



Some Sum/SomeDifference

A game for any size group

You'll need:

- Four or more sets of cards
- Some Sum/Some Difference worksheet for each student (2 digit or 3 digit versions provided)
- Pencil for each player

How to play:

- 1. Shuffle the cards and place them face down.
- 2. Decide if you're adding or subtracting. If using the worksheet, have students add the addition or subtraction sign to each problem.
 - If you're subtracting, decide whether the smallest or largest difference (zero or positive numbers only) will win.
- 3. Turn over the top card and show it to all players. Each player writes that numeral on one of the lines. Once a numeral has been placed, it cannot be moved. One number in each round can be placed in the Reject box and not used.
- 4. Continue drawing cards and writing the numerals until all the boxes/slots have been filled.
- 5. All players find the answer to the problem they created to find the winner of that round.
- 6. Continue until 8 rounds have been played.

Who wins?

The player who has won the most rounds wins or you can have students add all their answers together to find the player with the largest or smallest total for all rounds.

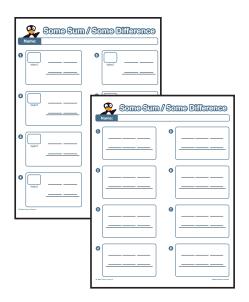






Teacher Notes:

Students can use 0-10 cards, playing cards with the face cards removed, ten-frame cards, or transition cards with both the ten frame and the numeral on them. If you use playing cards, you might want to use a marker to turn one of the face cards or the joker into a zero.





Some Sum // Some Difference

Name:

reject

reject

reject

reject

reject

reject

reject

reject



Some Sum // Some Difference

Name:

5

2 _______

6

3

8