

Addition Strategies – Part 2

The strategies in this packet can help you answer the shaded problems more efficiently.
You can use this table to check your work.

+	0	1	2	3	4	5	6	7	8	9	10
0	$0+0=0$	$1+0=1$	$2+0=2$	$3+0=3$	$4+0=4$	$5+0=5$	$6+0=6$	$7+0=7$	$8+0=8$	$9+0=9$	$10+0=10$
1	$0+1=1$	$1+1=2$	$2+1=3$	$3+1=4$	$4+1=5$	$5+1=6$	$6+1=7$	$7+1=8$	$8+1=9$	$9+1=10$	$10+1=11$
2	$0+2=2$	$1+2=3$	$2+2=4$	$3+2=5$	$4+2=6$	$5+2=7$	$6+2=8$	$7+2=9$	$8+2=10$	$9+2=11$	$10+2=12$
3	$0+3=3$	$1+3=4$	$2+3=5$	$3+3=6$	$4+3=7$	$5+3=8$	$6+3=9$	$7+3=10$	$8+3=11$	$9+3=12$	$10+3=13$
4	$0+4=4$	$1+4=5$	$2+4=6$	$3+4=7$	$4+4=8$	$5+4=9$	$6+4=10$	$7+4=11$	$8+4=12$	$9+4=13$	$10+4=14$
5	$0+5=5$	$1+5=6$	$2+5=7$	$3+5=8$	$4+5=9$	$5+5=10$	$6+5=11$	$7+5=12$	$8+5=13$	$9+5=14$	$10+5=15$
6	$0+6=6$	$1+6=7$	$2+6=8$	$3+6=9$	$4+6=10$	$5+6=11$	$6+6=12$	$7+6=13$	$8+6=14$	$9+6=15$	$10+6=16$
7	$0+7=7$	$1+7=8$	$2+7=9$	$3+7=10$	$4+7=11$	$5+7=12$	$6+7=13$	$7+7=14$	$8+7=15$	$9+7=16$	$10+7=17$
8	$0+8=8$	$1+8=9$	$2+8=10$	$3+8=11$	$4+8=12$	$5+8=13$	$6+8=14$	$7+8=15$	$8+8=16$	$9+8=17$	$10+8=18$
9	$0+9=9$	$1+9=10$	$2+9=11$	$3+9=12$	$4+9=13$	$5+9=14$	$6+9=15$	$7+9=16$	$8+9=17$	$9+9=18$	$10+9=19$
10	$0+10=10$	$1+10=11$	$2+10=12$	$3+10=13$	$4+10=14$	$5+10=15$	$6+10=16$	$7+10=17$	$8+10=18$	$9+10=19$	$10+10=20$

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Addition Strategies: Doubles

Take some time to learn your doubles facts. There are only 10 of them. Once you learn them, you can use those facts to more easily figure out other facts!

$1 + 1 = 2$ 	$2 + 2 = 4$ 	$3 + 3 = 6$ 	$4 + 4 = 8$ 	$5 + 5 = 10$
$6 + 6 = 12$ 	$7 + 7 = 14$ 	$8 + 8 = 16$ 	$9 + 9 = 18$ 	$10 + 10 = 20$

Learning these doubles facts can make it easier to figure out other facts!

+	0	1	2	3	4	5	6	7	8	9	10
0	0 + 0 = 0	1 + 0 = 1	2 + 0 = 2	3 + 0 = 3	4 + 0 = 4	5 + 0 = 5	6 + 0 = 6	7 + 0 = 7	8 + 0 = 8	9 + 0 = 9	10 + 0 = 10
1	0 + 1 = 1	1 + 1 = 2	2 + 1 = 3	3 + 1 = 4	4 + 1 = 5	5 + 1 = 6	6 + 1 = 7	7 + 1 = 8	8 + 1 = 9	9 + 1 = 10	10 + 1 = 11
2	0 + 2 = 2	1 + 2 = 3	2 + 2 = 4	3 + 2 = 5	4 + 2 = 6	5 + 2 = 7	6 + 2 = 8	7 + 2 = 9	8 + 2 = 10	9 + 2 = 11	10 + 2 = 12
3	0 + 3 = 3	1 + 3 = 4	2 + 3 = 5	3 + 3 = 6	4 + 3 = 7	5 + 3 = 8	6 + 3 = 9	7 + 3 = 10	8 + 3 = 11	9 + 3 = 12	10 + 3 = 13
4	0 + 4 = 4	1 + 4 = 5	2 + 4 = 6	3 + 4 = 7	4 + 4 = 8	5 + 4 = 9	6 + 4 = 10	7 + 4 = 11	8 + 4 = 12	9 + 4 = 13	10 + 4 = 14
5	0 + 5 = 5	1 + 5 = 6	2 + 5 = 7	3 + 5 = 8	4 + 5 = 9	5 + 5 = 10	6 + 5 = 11	7 + 5 = 12	8 + 5 = 13	9 + 5 = 14	10 + 5 = 15
6	0 + 6 = 6	1 + 6 = 7	2 + 6 = 8	3 + 6 = 9	4 + 6 = 10	5 + 6 = 11	6 + 6 = 12	7 + 6 = 13	8 + 6 = 14	9 + 6 = 15	10 + 6 = 16
7	0 + 7 = 7	1 + 7 = 8	2 + 7 = 9	3 + 7 = 10	4 + 7 = 11	5 + 7 = 12	6 + 7 = 13	7 + 7 = 14	8 + 7 = 15	9 + 7 = 16	10 + 7 = 17
8	0 + 8 = 8	1 + 8 = 9	2 + 8 = 10	3 + 8 = 11	4 + 8 = 12	5 + 8 = 13	6 + 8 = 14	7 + 8 = 15	8 + 8 = 16	9 + 8 = 17	10 + 8 = 18
9	0 + 9 = 9	1 + 9 = 10	2 + 9 = 11	3 + 9 = 12	4 + 9 = 13	5 + 9 = 14	6 + 9 = 15	7 + 9 = 16	8 + 9 = 17	9 + 9 = 18	10 + 9 = 19
10	0 + 10 = 10	1 + 10 = 11	2 + 10 = 12	3 + 10 = 13	4 + 10 = 14	5 + 10 = 15	6 + 10 = 16	7 + 10 = 17	8 + 10 = 18	9 + 10 = 19	10 + 10 = 20

* Don't forget the commutative (turn around) property. For example: $2 + 5 = 7$ and $5 + 2 = 7$.

Here are some doubles problems for you to try. With a little practice doubles will be automatic, and you can use them to solve other facts.

$$8 + 8 =$$

$$6 + 6 =$$

$$2 + 2 =$$

$$5 + 5 =$$

$$7 + 7 =$$

$$10 + 10 =$$

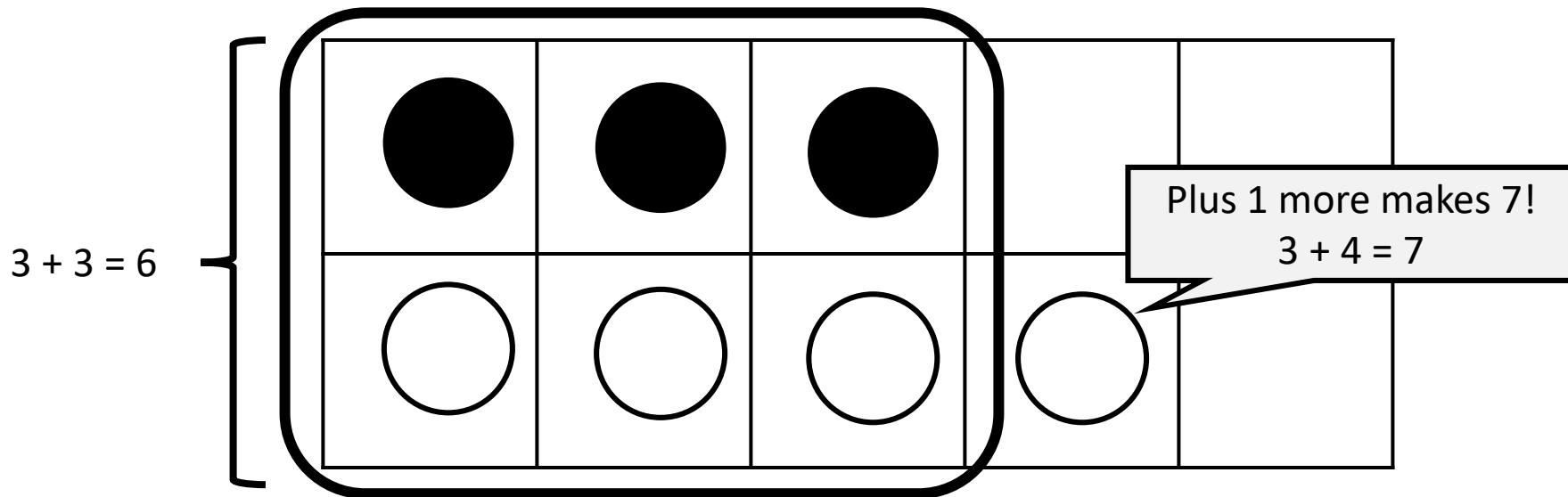
$$9 + 9 =$$

$$3 + 3 =$$

$$4 + 4 =$$

Addition Strategies: Doubles + 1 and Doubles - 1

If you know your doubles facts, it is pretty easy to figure out “Doubles +1” and “Doubles -1” Facts. For example, if you know $3 + 3 = 6$. And you know $4 = 3 + 1$, then you can see that $3 + 4$ is going to be $3 + 3 + 1$. That’s 7! With a little practice you can do the same thing with Doubles - 1 and even Doubles + 2.



Once you learn your doubles facts its pretty easy to learn Doubles +1, Doubles - 1 and Doubles + 2

+	0	1	2	3	4	5	6	7	8	9	10
0	$0 + 0 = 0$	$1 + 0 = 1$	$2 + 0 = 2$	$3 + 0 = 3$	$4 + 0 = 4$	$5 + 0 = 5$	$6 + 0 = 6$	$7 + 0 = 7$	$8 + 0 = 8$	$9 + 0 = 9$	$10 + 0 = 10$
1	$0 + 1 = 1$	$1 + 1 = 2$	$2 + 1 = 3$	$3 + 1 = 4$	$4 + 1 = 5$	$5 + 1 = 6$	$6 + 1 = 7$	$7 + 1 = 8$	$8 + 1 = 9$	$9 + 1 = 10$	$10 + 1 = 11$
2	$0 + 2 = 2$	$1 + 2 = 3$	$2 + 2 = 4$	$3 + 2 = 5$	$4 + 2 = 6$	$5 + 2 = 7$	$6 + 2 = 8$	$7 + 2 = 9$	$8 + 2 = 10$	$9 + 2 = 11$	$10 + 2 = 12$
3	$0 + 3 = 3$	$1 + 3 = 4$	$2 + 3 = 5$	$3 + 3 = 6$	$4 + 3 = 7$	$5 + 3 = 8$	$6 + 3 = 9$	$7 + 3 = 10$	$8 + 3 = 11$	$9 + 3 = 12$	$10 + 3 = 13$
4	$0 + 4 = 4$	$1 + 4 = 5$	$2 + 4 = 6$	$3 + 4 = 7$	$4 + 4 = 8$	$5 + 4 = 9$	$6 + 4 = 10$	$7 + 4 = 11$	$8 + 4 = 12$	$9 + 4 = 13$	$10 + 4 = 14$
5	$0 + 5 = 5$	$1 + 5 = 6$	$2 + 5 = 7$	$3 + 5 = 8$	$4 + 5 = 9$	$5 + 5 = 10$	$6 + 5 = 11$	$7 + 5 = 12$	$8 + 5 = 13$	$9 + 5 = 14$	$10 + 5 = 15$
6	$0 + 6 = 6$	$1 + 6 = 7$	$2 + 6 = 8$	$3 + 6 = 9$	$4 + 6 = 10$	$5 + 6 = 11$	$6 + 6 = 12$	$7 + 6 = 13$	$8 + 6 = 14$	$9 + 6 = 15$	$10 + 6 = 16$
7	$0 + 7 = 7$	$1 + 7 = 8$	$2 + 7 = 9$	$3 + 7 = 10$	$4 + 7 = 11$	$5 + 7 = 12$	$6 + 7 = 13$	$7 + 7 = 14$	$8 + 7 = 15$	$9 + 7 = 16$	$10 + 7 = 17$
8	$0 + 8 = 8$	$1 + 8 = 9$	$2 + 8 = 10$	$3 + 8 = 11$	$4 + 8 = 12$	$5 + 8 = 13$	$6 + 8 = 14$	$7 + 8 = 15$	$8 + 8 = 16$	$9 + 8 = 17$	$10 + 8 = 18$
9	$0 + 9 = 9$	$1 + 9 = 10$	$2 + 9 = 11$	$3 + 9 = 12$	$4 + 9 = 13$	$5 + 9 = 14$	$6 + 9 = 15$	$7 + 9 = 16$	$8 + 9 = 17$	$9 + 9 = 18$	$10 + 9 = 19$
10	$0 + 10 = 10$	$1 + 10 = 11$	$2 + 10 = 12$	$3 + 10 = 13$	$4 + 10 = 14$	$5 + 10 = 15$	$6 + 10 = 16$	$7 + 10 = 17$	$8 + 10 = 18$	$9 + 10 = 19$	$10 + 10 = 20$

* Don't forget the commutative (turn around) property. For example: $2 + 5 = 7$ and $5 + 2 = 7$.

Here are a few practice problems. If you can't think of the answer automatically, try thinking of Doubles +1, or Doubles -1 or even Doubles +2.

$$8 + 9 =$$

$$6 + 5 =$$

$$9 + 8 =$$

$$5 + 7 =$$

$$7 + 8 =$$

$$8 + 6 =$$

$$6 + 7 =$$

$$7 + 9 =$$

$$5 + 4 =$$

Addition Strategies: Make 10 First

One way to think of the numbers from 11 to 19 is to just think of them as “10 and some more.” If you think of it that way, you can use your knowledge of the pairs that make 10 to figure out other facts. For example, if you want to add $7 + 8$, you can think of it this way: Start with the largest number, which is 8 and “make 10 first.” You know that $8 + 2 = 10$. Break off 2 from the 7 and give it to the 8 to make 10. Then you have 5 left. $10 + 5 = 15$, so $7 + 8 = 15$. Here’s how it looks on 10 frames:

You want to add $7 + 8$.

Start with the largest number, which is 8. You know $8 + 2 = 10$. Break off 2 from the 7 and give it to the 8 to make 10.

Now you have $10 + 5$, which is pretty easy to figure out – it’s 15. $8 + 7 = 15!$

You only need 2 to make this 8 into 10.

The “Make 10 First” strategy can help you figure out numbers that add up to more than 10.

+	0	1	2	3	4	5	6	7	8	9	10
0	$0 + 0 = 0$	$1 + 0 = 1$	$2 + 0 = 2$	$3 + 0 = 3$	$4 + 0 = 4$	$5 + 0 = 5$	$6 + 0 = 6$	$7 + 0 = 7$	$8 + 0 = 8$	$9 + 0 = 9$	$10 + 0 = 10$
1	$0 + 1 = 1$	$1 + 1 = 2$	$2 + 1 = 3$	$3 + 1 = 4$	$4 + 1 = 5$	$5 + 1 = 6$	$6 + 1 = 7$	$7 + 1 = 8$	$8 + 1 = 9$	$9 + 1 = 10$	$10 + 1 = 11$
2	$0 + 2 = 2$	$1 + 2 = 3$	$2 + 2 = 4$	$3 + 2 = 5$	$4 + 2 = 6$	$5 + 2 = 7$	$6 + 2 = 8$	$7 + 2 = 9$	$8 + 2 = 10$	$9 + 2 = 11$	$10 + 2 = 12$
3	$0 + 3 = 3$	$1 + 3 = 4$	$2 + 3 = 5$	$3 + 3 = 6$	$4 + 3 = 7$	$5 + 3 = 8$	$6 + 3 = 9$	$7 + 3 = 10$	$8 + 3 = 11$	$9 + 3 = 12$	$10 + 3 = 13$
4	$0 + 4 = 4$	$1 + 4 = 5$	$2 + 4 = 6$	$3 + 4 = 7$	$4 + 4 = 8$	$5 + 4 = 9$	$6 + 4 = 10$	$7 + 4 = 11$	$8 + 4 = 12$	$9 + 4 = 13$	$10 + 4 = 14$
5	$0 + 5 = 5$	$1 + 5 = 6$	$2 + 5 = 7$	$3 + 5 = 8$	$4 + 5 = 9$	$5 + 5 = 10$	$6 + 5 = 11$	$7 + 5 = 12$	$8 + 5 = 13$	$9 + 5 = 14$	$10 + 5 = 15$
6	$0 + 6 = 6$	$1 + 6 = 7$	$2 + 6 = 8$	$3 + 6 = 9$	$4 + 6 = 10$	$5 + 6 = 11$	$6 + 6 = 12$	$7 + 6 = 13$	$8 + 6 = 14$	$9 + 6 = 15$	$10 + 6 = 16$
7	$0 + 7 = 7$	$1 + 7 = 8$	$2 + 7 = 9$	$3 + 7 = 10$	$4 + 7 = 11$	$5 + 7 = 12$	$6 + 7 = 13$	$7 + 7 = 14$	$8 + 7 = 15$	$9 + 7 = 16$	$10 + 7 = 17$
8	$0 + 8 = 8$	$1 + 8 = 9$	$2 + 8 = 10$	$3 + 8 = 11$	$4 + 8 = 12$	$5 + 8 = 13$	$6 + 8 = 14$	$7 + 8 = 15$	$8 + 8 = 16$	$9 + 8 = 17$	$10 + 8 = 18$
9	$0 + 9 = 9$	$1 + 9 = 10$	$2 + 9 = 11$	$3 + 9 = 12$	$4 + 9 = 13$	$5 + 9 = 14$	$6 + 9 = 15$	$7 + 9 = 16$	$8 + 9 = 17$	$9 + 9 = 18$	$10 + 9 = 19$
10	$0 + 10 = 10$	$1 + 10 = 11$	$2 + 10 = 12$	$3 + 10 = 13$	$4 + 10 = 14$	$5 + 10 = 15$	$6 + 10 = 16$	$7 + 10 = 17$	$8 + 10 = 18$	$9 + 10 = 19$	$10 + 10 = 20$

* Don’t forget the commutative (turn around) property. For example: $2 + 5 = 7$ and $5 + 2 = 7$.

Here are a few practice problems. Try using the “Make 10 first” strategy if you can’t remember the answer automatically.

$$7 + 4 =$$

$$6 + 7 =$$

$$8 + 5 =$$

$$9 + 3 =$$

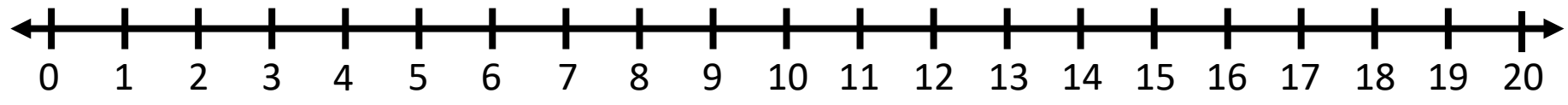
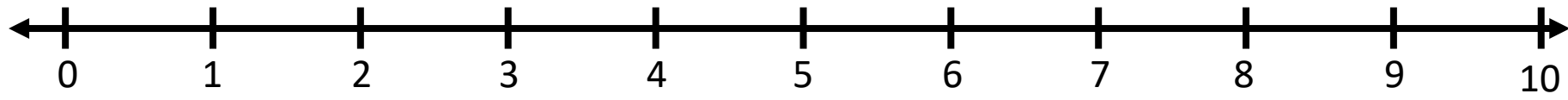
$$5 + 6 =$$

$$7 + 6 =$$

$$8 + 9 =$$

$$7 + 5 =$$

$$4 + 8 =$$



Twenty-One (Addition Strategies – Part 2)

Materials needed:

Well shuffled deck of cards (A= 1 or 11. J, K, Q = 10. No Jokers.)

Dry erase board/markers/erasers – for keeping score

To play:

The player with the cards that add up closest to 21 without going over 21 wins the round and scores a point.

Place cards face down in a stack where everyone can reach them.

Players take turns being the “Dealer” or the “Player.”

The “Player” goes first. He/she draws 2 cards and places them face up where everyone can see. The “Dealer” draws 2 cards and puts one face up and the other face down.

The Player adds his/her 2 cards together (For example – if the cards are a 4 and a Queen, that would equal 14.) Then the player must decide if he/she will “stick” – not draw any more cards – or draw another card to try to get closer to a total of 21. Player can keep drawing cards as long as he/she wants – but if he/she busts (total adds up to more than 21), the dealer automatically wins the round.

Once the Player decides to stick, the Dealer turns over his/her face-down card. (Let’s say the dealer was showing a 5 and turns over a 6 – that would equal 11). If the Dealer has less than a total of 16, he/she must keep drawing cards until he/she reaches 16 or more. Once the dealer’s total is over 16, he/she is just trying to draw enough cards to beat the Player. If the Dealer goes bust the Player automatically wins – otherwise, whoever is closest to 21 without going over wins and gets the point for that round.

Re-shuffle the cards and play another round; switch who is “Dealer” and who is “Player.”

To win: First one to score 3 points (win 3 rounds) wins.

Flashcard Maze (Addition Strategies – Part 2)

Materials needed:

- Flashcards
- 6-sided die
- Game pieces

Prep:

Lay out the flashcards in a maze, face down.

To Play:

Take turns rolling the dice and moving that number of spaces on the maze. When you land on a card, turn it over and answer the problem. If you get it correct, leave the card face up. You get to stay in that place. If you get it wrong, you have to go back to where you were before you rolled.

If you land on a card that has already been turned over, you must say a problem that would have the same answer as the card where you landed. For example, if you land on “ $2 + 3$,” but it has already answered. You can say “ $2 + 3 = 5$, and $4 + 1$ also equals 5.”

If you land on a “ $+ 0$ card,” move 2 spaces back (but do not turn over that card).

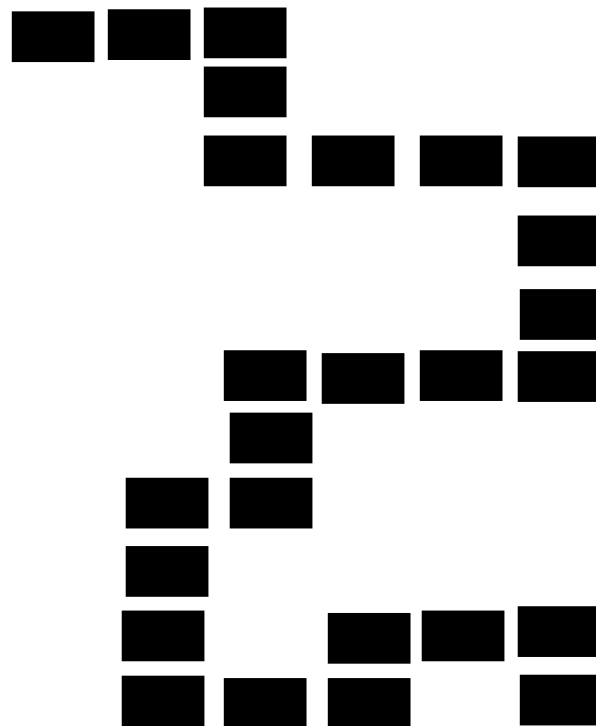
If you land on a “ $+10$ ” card move 2 more spaces forward (but do not turn over that card).

To win:

First player to complete the maze wins.

Lay out the flashcards (as many as you want) in a maze pattern.

Start



End

	DOUBLES				
B	I	N	G	O	
2	4	6	8	10	
12	14	16	18	20	
16	4	★	8	18	
2	20	6	2	10	
4	12	6	14	8	

DOUBLES ADDITION FACTS

	DOUBLES				
B	I	N	G	O	
12	14	16	18	20	
10	8	6	4	2	
2	10	★	14	6	
8	4	12	10	16	
12	20	14	18	16	

DOUBLES ADDITION FACTS

Doubles Bingo

Materials needed:

- Deck of cards, face cards removed. Aces = 1. Well shuffled.
- Dry erase markers/erasers
- Chips or game counters (optional)

To Play:

Players take turns drawing a card, and doubling the number on the card. Once the correct double has been determined, all players mark out that number (or place a chip on that answer) on their bingo cards.

To win:

First player with 5 in a row in any direction – across, down, diagonal - wins.

Doubles Bingo

Materials needed:

- Deck of cards, face cards removed. Aces = 1. Well shuffled.
- Dry erase markers/erasers
- Chips or game counters (optional)

To Play:

Players take turns drawing a card, and doubling the number on the card. Once the correct double has been determined, all players mark out that number (or place a chip on that answer) on their bingo cards.

To win:

First player with 5 in a row in any direction – across, down, diagonal - wins.

	DOUBLES				
B	I	N	G	O	
2	12	8	2	12	
4	2	14	10	14	
6	16	★	16	4	
8	4	18	18	6	
10	20	6	8	20	

DOUBLES ADDITION FACTS

	DOUBLES				
B	I	N	G	O	
12	10	12	10	8	
14	14	8	6	12	
16	6	★	14	4	
18	4	16	2	16	
20	18	2	18	20	

DOUBLES ADDITION FACTS

Doubles Bingo

Materials needed:

- Deck of cards, face cards removed. Aces = 1. Well shuffled.
- Dry erase markers/erasers
- Chips or game counters (optional)

To Play:

Players take turns drawing a card, and doubling the number on the card. Once the correct double has been determined, all players mark out that number (or place a chip on that answer) on their bingo cards.

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First player with 5 in a row in any direction – across, down, diagonal - wins.

Doubles Bingo

Materials needed:

- Deck of cards, face cards removed. Aces = 1. Well shuffled.
- Dry erase markers/erasers
- Chips or game counters (optional)

To Play:

Players take turns drawing a card, and doubling the number on the card. Once the correct double has been determined, all players mark out that number (or place a chip on that answer) on their bingo cards.

To win:

First player with 5 in a row in any direction – across, down, diagonal - wins.

I Spy (Addition Strategies – Part 2)

Materials needed:

- Flash cards

Prep:

Lay out 9 flashcards in an array, face up. Put the rest of the cards in a stack face down where everyone can reach them.

To Play:

1st player draws a card and answers the problem. If he gets it right, he keeps the card and he looks at the array. He can pick up any other cards on the array that have the same answer as the card he drew. (Replace any picked up cards with cards from the draw stack.)

If he misses the problem, put the card back on the bottom of the draw pile.

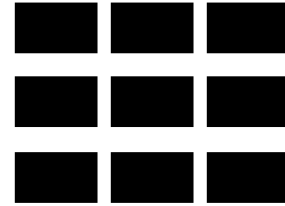
If he accidentally picks up a card that does not have the same answer as the card he drew, he must put any cards he picked up from the array back in the array.

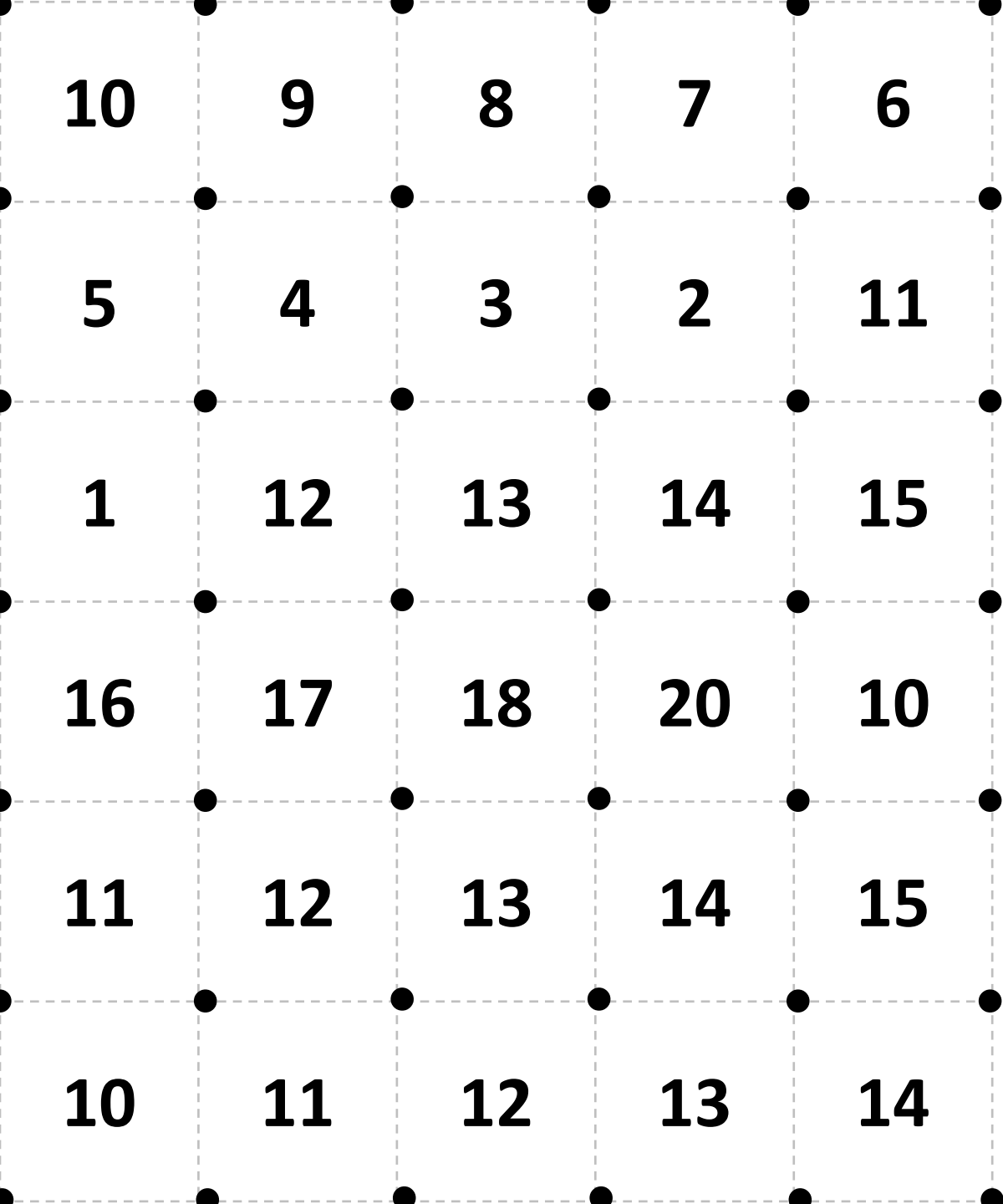
Player 2 does the same and so on.

To win:

First player to get 20 cards wins. Or you can play to a certain time limit or until you run out of cards – then the person with the most cards wins.

Lay out 9 flashcards in an array, face up.





Capture the Box

Addition Strategies – Part 2

Materials needed:

- Capture the box gameboard
- Addition Strategies flash cards (Well-shuffled)
- Dry erase markers/erasers – different color for each player

To Play:

Place the flashcards face down in a draw pile where everyone can reach them.

Take turns doing the following:

Draw a card and answer the problem. If you get it wrong, put the card back on the bottom of the stack. If you get it right, draw a line on one side of the box that contains the answer.

If your line completes a box, that means you capture it and get to put your initials in it. If the line completes two boxes, you capture/initial both boxes.

If there are no lines you can draw with your roll, you can't play, and the next player draws.

To win:

Play until all boxes have been captured or you run out of time. The player who captures the most boxes wins.

Patches (Addition Strategies – Part 2)

Materials needed:

- Flash cards
- Patches Game Board (on the back of these instructions)
- Dry erase markers/erasers – a different color for each player

To Play:

Players take turns drawing cards and answering. When you answer a problem correctly, you can mark out the square with the answer on the Patches Game Board in your color of marker.

The object of the game is to make biggest “patch.” A patch is a group of squares where all the squares are touching another square on at least one full side. (Corners touching doesn’t count).

To win:

Play till you run out of cards or until all the squares on the gameboard have been claimed. Player with the biggest patch wins.

In this example the “light grey” player’s biggest patch has 16 blocks, and the “dark grey” player’s biggest patch with 11 blocks, so the “light gray” player wins.

If the biggest patch is tied, go on to the second biggest patch for a tie breaker.

1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5
11	12	13	14	15	16	17	18	19	20	4	3	2	1	0
1	2	3	4	5	6	7	8	9	10	9	8	7	6	5

10	8	13	10	17	11	14	14	5	11	11	10	8	2	11
1	10	14	11	18	5	15	15	6	12	12	3	9	3	12
2	11	10	12	10	6	16	16	10	13	13	4	10	4	7
3	12	11	13	20	7	10	17	11	14	14	5	11	10	8
4	7	12	14	10	8	11	18	5	15	15	6	12	3	9
10	8	13	15	1	10	12	10	6	16	16	10	13	4	10
3	9	14	16	2	11	13	20	7	10	17	11	14	5	11
4	10	15	17	3	12	14	10	8	11	18	5	15	6	12
5	11	10	10	4	7	15	1	10	12	10	6	16	10	13
6	12	11	11	10	8	16	2	11	13	20	7	17	11	14
10	13	12	12	3	9	17	3	12	14	10	8	18	5	15
11	9	13	13	4	10	10	4	7	15	1	10	10	6	16
5	10	14	14	5	11	11	10	8	16	2	11	20	7	17
6	11	15	15	6	12	12	3	9	17	3	12	10	8	18
7	12	16	16	10	13	13	4	10	10	4	7	1	10	10

The Great Turtle Race – Adding to sums greater than 10

Materials Needed:

- Turtle Race game boards
- 6-sided die
- Dry erase boards/Markers/Erasers
- 6 “Turtles” (game counters) per player

To play:

Each Player puts a turtle (game counter) in the first space of each “lane” on his/her racing card.

Player 1 rolls the die and answers the math problem in the next available space in the lane with the number corresponding to the roll of the dice. If the answer is correct, move the turtle for that lane one space forward. Then it is player 2's turn.







AS ALWAYS: Any player who rolls the dice off the table loses a turn.

To win: First player to get 3 turtles across the finish line wins.



The Great Turtle Race



1	$2 + 9$	$3 + 9$	$3 + 8$	$7 + 4$	$8 + 4$	$9 + 4$	Finish!	
2	$7 + 9$	$8 + 9$	$6 + 5$	$7 + 5$	$8 + 5$	$9 + 5$	Finish!	
3	$6 + 8$	$5 + 6$	$6 + 6$	$7 + 6$	$8 + 6$	$9 + 6$	Finish!	
4	$4 + 7$	$5 + 7$	$6 + 7$	$7 + 7$	$8 + 7$	$9 + 7$	Finish!	
5	$4 + 8$	$5 + 8$	$6 + 8$	$7 + 8$	$8 + 8$	$9 + 8$	Finish!	
6	$4 + 9$	$5 + 9$	$6 + 9$	$7 + 9$	$8 + 9$	$9 + 9$	Finish!	

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The Great Turtle Race



1	$2 + 9$	$3 + 9$	$3 + 8$	$7 + 4$	$8 + 4$	$9 + 4$	Finish!	
2	$7 + 9$	$8 + 9$	$6 + 5$	$7 + 5$	$8 + 5$	$9 + 5$	Finish!	
3	$6 + 8$	$5 + 6$	$6 + 6$	$7 + 6$	$8 + 6$	$9 + 6$	Finish!	
4	$4 + 7$	$5 + 7$	$6 + 7$	$7 + 7$	$8 + 7$	$9 + 7$	Finish!	
5	$4 + 8$	$5 + 8$	$6 + 8$	$7 + 8$	$8 + 8$	$9 + 8$	Finish!	
6	$4 + 9$	$5 + 9$	$6 + 9$	$7 + 9$	$8 + 9$	$9 + 9$	Finish!	

$$0 + 10 =$$

Addition Strategies: Part 2

$$1 + 2 =$$

Addition Strategies: Part 2

$$2 + 1 =$$

Addition Strategies: Part 2

$$1 + 0 =$$

Addition Strategies: Part 2

$$1 + 3 =$$

Addition Strategies: Part 2

$$2 + 2 =$$

Addition Strategies: Part 2

$$1 + 1 =$$

Addition Strategies: Part 2

$$1 + 9 =$$

Addition Strategies: Part 2

$$2 + 3 =$$

Addition Strategies: Part 2

$$2 + 4 =$$

Addition Strategies: Part 2

$$3 + 2 =$$

Addition Strategies: Part 2

$$3 + 5 =$$

Addition Strategies: Part 2

$$2 + 8 =$$

Addition Strategies: Part 2

$$3 + 3 =$$

Addition Strategies: Part 2

$$3 + 7 =$$

Addition Strategies: Part 2

$$2 + 9 =$$

Addition Strategies: Part 2

$$3 + 4 =$$

Addition Strategies: Part 2

$$3 + 8 =$$

Addition Strategies: Part 2

$$3 + 9 =$$

Addition Strategies: Part 2

$$4 + 5 =$$

Addition Strategies: Part 2

$$4 + 8 =$$

Addition Strategies: Part 2

$$4 + 3 =$$

Addition Strategies: Part 2

$$4 + 6 =$$

Addition Strategies: Part 2

$$4 + 9 =$$

Addition Strategies: Part 2

$$4 + 4 =$$

Addition Strategies: Part 2

$$4 + 7 =$$

Addition Strategies: Part 2

$$5 + 4 =$$

Addition Strategies: Part 2

$$5 + 5 =$$

Addition Strategies: Part 2

$$5 + 8 =$$

Addition Strategies: Part 2

$$6 + 5 =$$

Addition Strategies: Part 2

$$5 + 6 =$$

Addition Strategies: Part 2

$$5 + 9 =$$

Addition Strategies: Part 2

$$6 + 6 =$$

Addition Strategies: Part 2

$$5 + 7 =$$

Addition Strategies: Part 2

$$6 + 4 =$$

Addition Strategies: Part 2

$$6 + 7 =$$

Addition Strategies: Part 2

$$6 + 8 =$$

Addition Strategies: Part 2

$$7 + 4 =$$

Addition Strategies: Part 2

$$7 + 7 =$$

Addition Strategies: Part 2

$$6 + 9 =$$

Addition Strategies: Part 2

$$7 + 5 =$$

Addition Strategies: Part 2

$$7 + 8 =$$

Addition Strategies: Part 2

$$7 + 3 =$$

Addition Strategies: Part 2

$$7 + 6 =$$

Addition Strategies: Part 2

$$7 + 9 =$$

Addition Strategies: Part 2

$$8 + 2 =$$

Addition Strategies: Part 2

$$8 + 5 =$$

Addition Strategies: Part 2

$$8 + 8 =$$

Addition Strategies: Part 2

$$8 + 3 =$$

Addition Strategies: Part 2

$$8 + 6 =$$

Addition Strategies: Part 2

$$8 + 9 =$$

Addition Strategies: Part 2

$$8 + 4 =$$

Addition Strategies: Part 2

$$8 + 7 =$$

Addition Strategies: Part 2

$$9 + 1 =$$

Addition Strategies: Part 2

$$9 + 2 =$$

Addition Strategies: Part 2

$$9 + 5 =$$

Addition Strategies: Part 2

$$9 + 8 =$$

Addition Strategies: Part 2

$$9 + 3 =$$

Addition Strategies: Part 2

$$9 + 6 =$$

Addition Strategies: Part 2

$$9 + 9 =$$

Addition Strategies: Part 2

$$9 + 4 =$$

Addition Strategies: Part 2

$$9 + 7 =$$

Addition Strategies: Part 2

$$10 + 10 =$$

Addition Strategies: Part 2

