# Addition Strategies: Add to 5

Work hard on remembering the pairs of numbers that add up to 5. Once you know these facts, you can use them to help you learn the rest.

It may help to use a 10-frame to practice with these facts. A 10-frame has two rows of 5 boxes.   You can use the top row to practice figuring out the pairs of numbers that add to 5. For example, this is how 3 (black circles) + 2 (white circles) = 5 (circles all together) could look on the 10-frame. <u>What are all the pairs that add to 5?</u>

Use this part of the 10 - frame to practice adding to 5.
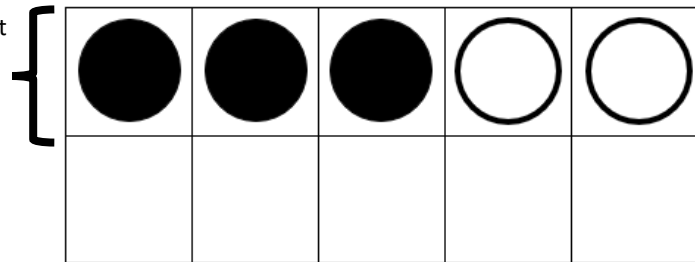
Some people like to use a number line to help them learn these facts. This number line shows 1 + 4 = 5.
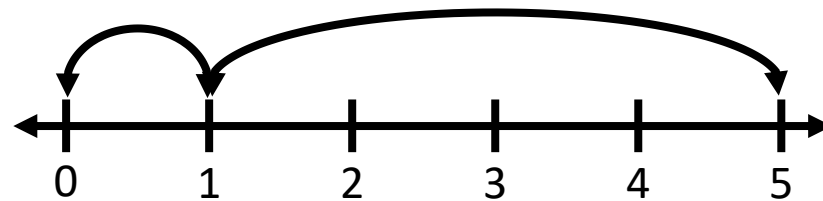
0 1 2 3 4 5

The shaded pairs that add to 5, learning them will make it easier to learn the other addition 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.

Chopsticks

You need at least 2 players

The object of the game is to be the last player left with a hand in the game. A hand is "dead" and has to be hidden behind the back when all 5 fingers (or chopsticks) are extended.

Play as follows:

Players each put one finger out and hold their hands in front of them.

One person starts by using one of his hands to touch any other person's hand. The person he touches adds up the number of fingers involved (on this first go it would be two - one on each of the children's hands) and holds that number of fingers out.

Play then passes to the next child. When it is your turn, if you have more than 1 finger extended on each hand, you can…

- Choose to touch your own hands together rather than touch someone else's hand. If you do this, you add together the number of fingers on both hands, then split that number between your two hands in a different way. So, for example, if you had 4 fingers extended on your right hand and 2 on your left hand, you might tap them together then split them so that you have 3 extended on each hand. Obviously, it is a good idea to do this if you have 4 fingers extended on one hand, because with one more touch that hand could become "dead" and have to go out of the game. You can't do this if you 4 fingers extended on each hand, or 4 on one hand and 3 on the other, as you would just be swapping your fingers around indefinitely.

- Or, you can touch one of the other player's hands with one of your hands, and add those fingers onto the other player's hands. You cannot touch the other players hand if adding your fingers with his fingers would go over 5.

At any time, if one of the players is holding out all 5 fingers on a hand – that hand is "dead" and out of the game. When both of a player's hands are dead – that player is out and the other player wins.

(Chopsticks Game (activityvillage.co.uk)

This game is easier to learn if you can see an example. Scan this QR code for a video demonstration.

Flashcard Maze

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

I Spy

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.
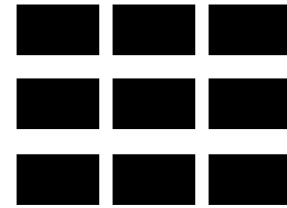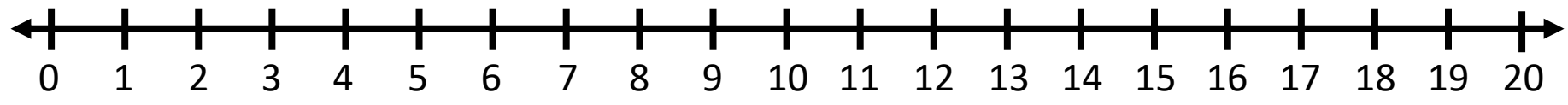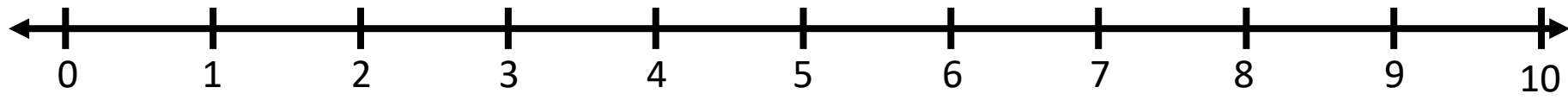
Number line from 0 to 10:

0 1 2 3 4 5 6 7 8 9 10

Number line from 0 to 20:

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

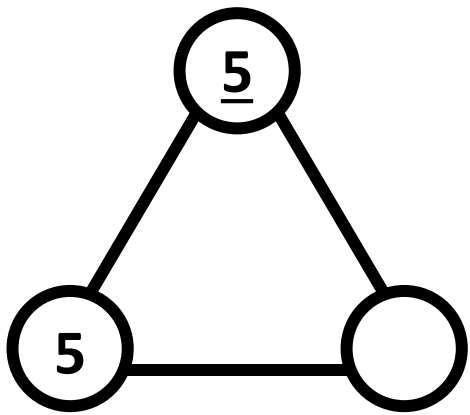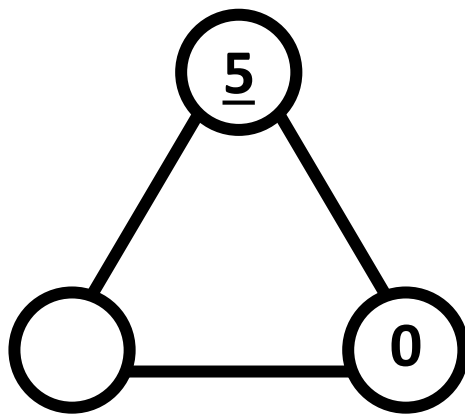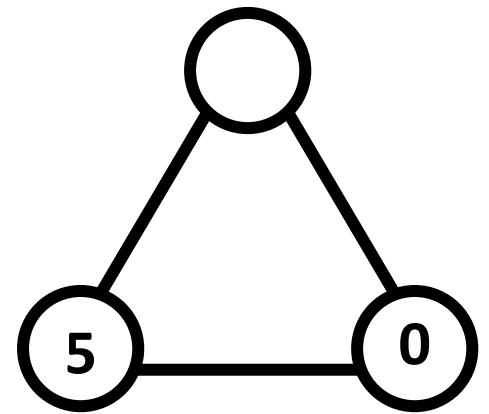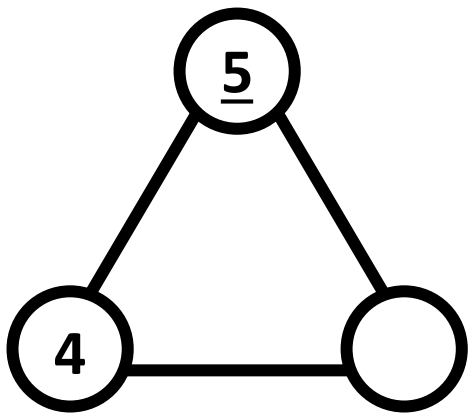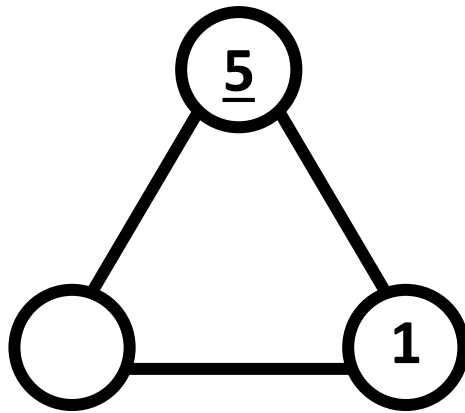|		
0 + 5 =	**5 + 0 =**	**5 + _ = 5**
Addition Strategies: Add to 5	Addition Strategies: Add to 5	Addition Strategies: Add to 5
_ + 0 = 5	**1 + 4 =**	**4 + 1 =**
Addition Strategies: Add to 5	Addition Strategies: Add to 5	Addition Strategies: Add to 5
4 + _ = 5	**_ + 1 = 5**	**3 + 2 =**
Addition Strategies: Add to 5	Addition Strategies: Add to 5	Addition Strategies: Add to 5

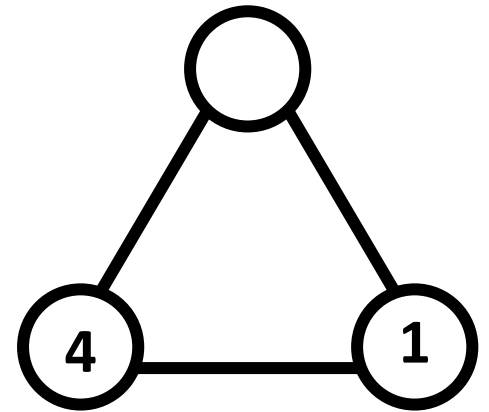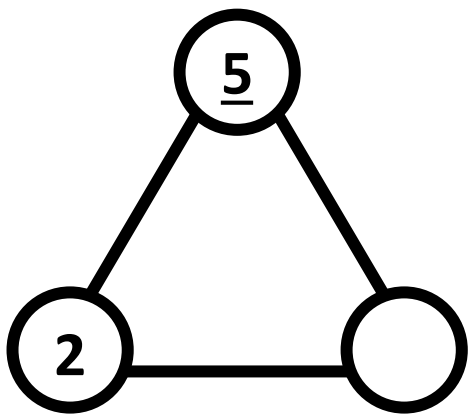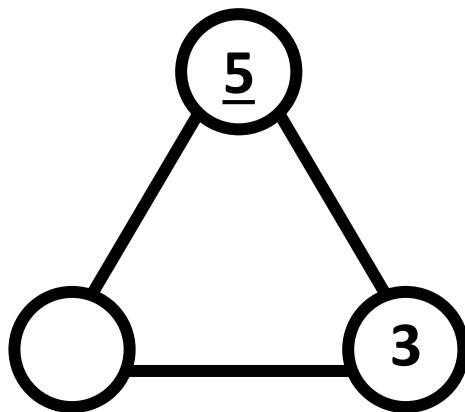|		
$2 + 3 =$	$2 + \_ = 5$	$\_ + 3 = 5$
Addition Strategies: Add to 5	Addition Strategies: Add to 5	Addition Strategies: Add to 5
$5 - 0 =$	$5 - 1 =$	$5 - 2 =$
Addition Strategies: Add to 5	Addition Strategies: Add to 5	Addition Strategies: Add to 5
$5 - 3 =$	$5 - 4 =$	$5 - 5 =$
Addition Strategies: Add to 5	Addition Strategies: Add to 5	Addition Strategies: Add to 5

Panel 1

5

5   ○

Addition Strategies: Add to 5

Panel 2

5

○   0

Addition Strategies: Add to 5

Panel 3

○

5   0

Addition Strategies: Add to 5

Panel 4

5

4   ○

Addition Strategies: Add to 5

Panel 5

5

○   1

Addition Strategies: Add to 5

Panel 6

○

4   1

Addition Strategies: Add to 5

Panel 7

5

2   ○

Addition Strategies: Add to 5

Panel 8

5

○   3

Addition Strategies: Add to 5

Panel 9

○

2   3

Addition Strategies: Add to 5