping cards facedown on the playing surface.
- The customer draws 2 cards and turns them over. These are the items the customer is buying.
- The customer places the 2 cards on the Parts-and-Total Diagram- one card in each part box.
- The customer figures out the total cost of the 2 items without using a calculator.
- The customer counts out bills equal to the total cost of the 2 items. The customer places the bills in the Total box on the Parts-and-Total Diagram.
- The clerk uses a calculator to check that the customer has figured the correct total cost.
- Players switch roles.
- Play continues until all 8 cards have been used.

Total	
Part	Part

Clock Concentration

Skill: Practice matching digital notation with clocks

Object: To collect the most cards

Materials: Game Masters 36 - 38

Players: 4 - 6 players

Directions:

- One player shuffles the cards and places them facedown in an array.
- Players take turns. For each turn, a player turns a "C" card and a "T" card faceup. If the cards match, that player takes both cards and takes another turn.
- If the cards do not match, the player puts them back in the array facedown. Then the next player takes a turn.
- Play continues until the time is up or until all the cards have been taken. The player with the most cards wins.

Touch & Match Quadrangles

Skill: Practice identifying similarities and differences among quadrangles

Object: To match quadrangles with the same shape and size.

Materials: Game Masters 154

Players: 3 - 5 players

Directions:

- The teacher places one set of the quadrangles on the playing surface in full view of all the players.
- Without students looking, the teacher places one of the quadrangles from the other set in a bag or box.
- One student reaches inside the container, feels the shape without looking, and tries to find the matching shape among those on the playing surface.
- The student explains how he/she made the match
- Steps 1-4 are repeated with other students.

Three Addends

Skill: Practice addition skills with 3 addends

Object: To find the sum of 3 numbers.

Materials: Game Masters 148

Deck of cards

Players: 2 players

Directions:

- One player shuffles the cards and places the deck number-side down on the playing surface.
- One player draws 3 cards from the top of the deck and turns them over.
- Both players write addition models using the 3 numbers.
- Players can write their addition number models on the record sheet or on a separate sheet of paper.
- Players can list the numbers in any order. Players should list the numbers in a way that is easy for them to add.
- Players add the numbers and compare their answers to each other's.

Variations:

- Players find the sum of the numbers showing without writing down number models.
- Players draw 4 cards from the deck. They turn them over and find the sum of the 4 numbers.

Addition Top-It with 4 Addends

Skill: Practice addition facts and comparing sums.

Object: To collect the most cards.

Materials: Top-It Gameboard

Deck of cards with face cards removed

First grade: number cards 0-9, 4 of each

Second grade: number cards 0-10, 4 of each

Game Masters 5

Players: 2 – 4 players

Directions:

- One player shuffles the cards and places the deck with the numbers facedown on the playing surface.
- Each player turns over 2 cards and calls out the sum of the numbers. Players should check each other's sums.
- The player with the greatest sum takes all the cards. In case of a tie, each tied player turns over 2 more cards and calls out the sum. The player with the greater sum takes all the cards from both plays and records a win in the score box on the gameboard.
- Play ends when not enough cards are left for each player to have another turn.
- The player who collects the most cards wins.

Variations:

- Players can toss a coin to determine whether the player with more cards or fewer cards is the winner.
- Each player turns over 3 cards and finds his/her sum.
- To break a tie, each player turns over 1 more card to add to his or her sum.

Array Bingo

Skill: Practice matching numbers with the total number of dots in arrays

Object: To be the first player to turn a card facedown so that a row,

a column, or a diagonal of cards in an array is all facedown.

Materials: Game Masters 20 (1 per player)
Number cards 1-20, 1 of each

Players: 2 – 5 players

Directions:

- Each player arranges his/her cards faceup in a 4 X 4 array on the playing surface.
- One player shuffles the number cards and places them with the numbers facedown on the playing surface.
- Players take turns. For each turn, a player draws a number card or rolls the die. The player looks for a card with that number of dots and turns it facedown. If there is no matching card, the player's turn ends.
- The first player to turn a card facedown so that a row, a column, or a diagonal of cards in the array is all facedown calls out "bingo"
- If all the number cards are used before someone wins, a player shuffles the deck and play continues.

Variation:

- Players use only the cards on Game Master 20 that are labeled "A" and follow the directions on Game Master 18. Players generate the numbers 1-12 by using 2 dice, 1 twelve-sided die or and egg-carton number generator.

Attribute Train Game

Skill: Practice identifying shapes that differ by just 1 attribute.

Object: To be the last player able to put a block in the train, or to be the player with the fewest number of blocks left.

Materials: 1 set of attribute blocks

Players: 3 – 5 players

Directions:

Game 1

- The blocks are placed in the center of the playing surface.
- Player 1 takes a block and puts it down to start a train.
- Player 2 chooses a block that is different in ONLY ONE WAY-in shape, size, or color-from the first block. The second player adds that block to the train.
- Players take turns until no more blocks can be played.

Game 2

- The blocks are shared equally among all the players in the group.
- Player 1 begins the train by laying down a block on the playing surface.
- Player 2 adds a block that is different in only one way.
- Players take turns.
- Any player who does not have a block that is different in only one way loses that turn.
- Players continue until no more blocks can be played.
- The player with the fewest number of blocks left wins.

Hit the Target

Skill: Practice counting up mentally and using a calculator

Object: To hit the target number in fewer tries than the other player

Materials: Game Master 92 (1 per player)

Calculator (1 per group)

Players: 2 players

Directions:

- Players choose a 2-digit multiple of 10 as a target number.
- Player 1 selects a starting number that is less than the target number. The target number and starting number are recorded on player 2's recording area on the gameboard.
- Player 2 enters the starting number into the calculator and tries to change the starting number to the target number by adding a number to it. Players check the calculator display to see if the target number is shown. If not, Player 2 continues by adding or subtracting other numbers, until the target number is shown.
- Player 1 acts as the record keeper and records information on Player 2's recording area. Whenever Player 2 adds or subtracts a number, Player 1 records that number and a + or - sign in the change column. After player 2 presses the "=" key to display the result, player 1 records the number displayed in the result column.
- To complete the round, players select a new target number. Player 2 selects a starting number less than the target number. Player 1 now tries to change the starting number to the target number, while player 2 acts as the record keeper.
- The player who needed fewer tries to hit the target number wins the round. In the case of a tie, players play another round.

Basketball Addition

Skill: Practice adding 3 or more 1-digit and 2-digit numbers

Object: To score a greater number of points than the other team.

Materials: Game Masters 28
3 dice

Players: 2 teams of 3 – 5 players

Directions:

- Players on opposite teams take turns rolling the 3 dice.
- Each player enters the sum of the numbers on the 3 dice in the **Points Scored** table.
- After each player on a team has rolled the dice, each team finds the total number of points scored by their team for the first half of the game and enters the **Team Score** in the table.
- Players repeat steps 1-3 to find their team's score for the second half of the game.
- Each team adds their team totals from both halves of the game to find their team's total score.
- The team with the greater number of points wins the game.

Three Addends

Skill: Practice addition skills with 3 addends

Object: To find the sum of 3 numbers

Materials: **Game Masters 148**
Deck of cards

Players: 2 players

Directions:

- One player shuffles the cards and places the deck number-side down on the playing surface.
- One player draws 3 cards from the top of the deck and turns them over.
- Both players write addition models using the 3 numbers.
- Players can write their addition number models on the record sheet or on a separate sheet of paper.
- Players can list the numbers in any order. Players should list the numbers in a way that is easy for them to add.
- Players add the numbers and compare their answers to each other's.

Variations:

- Players find the sum of the numbers showing without writing down number models.
- Players draw 4 cards from the deck. They turn them over and find the sum of the 4 numbers.

Fraction Top-It

Skill: Practice comparing fractions

Object: To collect the most cards

Materials: Top-It Game board
Game Masters 167-169

Players: 2 - 4 players

Directions:

- One player deals the same number of cards, fraction-side up, to each player:
 - 2 players: 16 cards
 - 3 players: 10 cards
 - 4 players: 8 cards
- Each player places his/her cards fraction-side up on the gameboard.
- Starting with the dealer, moving in a clockwise direction, each player plays 1 card.
- Cards are placed on the gameboard with the fraction side showing.
- The player with the largest fraction wins the round and takes the cards. Players may check who has the largest fraction by comparing the amount shaded.
- If there is a tie, each player plays another card. The player with the largest fraction takes all the cards.
- The player who takes the cards starts the next round. The game is over when all the cards have been played.
- The player who has the most cards wins.

Variation:

- At grades 2 & 3, only 2 students play the game. Players compare the shaded areas of the cards instead of the fraction numbers.

Pick-A-Coin

Skill: Practice finding the value of coins and adding money using a calculator.

Object: To be the player with the largest sum

Materials: Game Masters 123
1 die
1 calculator for each player

Players: 2 or 3 players

Directions:

- Players take turns. For each turn a player does the following:
 - Rolls the die 5 times.
 - After each roll, records the number that comes up on the die in any cell on his/her part of the Record Table.
 - Uses a calculator to find the total amount for that turn.
 - Records the total on the Record Table
- After 4 turns, each player uses a calculator to add the 4 totals. The player with the largest sum wins.

Multiplication Draw

Skill: Practice multiplying the numbers 1 through 5 and 10 by 2's, 5's, and 10's

Object: To have the greatest sum

Materials: **Game Masters 108-110**
Deck of cards
1 calculator (optional)

Players: 2 – 4 players

Directions:

- One player shuffles the cards and places the number-side-down on the playing surface.
- Begin the 1st round (times-2 facts). For each turn, a player does the following:
 - draws a card to name the missing factor
 - Writes this factor after "1st draw" in the 1st round column on the record sheet on Game Master 110
 - Writes the product
- Players return their cards to the pile. One player shuffles the cards and places them facedown
- Players repeat steps 2 and 3 for 4 more draws
- The player with the greatest sum of his/her 5 products wins the round.

Variation:

- Players draw 2 cards from the number deck, record the numbers as factors, and find their product. Players use the record sheet on Game Master 110.
- Players include cards with numbers 6-9 in the number deck.

Addition Card Draw

Skill: Practice adding 3 numbers less than 20

Object: To have a greater total of 3 sums than the other player

Materials: **Game Masters 2** (1 per player)
1 calculator
Deck of cards
scratch paper

Players: 2 players

Directions:

- Players shuffle the cards and place the deck on the playing surface with the numbers facedown. Players take turns.
- Player 1 draws the top 3 cards from the deck.
- Player 1 records the numbers on the score sheet and puts the 3 cards in a separate pile next to the deck on the playing surface.
- Player 1 finds the sum, using a slate or paper to do the computation.
- Player 2 repeats Steps 2-4

After 3 turns:

- Players check each other's work using a calculator
- Each player finds the total of his/her 3 answers and writes it on the score sheet. The player with the greater total wins.