

Subtraction Strategies: Subtracting 10 from a Teen can help you subtract 9 from a Teen.

Do you remember when you were learning to add 10? It was easy because all you had to remember was to put a "1" in the tens place in front of the number you were adding to 10. Subtracting 10 from a teen is just as easy, all you have to do is remember to get rid of the "1" in the tens place. See the chart below to see how it works.

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

Knowing how to subtract 10 from a teen, makes it easier to subtract 9 from a teen. Since 9 is 1 LESS than 10. When you subtract 9 from a teen you will always get 1 MORE than if you had subtracted 10. So, to subtract 9 from a teen, just subtract 10 and then add 1 back. See the chart below to see how it works.

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

Another way to remember it... when subtracting 9, add 1 to the number in the "ones" place...

$$1\textcircled{3} - 9 = 4$$

↓

$$3 + 1 = 4$$

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

Here are a few practice problems. When you are subtracting 9 from a teen sometimes it is easier to subtract 10 and then add 1.

$$18 - 10 =$$

$$17 - 9 =$$

Hint: $17 - 10 + 1 =$

$$16 - 9 =$$

Hint: $16 - 10 + 1 =$

$$14 - 9 =$$

Hint: $14 - 10 + 1 =$

$$15 - 10 =$$

$$11 - 9 =$$

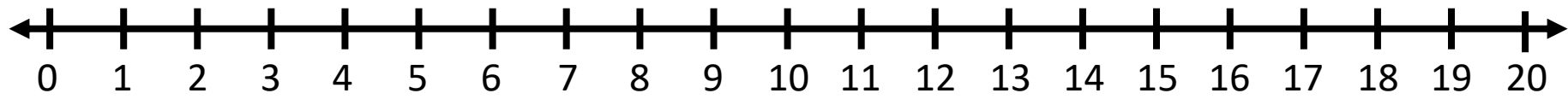
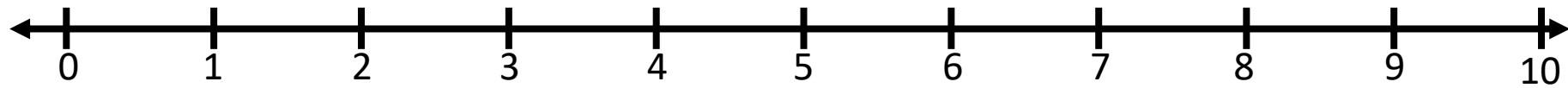
Hint: $11 - 10 + 1 =$

$$19 - 10 =$$

$$13 - 9 =$$

Hint: $13 - 10 + 1 =$

$$12 - 10 =$$



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).

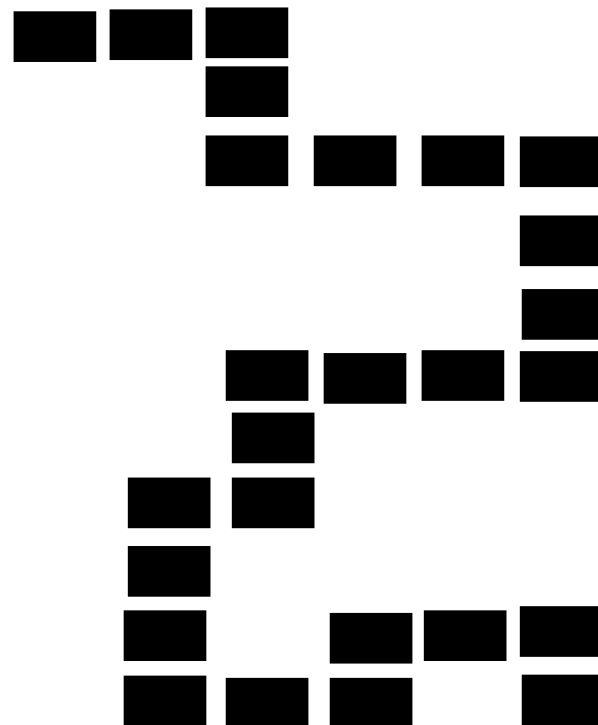
If you land on a “halves” card (for example 16 - 8) move 2 more spaces forward (but do not turn over that card).

To win:

First player to complete the maze wins.

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

Start



End

I Spy (Subtraction Strategies – 10 - 20)

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.

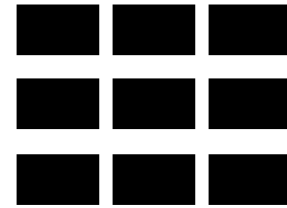
If he accidentally picks up a card that does not have the same answer as the card he drew, he must put any cards he picked up from the array back in the array.

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

Subtracting 9 and 10 from a teen

Materials needed:

- Capture the box gameboard
- Subtracting 9 & 10 from a teen 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.

1	7	3	9	5
2	8	4	10	6
3	9	5	1	7
4	10	6	2	8
5	1	7	3	9
6	2	8	4	10

The Great Turtle Race – Subtracting 9 & 10 from a teen

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	19 - 10	17 - 9	16 - 9	15 - 10	14 - 9	13 - 9	Finish!	
2	16 - 10	19 - 9	16 - 10	14 - 10	11 - 10	19 - 10	Finish!	
3	14 - 9	16 - 9	18 - 10	15 - 9	13 - 10	12 - 10	Finish!	
4	12 - 9	13 - 10	15 - 10	18 - 9	11 - 9	19 - 9	Finish!	
5	18 - 10	19 - 10	13 - 9	15 - 9	17 - 10	12 - 9	Finish!	
6	17 - 10	18 - 9	19 - 9	12 - 10	14 - 10	17 - 9	Finish!	

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The Great Turtle Race



1	19 - 10	17 - 9	16 - 9	15 - 10	14 - 9	13 - 9	Finish!	
2	16 - 10	19 - 9	16 - 10	14 - 10	11 - 10	19 - 10	Finish!	
3	14 - 9	16 - 9	18 - 10	15 - 9	13 - 10	12 - 10	Finish!	
4	12 - 9	13 - 10	15 - 10	18 - 9	11 - 9	19 - 9	Finish!	
5	18 - 10	19 - 10	13 - 9	15 - 9	17 - 10	12 - 9	Finish!	
6	17 - 10	18 - 9	19 - 9	12 - 10	14 - 10	17 - 9	Finish!	

Roll and Bump – Subtracting 9 & 10 from a teen

Materials needed:

- 6 - sided die
- Game board
- Game Pieces
- Counters – different color for each player, 8 each

To play:

Players take turns rolling the die, moving that number of spaces and solving the problem where they land.

When a player answers a problem correctly, he/she puts one of his/her counters on the answer in the middle of the Board.

When another player answers a problem with the same answer, he/she “bumps” the first player’s counter off of the number and replaces it with his/her own.

If the numbers on the board are not all covered up by the time the players get back around to “START” just keep going. If a player lands on “START” he/she gets a free “bump” or can cover up any number that has not been covered yet.

To win: The player with the most counters on the board when the last number gets covered up is the winner.

Alternate way to win: Player who covers up the last number wins.

START	19 - 10	19 - 9	18 - 10	18 - 9	17 - 10	17 - 9	16 - 10	16 - 9	15 - 10
15 - 9									15 - 9
16 - 9									14 - 10
17 - 9									14 - 9
18 - 9									13 - 10
19 - 9									13 - 9
20 - 9									12 - 10
18 - 9									17 - 9

$$20 - 10 =$$

$$20 - 9 =$$

$$19 - 10 =$$

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$$19 - 9 =$$

$$18 - 10 =$$

$$18 - 9 =$$

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$$17 - 10 =$$

$$17 - 9 =$$

$$16 - 10 =$$

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$$16 - 9 =$$

$$15 - 10 =$$

$$15 - 9 =$$

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$$14 - 10 =$$

$$14 - 9 =$$

$$13 - 10 =$$

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$$13 - 9 =$$

$$12 - 10 =$$

$$12 - 9 =$$

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$$11 - 10 =$$

Subtraction Strategies – Subtracting 9 & 10 from a teen

$$11 - 9 =$$

Subtraction Strategies – Subtracting 9 & 10 from a teen

$$12 - 9 =$$

Subtraction Strategies – Subtracting 9 & 10 from a teen

$$13 - 9 =$$

Subtraction Strategies – Subtracting 9 & 10 from a teen

$$14 - 9 =$$

Subtraction Strategies – Subtracting 9 & 10 from a teen

$$15 - 9 =$$

Subtraction Strategies – Subtracting 9 & 10 from a teen

$$16 - 9 =$$

Subtraction Strategies – Subtracting 9 & 10 from a teen

$$17 - 9 =$$

Subtraction Strategies – Subtracting 9 & 10 from a teen

$$18 - 9 =$$

Subtraction Strategies – Subtracting 9 & 10 from a teen

