

Give and Take Game

Purpose

Students will represent addition and subtraction with objects and describe what operation they have represented.

Materials

For each student: 9 small objects

For each group of 3-4 students: 9 “Give” cards, 9 “Take” cards

Activity

A. Pre-Activity Preparation

Make two sets of game cards numbered from 1-9, one with “Give” on the back side and one with “Take” on the back side.

B. Student Activity

1. Divide the class into groups of 3-4 students.
2. Give each student nine objects to “trade” with other members of the group.
3. Place the cards in two piles of “Give” and “Take.”
4. Have each student start with the “Give” pile, and instruct each student to take a turn drawing a card that indicates the number of objects he/she must give to the person to his/her left.
5. Have the students describe the operation that has taken place after they have given away the indicated number of objects (e.g., nine take away six leaves three).
6. After one round of “giving,” ask each student to draw a card from the “Take” pile and take the indicated number of objects from the person to his/her right.
7. Have each player describe the operation (e.g., four added to three is seven).
8. Instruct students that a player is “out” if he/she has fewer objects or the exact number of objects that he/she is supposed to give or have taken from him/her.
9. The player with the most objects remaining after all the cards have been drawn is the winner.
10. Repeat the game several times so that students are able to further develop their addition and subtraction skills.

EXTENDING
THE



ACTIVITY

As an extra-credit project, allow students to make their own set of “Give and Take” cards to take home and play with family members. They may include numbers of higher value and adjust the rules as desired. Have them describe their new set of rules.

MEETING
INDIVIDUAL



NEEDS





Some students may have difficulty completing this activity. Have these students do the activity using fewer objects and lower values of “Give” and “Take” cards.

Standards Links
K.1.2, K.1.3, K.6.2

Questions for Review

Basic Concepts and Processes

During the activity, discuss the following with your students to gauge their understanding of the Standard Indicators:

-  What operation does a “Give” card represent? How about a “Take” card?
 -  Explain to me in words the operation you just performed.
 -  Do you have more or fewer objects than you had before?
 -  How did you decide how many objects you had after you drew a card?
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