# ADDITION TOP-It
## = and ≠

**ADDITION TOP-IT**

### Basic Game

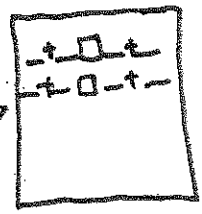
* **Materials:** 1 *Everything Math Deck*, cards 0–10 only (or an equivalent set of number cards); a penny (optional), = and ≠ cards.

**Number of players:** 2 or 3

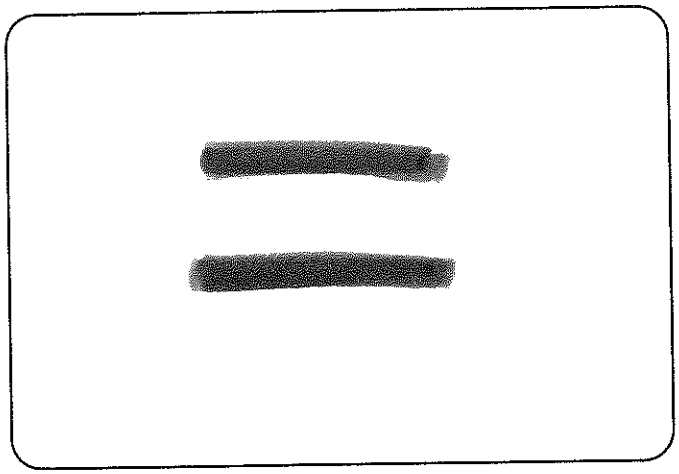
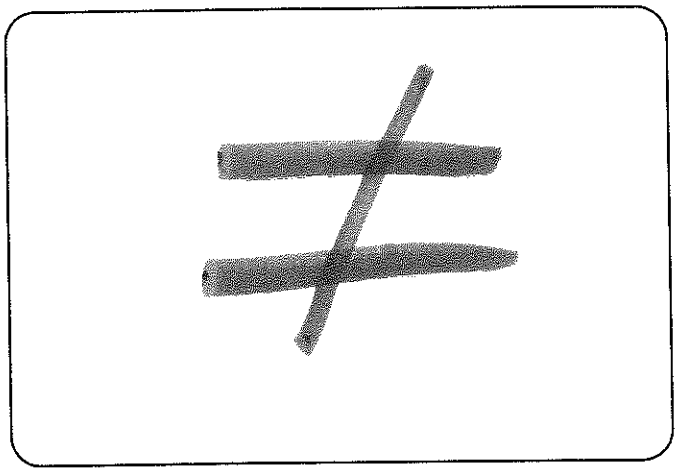
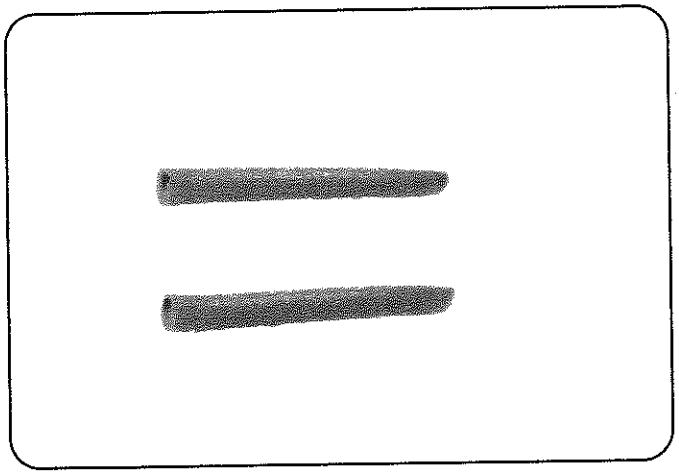
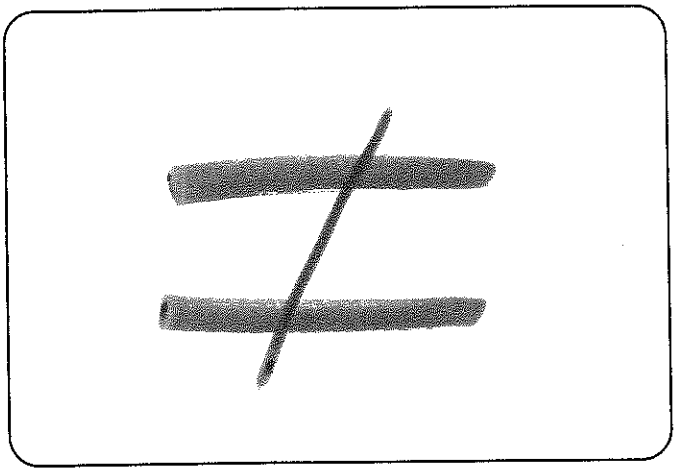
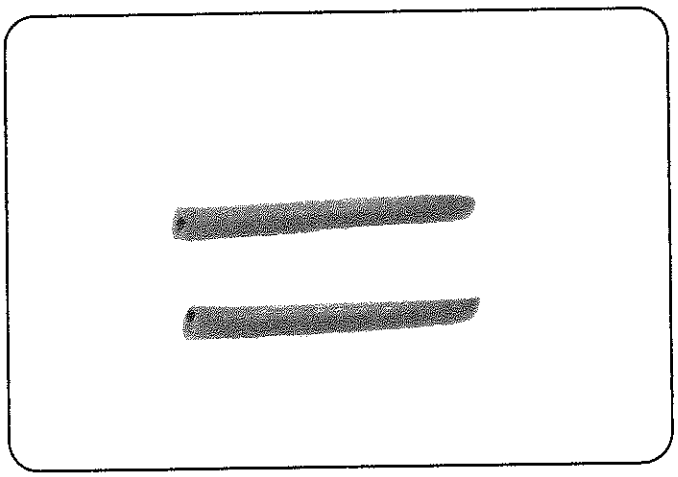
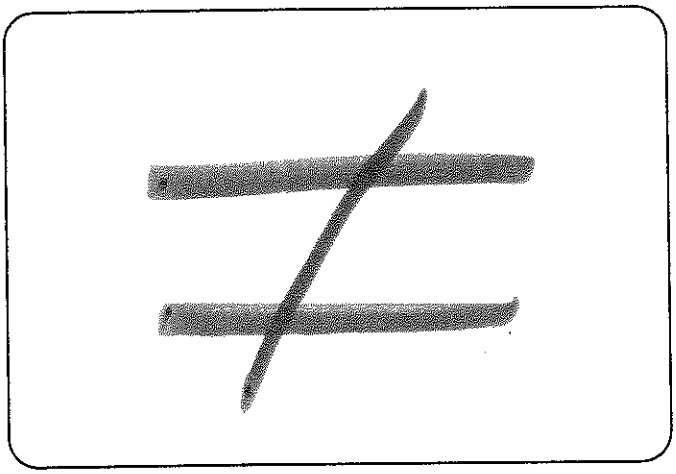
**Directions:** A player shuffles the cards and places the deck number-side down on the playing surface. Each player turns over two cards and calls out their sum.

Next: students place either a = or a ≠ card in between the two sums.

Then: They record.



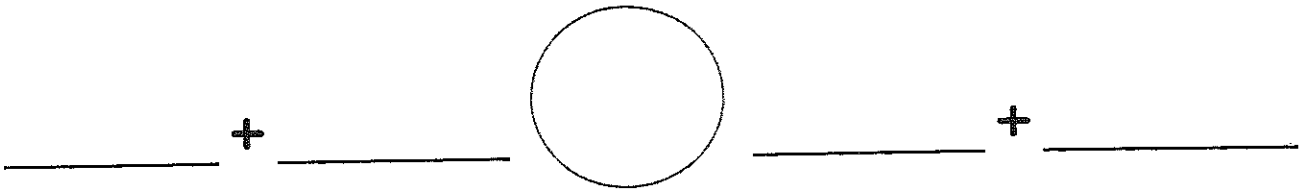
When they are done with the deck, shuffle and start again.

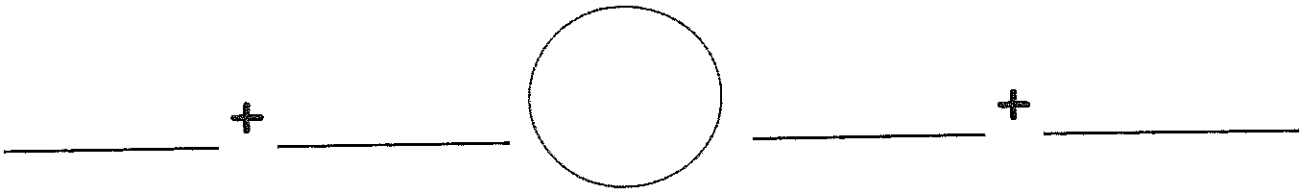







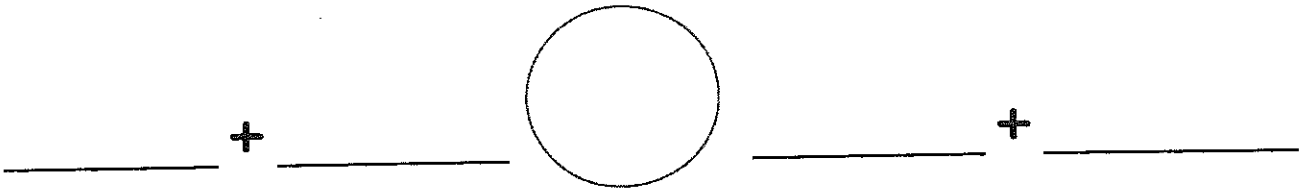
Use for Addition Top It
Variation Unit 2

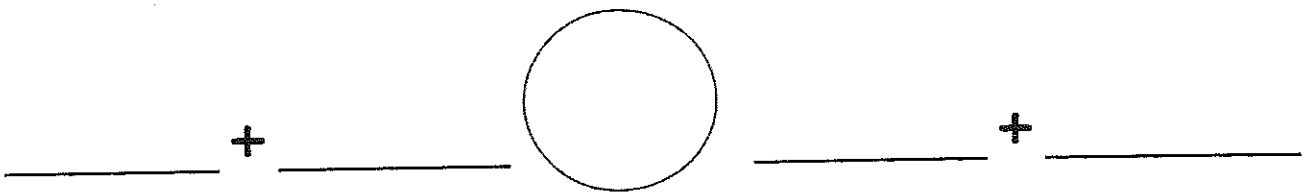
Name: _____

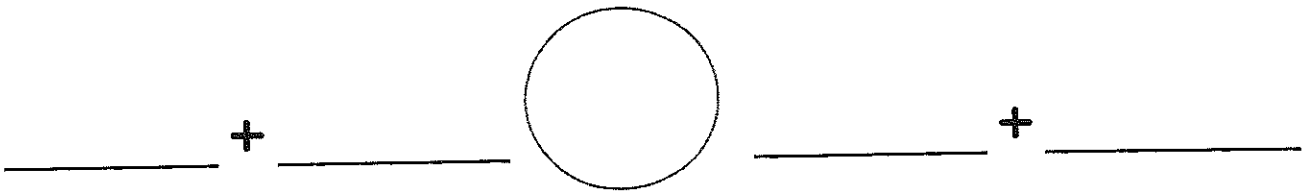
# Addition Top -It: Equal and Not Equal Sums

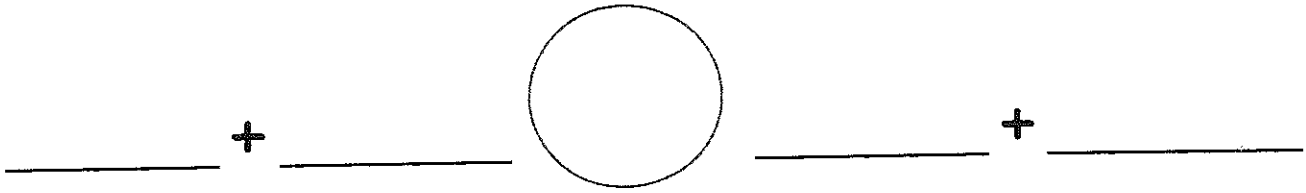












Name Date

Student Sheet 9

# Counters in a Cup

**Note to Families**

For counters, you can use buttons, pennies, paper clips, beans, or toothpicks. Hide them under any container that you cannot see through. If you do not have a copy of the game grid, write the numbers in two columns on any paper.

**Materials:** Counters (5–10)
Counters in a Cup game grid
Paper cup

**Players:** 2

**Object:** Figure out how many of a set of counters are hidden.

## How to Play

1. Decide how many counters to use each time. Write this total number on the game grid.
2. Player A hides a secret number of counters under the cup and leaves the rest out.
3. Player B figures out how many are hidden and says the number. Lift the cup to check.
4. On the game grid, write the number hidden in the cup and the number left out.
5. Players switch roles. Hide a different number of counters. (It's OK to hide the same number of counters more than once in a game.)
6. Repeat steps 2–5 until you have filled the game grid. (Hide the counters eight times.)

## Optional

Your filled game grid shows different ways to break the total number into two parts. Can you find a way that is not shown?

Name _____ Date _____

**Student Sheet 10**

# Counters in a Cup Game Grid

Total number: _____

| In | Out |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

2, 4, 5, 8

# PENNY-NICKEL-DIME EXCHANGE

Note

*Coin Exchange Money Cube Game* is a Core Activity in *Kindergarten Everyday Mathematics*. When children play it, they learn to exchange 5 pennies for 1 nickel and 2 nickels for one dime. Later, when children play *Coin Exchange Money Cube Game 2*, they learn the various coin combinations that add up to a quarter.

## PENNY-NICKEL-DIME EXCHANGE

**Materials:** 1 die for each partnership; 40 pennies, 8 nickels, and 4 dimes for each partnership

**Number of players:** 2 or more

**Directions:** Partners make a bank of 40 pennies, 8 nickels, and 4 dimes using money from their tool-kit money holders. They take turns rolling a die and collecting the appropriate amount from the bank. As soon as players have 5 pennies, they exchange them for a nickel, and later exchange 2 nickels (or 5 pennies and 1 nickel) for a dime. At the end of any turn, each player should have fewer than 5 pennies and not more than 1 nickel.

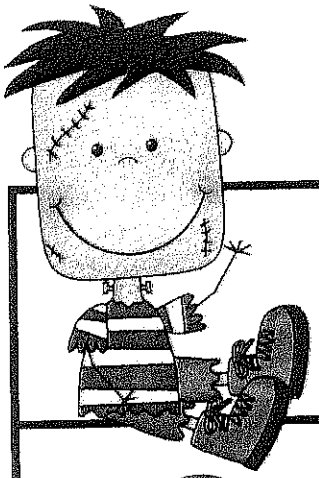
The game ends when no more exchanges can be made.

*Option:* Children play with a larger bank and two dice. This allows children to exchange coins more rapidly. (Use play coins, if necessary.)

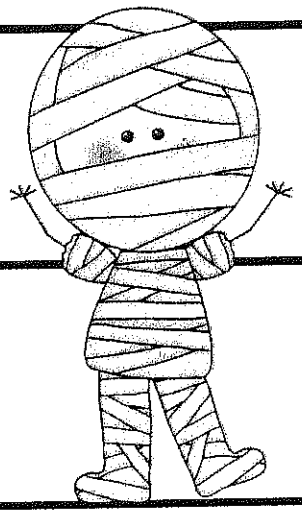
- Use just Nickels for Unit 2
- Add in dimes for Unit 4

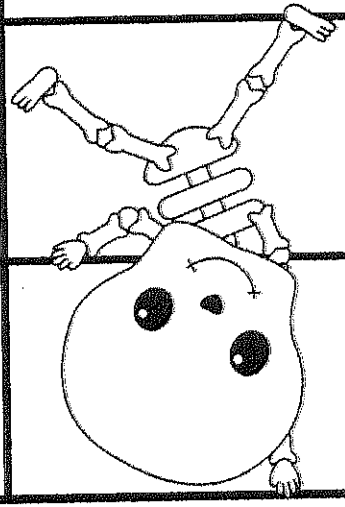
# Halloween Addition BUMP

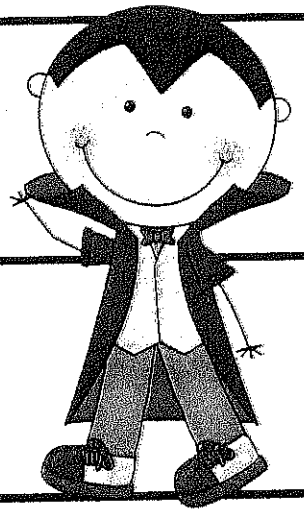
Directions: Each player needs 10 cubes. Choose a card. Add 2. Cover the sum. If it is covered by another player's cube, BUMP it off. If it covered by one of your cubes, add another cube and look it up. If it is already looked up, you lose your turn. The first player to get rid of his/her cubes is the winner!



| | | | | |
|---|---|---|---|---|
| | 12 | 6 | 9 | |
| 9 | 7 | | 3 | |
| 4 | 10 | 5 | 7 | 4 |
| 6 | | 12 | | 11 |
| 8 | | 10 | | 8 |







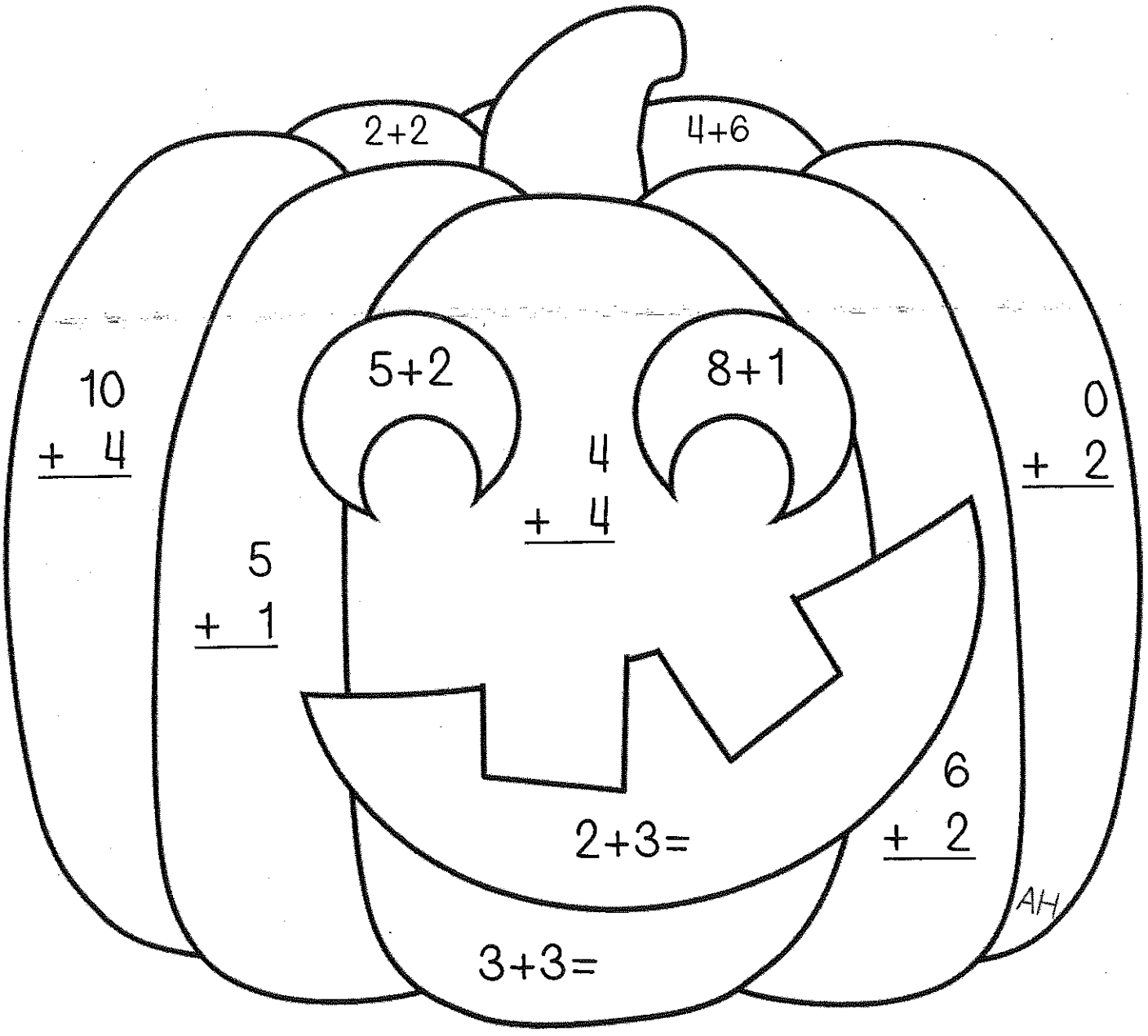
Name: _____

Solve the addition facts.
Color the pumpkin using the color code.

**Color Code**

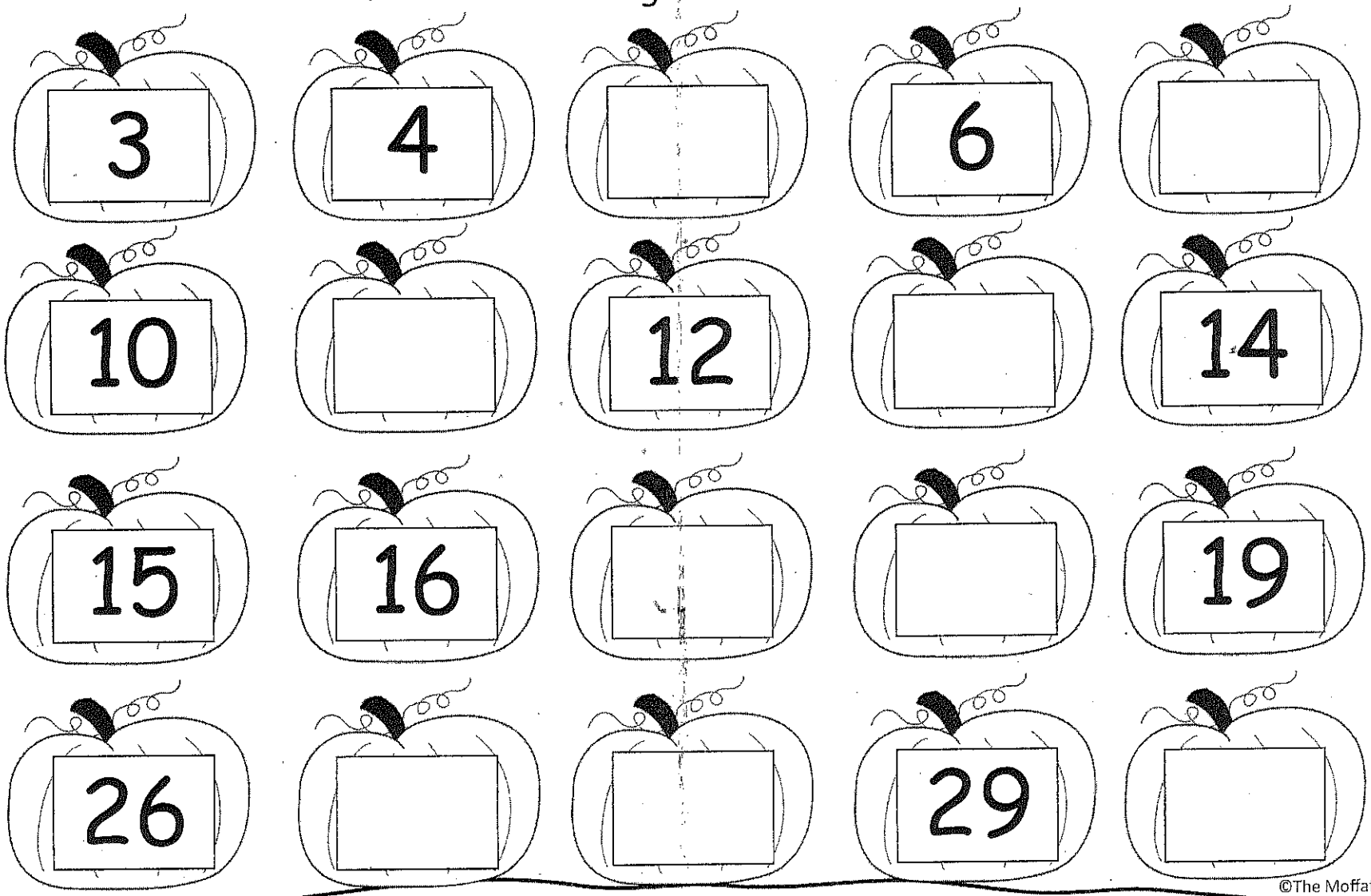
5, 7, 9
yellow

2, 4, 6, 8, 10, 14
orange



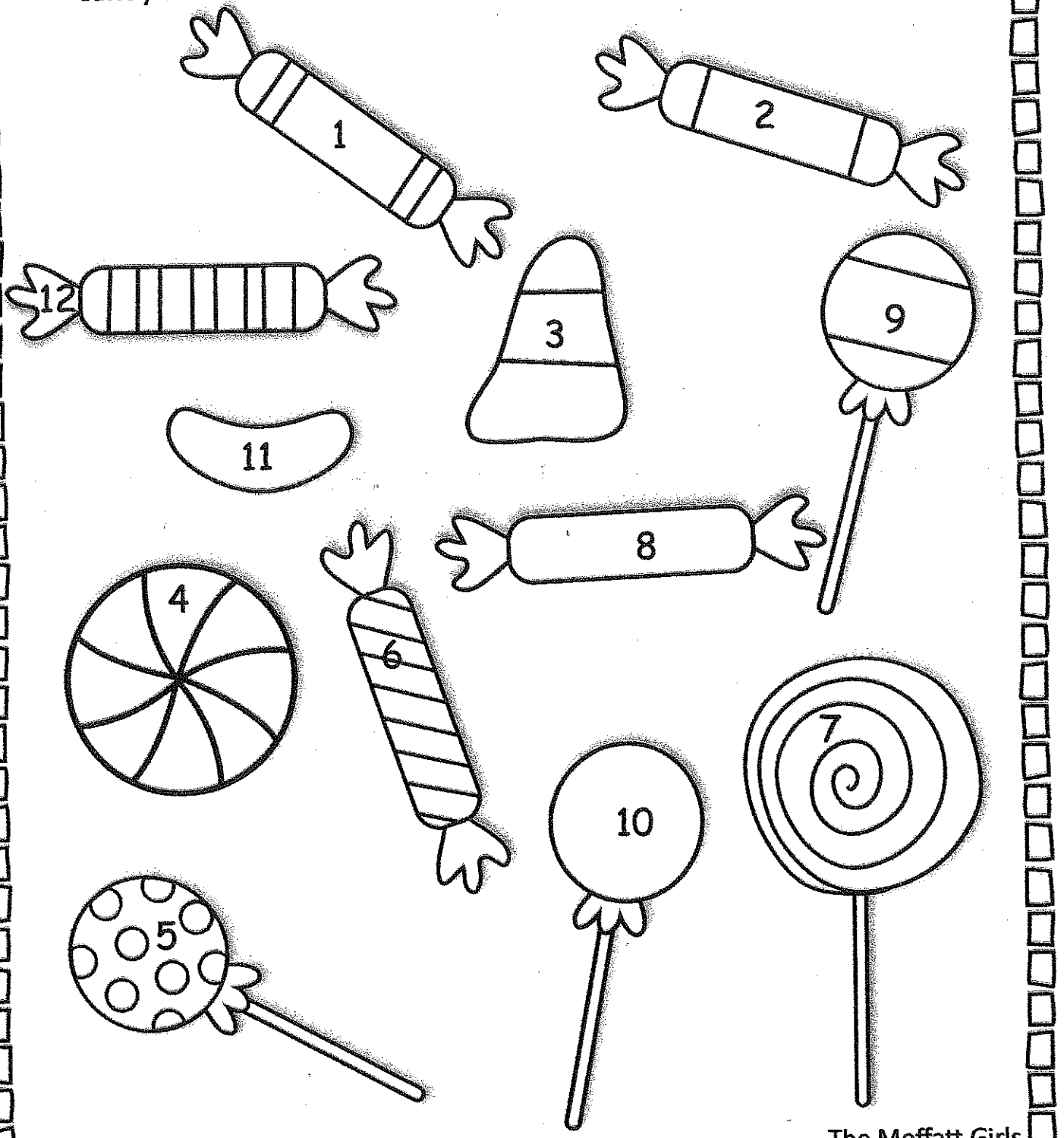
# What comes next?

Fill in the missing numbers in each row.



# Roll add and color

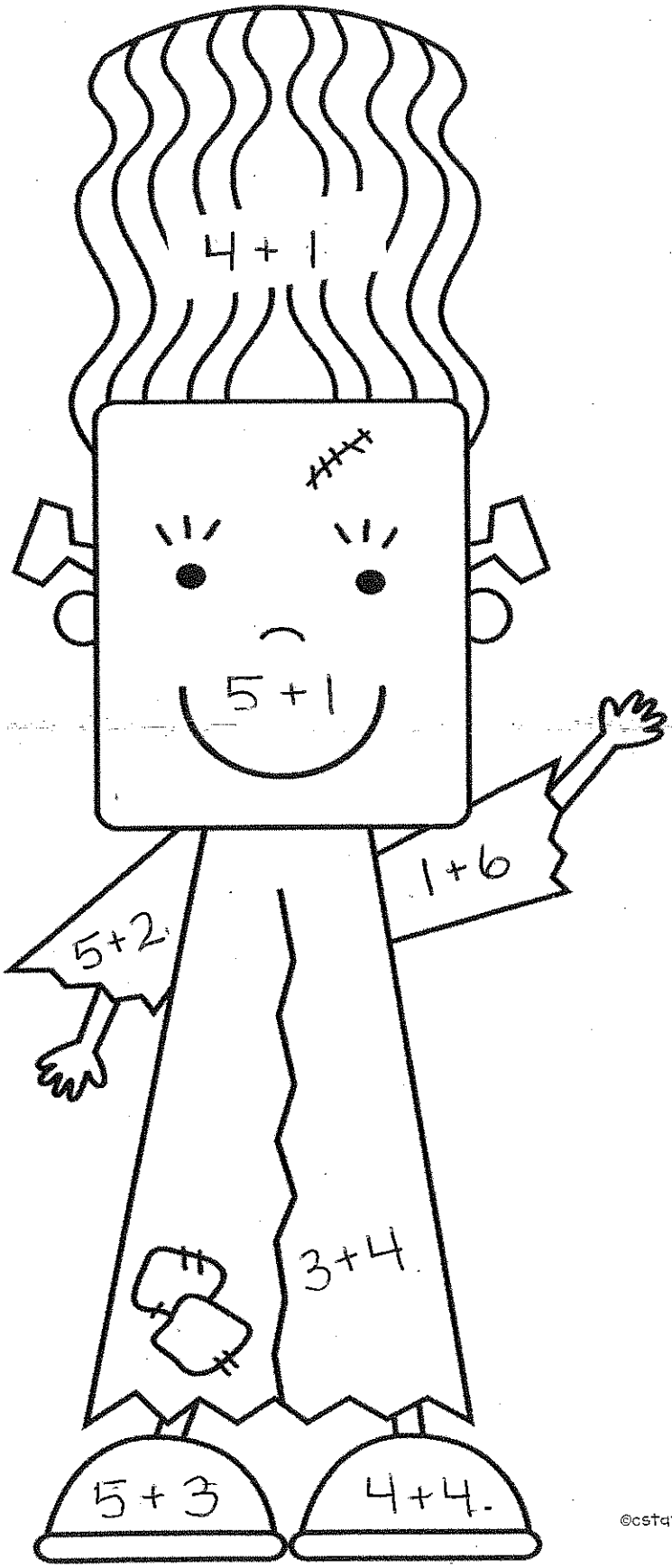
**Directions:** Roll two dice. Count the numbers on the die, add them up and color a piece of candy. Continue playing until all pieces of candy have been colored.



# Bride of Frankenstein Addition

Directions: Solve the subtraction problems. Then use the color code to color the Frankenstein.

| Color Code |
| --- |
| 5 – orange |
| 6 – green |
| 7 – purple |
| 8 = black |



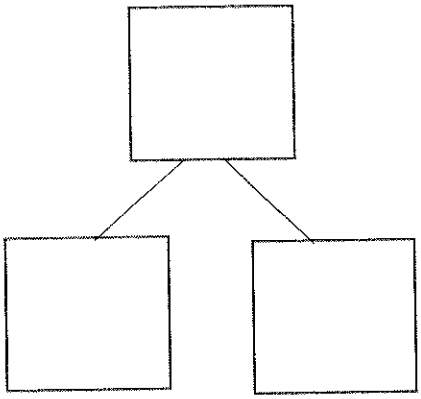
# Roll & Color

Roll two dice, add the numbers and then color the sum. Keep rolling and adding until all the candy is filled in.

Name: _____

# Math Mountain Draw 2

- Pick 2 number cards
- Model with counters in a Math Mountain Mat
- Write each number in a box
- Solve for empty box using the counters
- Write 2 Equations that match the math mountain

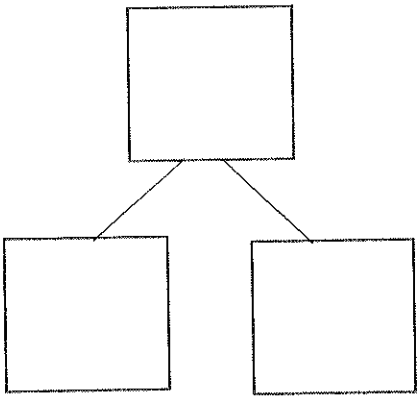


_____

Addition equation

_____

Subtraction equation

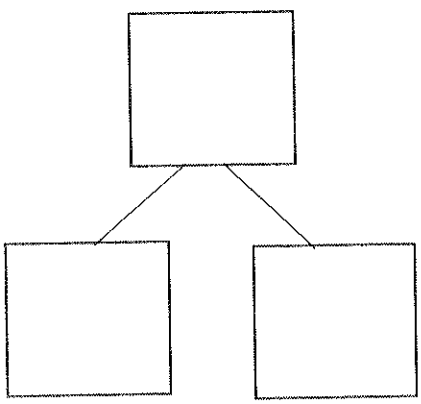


_____

Addition equation

_____

Subtraction equation



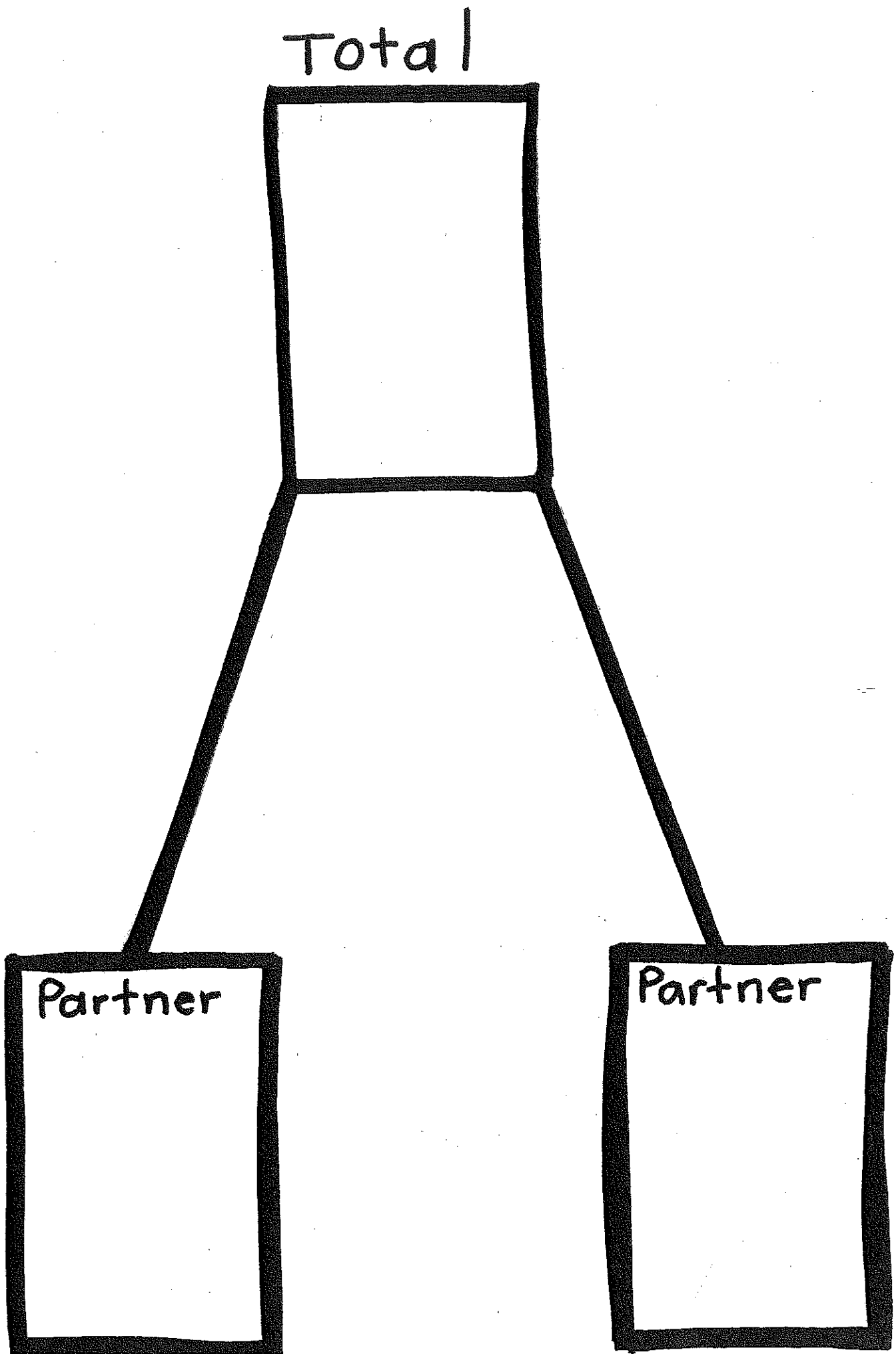
_____

Addition equation

_____

Subtraction equation

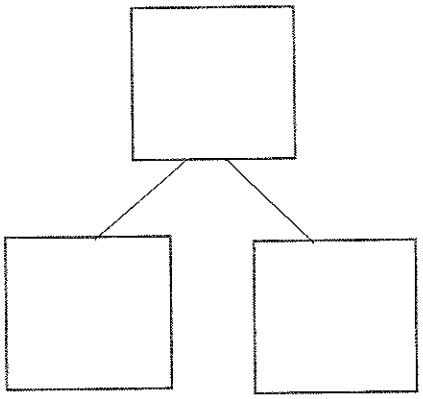
On the back: Make 5 more math mountains with matching equations.


Total
Partner
Partner

Name: _____

# Math Mountain Draw 2

- Pick 2 numbers
- Record
- Solve
- Write 2 Equations

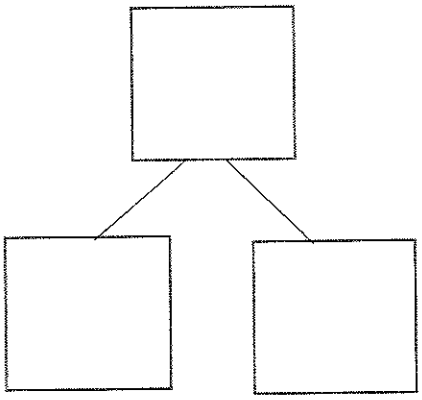


_____

Addition equation

_____

Subtraction equation

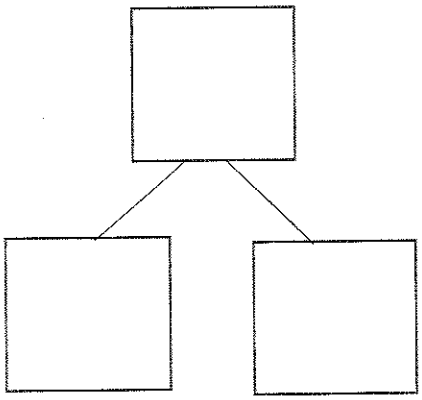


_____

Addition equation

_____

Subtraction equation



_____

Addition equation

_____

Subtraction equation

Name: _____

# My Story Problem[1]

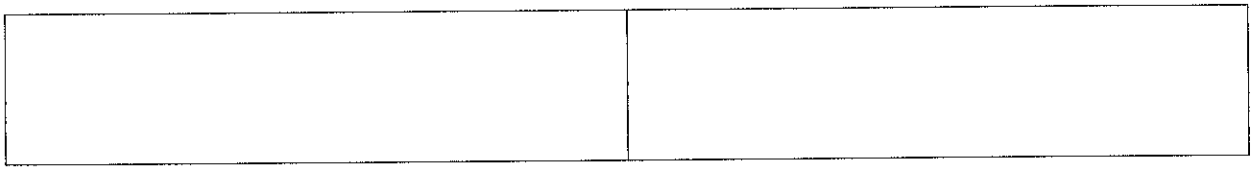
I have ☐ _____s.

_____ has ☐ _____s.
(friend)

How many do we have in all? ☐ _____s

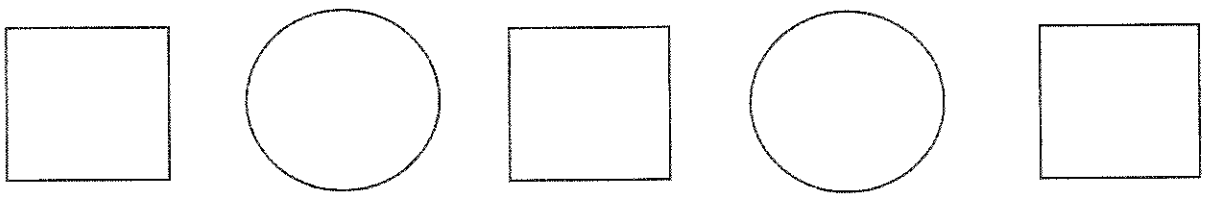
.....

Part | Part



Total: ☐

Equation:



[1] Basic Addition story.

Name: _____

# My Story Problem[3]

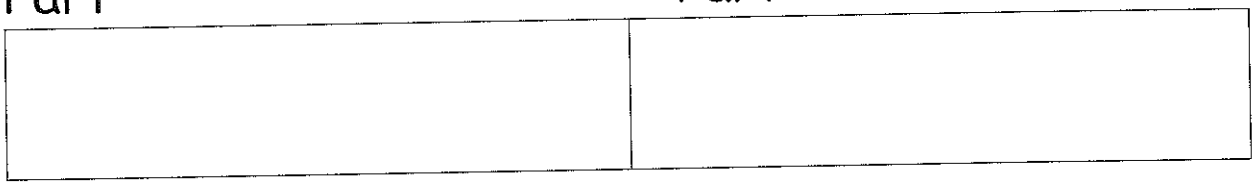
I have ☐ _____s.

_____ takes ☐ of them.
(friend)

How many do I have left? ☐ _____s

.....

Part Part



Total: ☐

Equation:

☐ ○ ☐ ○ ☐

[3] Basic Subtraction