

Card Flip Addition

Number of Students: Pairs

Materials:

- 4 sets of numeral cards (1-9) or deck of playing cards per pair
- 1 one minute sand timer or stopwatch

Preparation:

Sufficient numeral card sets need to be photocopied / printed.

Numeral cards need to be laminated and cut

If playing cards are used instead of numeral cards, all of the picture cards (King, Queen and Jack) should be removed along with all of the 10s.

How :

Four sets of numeral cards, or a modified deck of playing cards, are shuffled and placed face down in front of the first player. The other player operates the sand timer or stop watch.

The player with the timer calls 'go!' while starting the timer or stopwatch. The first player then flips the top card over, places it face up and states the number of the card. They then flip the next card on top of the first card and mentally calculate the total of the two numbers, calling out the total. They repeat this process, adding the number of the flipped card to the total each time. The player continues to flip cards, adding their number to the total, until one minute has passed. At this time the second player calls 'stop!'.

The player states their final total, and their partner takes the cards that have been flipped and checks the total by finding pairs to ten and using other part-part-whole knowledge. If the totals correspond, the first player notes down their details on the score sheet. If the stated total proves incorrect nothing is written down. Either way, the players swap roles and play again.

Students should be encouraged to keep their score sheet and try to beat their own 'score' (number of cards successfully added) when playing subsequent games. Students may need to be reminded of other strategies (such as pairs to ten, doubles and near doubles and other part-part-whole knowledge) to help them add efficiently. Counting on by ones should generally be discouraged.