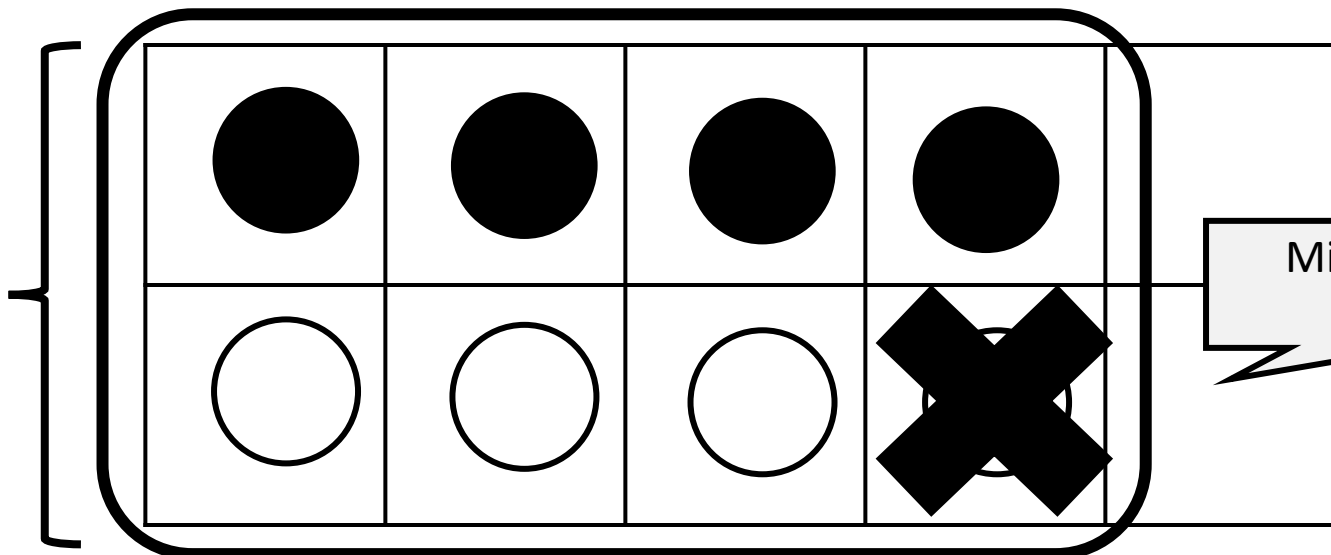


Addition Strategies: Doubles -1

If you know your doubles facts, it is pretty easy to figure out "Doubles -1" Facts. For example, if you know $4 + 4 = 8$. Then you know that $4 + 3$ is going to be 1 less. That's 7.

$$4 + 4 = 8$$



Minus 1 makes 7!

$$3 + 4 = 7$$

Once you learn your doubles facts its pretty easy to learn Doubles - 1.

+	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.

$$8 + 8 =$$

$$8 + 7 =$$

$$6 + 6 =$$

$$6 + 5 =$$

$$9 + 9 =$$

$$9 + 8 =$$

$$5 + 5 =$$

$$5 + 4 =$$

$$7 + 7 =$$

$$6 + 7 =$$

$$8 + 8 =$$

$$7 + 8 =$$

$$10 + 10 =$$

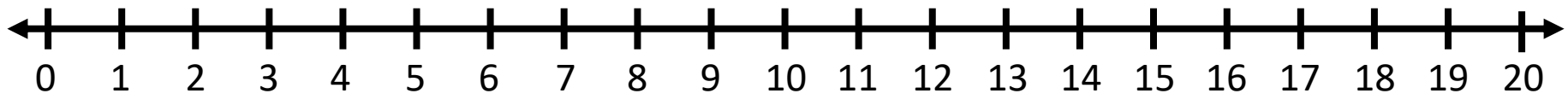
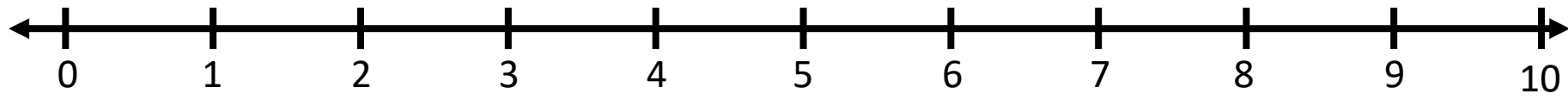
$$10 + 9 =$$

$$6 + 6 =$$

$$5 + 6 =$$

$$5 + 5 =$$

$$4 + 5 =$$



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).

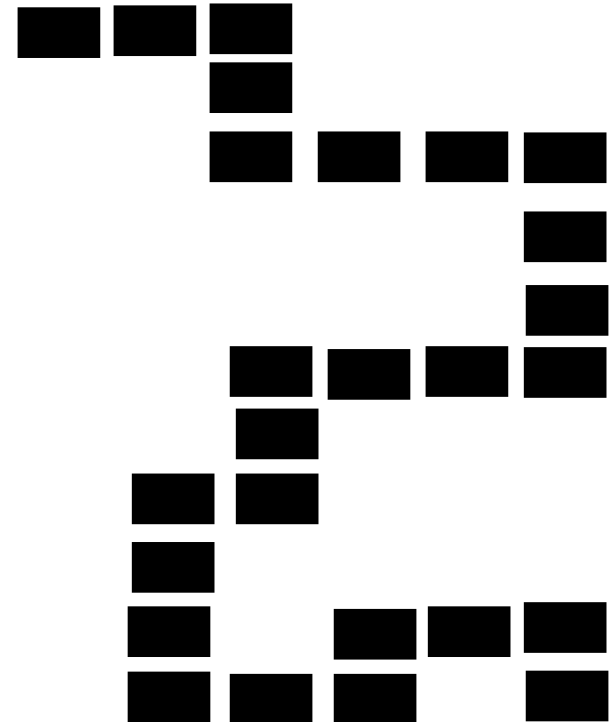
If you land on a “ $+10$ ” card move 2 more spaces forward (but do not turn over that card).

To win:

First player to complete the maze wins.

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

Start



End

Capture the Box

Doubles - 1

2 8 14 20 5

3 9 15 1 6

4 10 16 2 7

5 11 17 3 8

6 12 18 4 9

7 13 19 13 10

Materials needed:

- Capture the box gameboard
- 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. Say the problem out loud and answer it. (One Plus One equals two) If you get it wrong, but 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. If you run out of cards, just shuffle them and put them in a stack again.

The Great Turtle Race – Doubles - 1

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	$2 + 2$	$5 + 5$	$8 + 8$	$10 + 11$	$7 + 8$	$4 + 5$	Finish!	
2	$2 + 1$	$5 + 6$	$8 + 9$	$10 + 10$	$7 + 7$	$4 + 4$	Finish!	
3	$3 + 3$	$6 + 6$	$9 + 9$	$9 + 10$	$6 + 7$	$3 + 4$	Finish!	
4	$3 + 4$	$6 + 7$	$9 + 10$	$9 + 9$	$6 + 6$	$3 + 3$	Finish!	
5	$4 + 4$	$7 + 7$	$10 + 10$	$8 + 9$	$5 + 6$	$2 + 1$	Finish!	
6	$4 + 5$	$7 + 8$	$10 + 11$	$8 + 8$	$5 + 5$	$2 + 2$	Finish!	

The Great Turtle Race – Doubles - 1

Materials Needed:

- Turtle Race game boards
- 6-sided die
- Dry erase boards/Markers/Erasers
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To play:

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The Great Turtle Race



1	$2 + 2$	$5 + 5$	$8 + 8$	$10 + 11$	$7 + 8$	$4 + 5$	Finish!	
2	$2 + 1$	$5 + 6$	$8 + 9$	$10 + 10$	$7 + 7$	$4 + 4$	Finish!	
3	$3 + 3$	$6 + 6$	$9 + 9$	$9 + 10$	$6 + 7$	$3 + 4$	Finish!	
4	$3 + 4$	$6 + 7$	$9 + 10$	$9 + 9$	$6 + 6$	$3 + 3$	Finish!	
5	$4 + 4$	$7 + 7$	$10 + 10$	$8 + 9$	$5 + 6$	$2 + 1$	Finish!	
6	$4 + 5$	$7 + 8$	$10 + 11$	$8 + 8$	$5 + 5$	$2 + 2$	Finish!	

$$2 + 2 =$$

Addition Strategies; Doubles - 1

$$2 + 1 =$$

Addition Strategies; Doubles - 1

$$1 + 2 =$$

Addition Strategies; Doubles - 1

$$3 + 3 =$$

Addition Strategies; Doubles - 1

$$3 + 2 =$$

Addition Strategies; Doubles - 1

$$2 + 3 =$$

Addition Strategies; Doubles - 1

$$4 + 4 =$$

Addition Strategies; Doubles - 1

$$4 + 3 =$$

Addition Strategies; Doubles - 1

$$3 + 4 =$$

Addition Strategies; Doubles - 1

$$5 + 5 =$$

Addition Strategies; Doubles - 1

$$5 + 4 =$$

Addition Strategies; Doubles - 1

$$4 + 5 =$$

Addition Strategies; Doubles - 1

$$6 + 6 =$$

Addition Strategies; Doubles - 1

$$6 + 5 =$$

Addition Strategies; Doubles - 1

$$5 + 6 =$$

Addition Strategies; Doubles - 1

$$7 + 7 =$$

Addition Strategies; Doubles - 1

$$7 + 6 =$$

Addition Strategies; Doubles - 1

$$6 + 7 =$$

Addition Strategies; Doubles - 1

$$8 + 8 =$$

Addition Strategies; Doubles - 1

$$8 + 7 =$$

Addition Strategies; Doubles - 1

$$7 + 8 =$$

Addition Strategies; Doubles - 1

$$9 + 9 =$$

Addition Strategies; Doubles - 1

$$9 + 8 =$$

Addition Strategies; Doubles - 1

$$8 + 9 =$$

Addition Strategies; Doubles - 1

$$10 + 10 =$$

Addition Strategies; Doubles - 1

$$10 + 9 =$$

Addition Strategies; Doubles - 1

$$9 + 10 =$$

Addition Strategies; Doubles - 1

