

INSTRUCTIONS FOR ADD/SUBTRACT EDITIONS

#31976 (96 cards—1, 2 & 3 Dot)

#31956 (48 cards—1, 2 & 3 Dot)



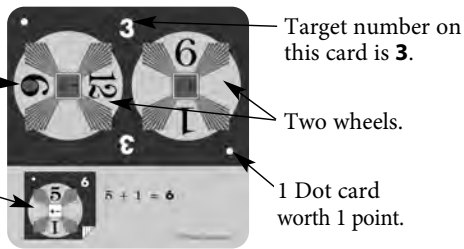
Each side of a card has two wheels that contain numbers printed in black. The target number is printed in white between the wheels.

OBJECT is to pick the “correct wheel” (only one wheel works) that can make the target number on the card.

You can add and subtract only. Use all the numbers in a wheel, but use each number only once.

All 9's are “filled in” in red.

Self-check feature shows answer(s) to card on reverse.



Cards are worth 1, 2 or 3 points, rated by difficulty. Look at a corner of a card to tell if it's worth 1 point (1 white dot), 2 points (2 red dots) or 3 points (3 yellow dots).



1 point



2 points



3 points

HOW TO PLAY WITH TWO OR MORE PLAYERS

1) Any number of players can play. Count off 12 to 24 cards from the deck (use 1 and 2 point cards for an easy start.) Put cards in the center of the table. All players are playing at the same time for the same, top card.

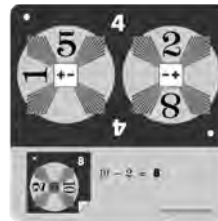
2) Win a card by being the first to touch the card and give a correct solution. Once you take your card, the next card is in play.

3) The winner is the player with the most points after all cards are claimed. Add up the point value of your cards. (Example: If you had four “1 point” cards and three “2 point” cards, your score is ten points.)

TARGET NUMBERS

The target numbers on 1 Dot and 2 Dot cards are **3, 4, 5, 6, 7, 8, 9,** and **10**. The target number on 3 Dot cards is **24**.

EXAMPLES

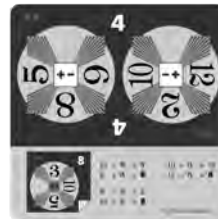


1 DOT CARDS

The target number is **4**.

The wheel on the left is correct.

$$5 - 1 = 4$$



2 DOT CARDS

The target number is **4**.

The wheel on the right is correct.

$$12 - 10 = 2$$

$$2 + 2 = 4$$



3 DOT CARDS

The target number is always **24**.

The wheel on the right is correct.

$$1 + 3 = 4$$

$$4 + 20 = 24$$

INCORRECT SOLUTIONS (EXAMPLE - 2 DOT CARD)



Looking at the wheel on the right.

$$2 + 2 = 4$$

$$10 + 4 = 14$$

$$14 - 8 = 6$$

Incorrect: The number **2** was used twice. Use each number in a wheel only once.

$$10 - 8 = 2$$

$$2 + 2 = 4$$

$$4 + 2 = 6$$

Incorrect: The number **2** was used twice. You can use the result of an operation only once, as well.

$$8 - 2 = 6$$

Incorrect: Only **2** numbers were used. You must use all the numbers in a wheel.

ADD/SUBTRACT EDITIONS SUGGESTED CLASSROOM ACTIVITIES

1 DOT CARDS

• After giving an answer, have students state an inverse operation. For example, if the target number is 5, and the card is solved by $2 + 3$, the student could say $5 - 2$ or $5 - 3$.

1 DOT AND 2 DOT CARDS

• Sort the deck by target numbers. The 1 Dot and 2 Dot cards have target numbers from 3 through 10. Have students solve cards of only one target number before moving to the next target number.

2 DOT AND 3 DOT CARDS

• Most cards have three solutions. Encourage students to work independently or in groups to find all three. If playing in pairs or groups, have students alternate giving solutions until all three are given.

3 DOT CARDS

• Each student/group lays out six cards on the table. Choose one person to be the caller. The caller states a pattern, for example, " $15 + 9$." If a player has a card that can be solved by that pattern, she may cover that card with a piece of paper. Play continues until one player has covered all of the cards on the table.

• Lay nine cards out on the table. Students race to be the first to claim three cards that can be solved by the same pattern. For more challenge, choose the pattern that can claim the most cards. New cards can be dealt to replace those taken.

Patterns that make the target number 24 on Add/Subtract 3 Dot cards

$12 + 12$	$18 + 6$	$25 - 1$	$31 - 7$
$13 + 11$	$19 + 5$	$26 - 2$	$32 - 8$
$14 + 10$	$20 + 4$	$27 - 3$	$33 - 9$
$15 + 9$	$21 + 3$	$28 - 4$	$34 - 10$
$16 + 8$	$22 + 2$	$29 - 5$	$35 - 11$
$17 + 7$	$23 + 1$	$30 - 6$	$36 - 12$

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