Subtraction Strategies: Subtracting from 20 works a lot like subtracting from 10

If you are subtracting a single digit from 20, it works a lot like subtracting a single digit from 10. This is true for all the "decade" numbers (numbers that are multiples of 10, like 10, 30, 40, 50, and so on). Take a look! See what pattern you discover:

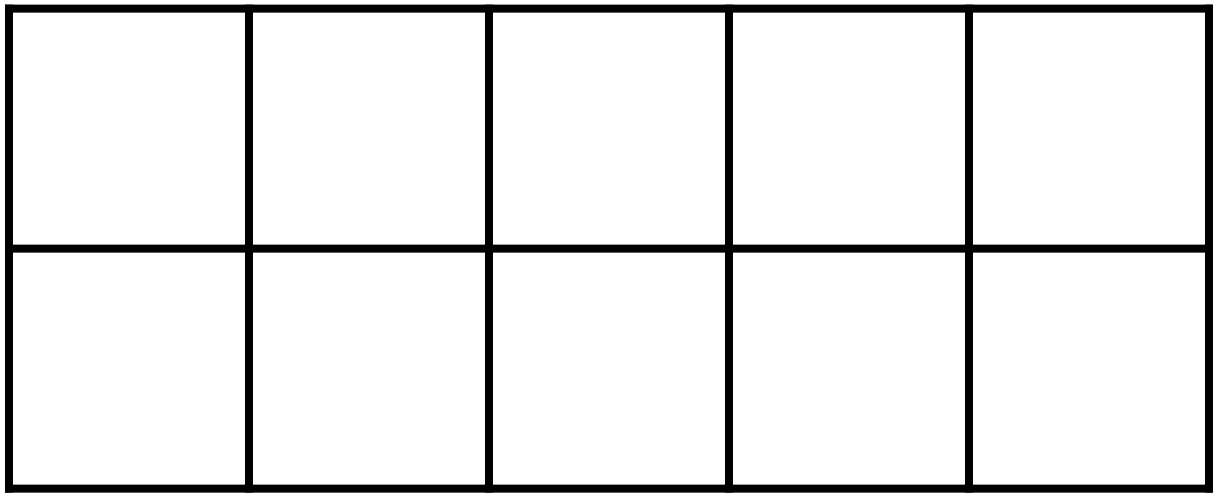
10 – 1 = 9	10 – 2 = 8	10 – 3 = 7	10 – 4 = 6	10 – 5 = 5	10 – 6 = 4	10 – 7 = 3	10 – 8 = 2	10 – 9 = 1	10 – 10 = 0
20 – 1 = 19	20 – 2 = 18	20 – 3 = 17	20 – 4 = 16	20 – 5 = 15	20 – 6 = 14	20 – 7 = 13	20 – 8 = 12	20 – 9 = 11	20 – 10 = 10

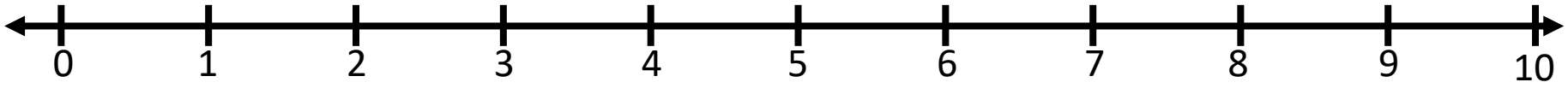
To remember these shaded facts, just remember they work a lot like subtracting from 10!

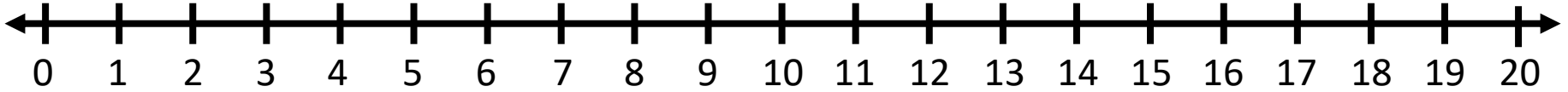
20 – 0 = 20	19 – 0 = 19	18 – 0 = 18	17 – 0 = 17	16 – 0 = 16	15 – 0 = 15	14 – 0 = 14	13 – 0 = 13	12 – 0 = 12	11 – 0 = 11
20 – 1 = 19	19 – 1 = 18	18 – 1 = 17	17 – 1 = 16	16 – 1 = 15	15 – 1 = 14	14 – 1 = 13	13 – 1 = 12	12 – 1 = 11	11 – 1 = 10
20 – 2 = 18	19 – 2 = 17	18 – 2 = 16	17 – 2 = 15	16 – 2 = 14	15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

Here are a few practice problems. Remember, subtracting from 20 works a lot like subtracting from 10.

20 – 7 =	**20 – 4 =**	**20 – 2 =**
20 – 3 =	**20 – 5 =**	**20 – 10 =**
20 – 1 =	**20 – 8 =**	**20 – 6 =**




0 1 2 3 4 5 6 7 8 9 10


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

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 "5 - 3," but it has already answered. You can say "5 – 3 = 2, and 8 – 6 also equals 2."

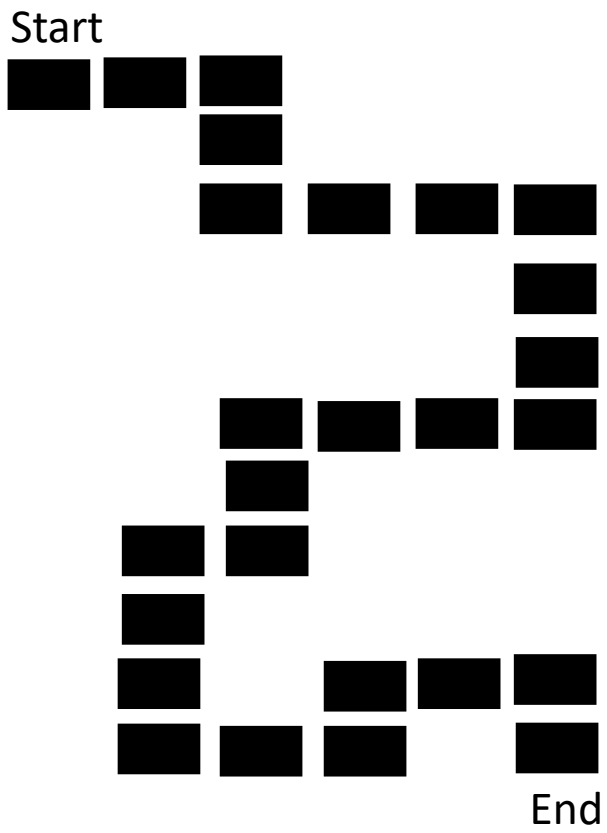
If you land on a "- 0 card," move 2 spaces back (but do not turn over that card).

If you land on a "halves" card (for example 16 - 8) 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.



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.)

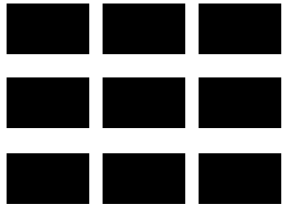
If he misses the problem, put the card back on the bottom of the draw pile.

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.



20	14	19	13	18
19	13	18	12	17
18	12	17	11	16
17	11	16	10	15
16	10	15	20	14
15	20	14	19	13

Capture the Box Subtracting a single digit from 20

Materials needed:

- Capture the box gameboard
- 10-sided die (0 = 10 or 0 – player's choice)
- Dry erase markers/erasers – different color for each player

To Play:

Take turns doing the following:

Roll the die and subtract that number from 20. 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.

The Great Turtle Race – Subtracting a single digit from 20

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	20 – 1 =	20 – 7 =	20 – 3 =	20 – 9 =	20 – 6 =	20 – 9 =	Finish!
2	20 – 2 =	20 – 8 =	20 – 4 =	20 – 10 =	20 – 5 =	20 – 1 =	Finish!
3	20 – 3 =	20 – 9 =	20 – 5 =	20 – 0 =	20 – 4 =	20 – 2 =	Finish!
4	20 – 4 =	20 – 10 =	20 – 6 =	20 – 9 =	20 – 3 =	20 – 3 =	Finish!
5	20 – 5 =	20 – 1 =	20 – 7 =	20 – 8 =	20 – 2 =	20 – 4 =	Finish!
6	20 – 6 =	20 – 2 =	20 – 8 =	20 – 7 =	20 – 1 =	20 – 5 =	Finish!

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2	20 – 2 =	20 – 8 =	20 – 4 =	20 – 10 =	20 – 5 =	20 – 1 =	Finish!
3	20 – 3 =	20 – 9 =	20 – 5 =	20 – 0 =	20 – 4 =	20 – 2 =	Finish!
4	20 – 4 =	20 – 10 =	20 – 6 =	20 – 9 =	20 – 3 =	20 – 3 =	Finish!
5	20 – 5 =	20 – 1 =	20 – 7 =	20 – 8 =	20 – 2 =	20 – 4 =	Finish!
6	20 – 6 =	20 – 2 =	20 – 8 =	20 – 7 =	20 – 1 =	20 – 5 =	Finish!

10 - 0 =	10 – 1 =	10 – 2 =
Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10
10 – 3 =	10 – 5 =	10 – 7 =
Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10
10 – 4 =	10 – 6 =	10 – 8 =
Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10

10 - 9 =	10 – 10 =	20 – 0 =
Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10
20 – 1 =	20 – 2 =	20 – 3 =
Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10
20 – 4 =	20 – 5 =	20 – 6 =
Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10

20 - 7 =	20 – 8 =	20 – 9 =
Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10
20 – 10 =	30 – 2 =	40 – 3 =
Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10
50 – 4 =	60 – 5 =	70 – 6 =
Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10	Subtraction Strategies – 20 is like 10