

Subtraction Strategies: Learn the Doubles & Halves

Doubles and Halves are usually fairly easy to remember, and they can be a good starting point to help you remember some of the other facts. Here are the doubles and halves from 10 – 20.

$5 + 5 = 10$	$6 + 6 = 12$	$7 + 7 = 14$	$8 + 8 = 16$	$9 + 9 = 18$	$10 + 10 = 20$
$10 - 5 = 5$	$12 - 6 = 6$	$14 - 7 = 7$	$16 - 8 = 8$	$18 - 9 = 9$	$20 - 10 = 10$

Knowing your halves makes it easier to figure out the “near halves.” For example, if you know $14 - 7 = 7$, it’s easier to figure out that $14 - 8$ is going to be 6, and $14 - 6$ is going to be 8. Here are some halves and near halves to get you started.

$10 - 4 = 6$	$12 - 5 = 7$	$14 - 6 = 8$	$16 - 7 = 9$	$18 - 8 = 10$
$10 - 5 = 5$	$12 - 6 = 6$	$14 - 7 = 7$	$16 - 8 = 8$	$18 - 9 = 9$
$10 - 6 = 4$	$12 - 7 = 5$	$14 - 8 = 6$	$16 - 9 = 7$	$18 - 10 = 8$

Knowing your halves can help you figure out “near halves.” This strategy can help you figure out all the shaded problems.

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

All of these problems are either halves or near halves. Knowing your halves can help you figure them out while you are learning them.

$$14 - 7 =$$

$$14 - 6 =$$

$$14 - 8 =$$

$$16 - 9 =$$

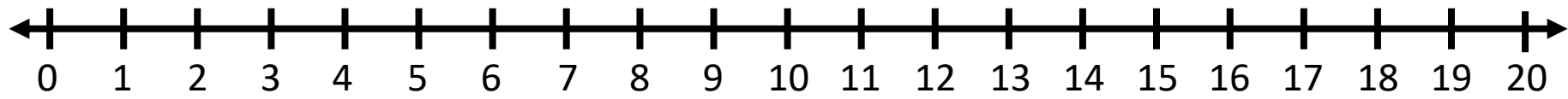
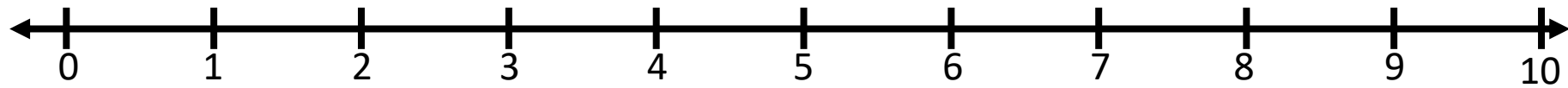
$$16 - 8 =$$

$$16 - 7 =$$

$$12 - 7 =$$

$$12 - 5 =$$

$$12 - 6 =$$



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.

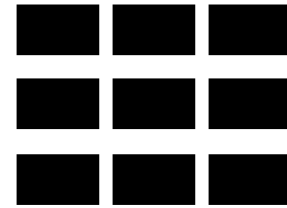
If he accidentally picks up a card that does not have the same answer as the card he drew, he must put any cards he picked up from the array back in the array.

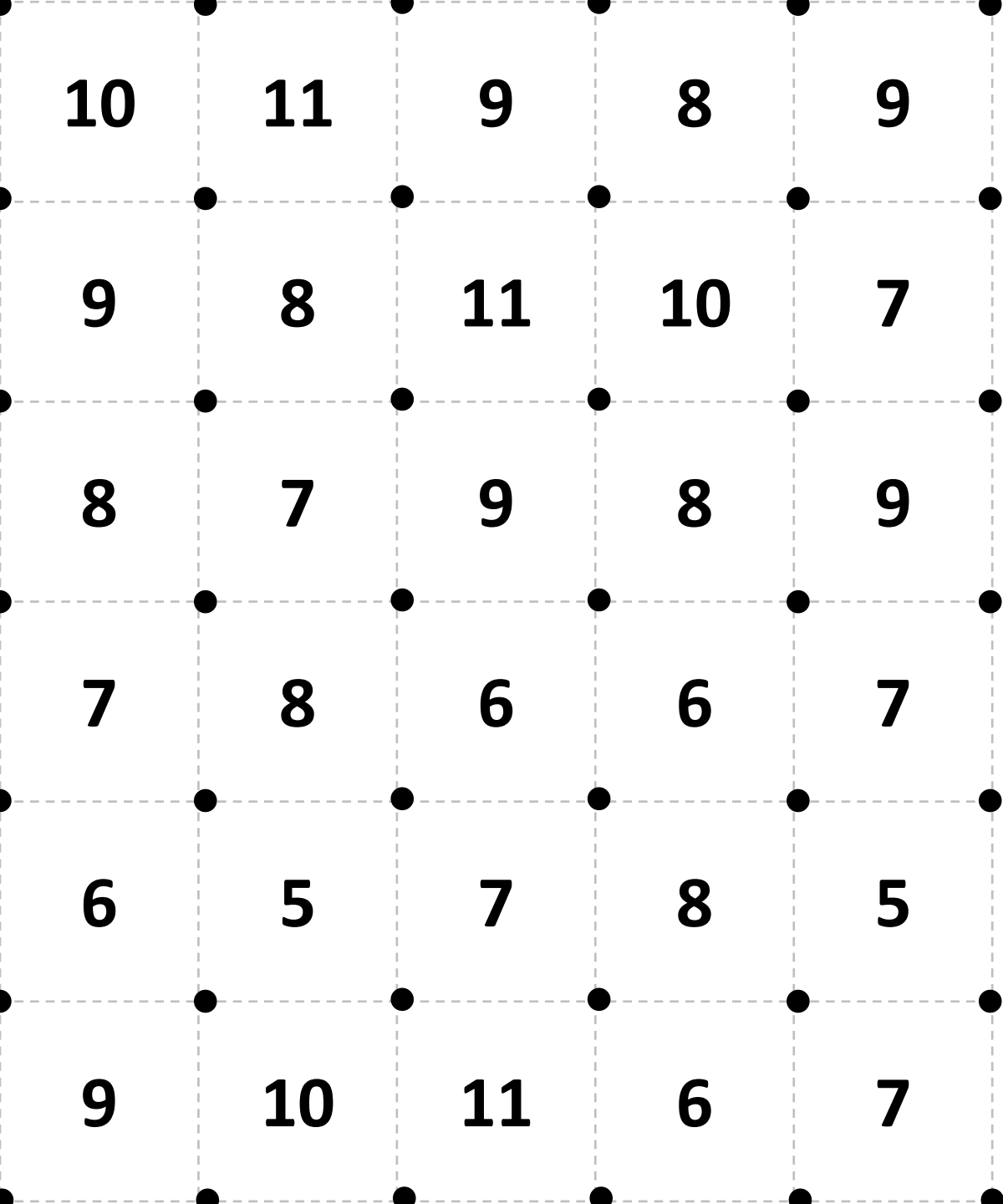
Player 2 does the same and so on.

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.





Capture the Box

Subtraction: halves & near halves

Materials needed:

- Capture the box gameboard
- Subtraction Strategies 10 & Within 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.

The Great Turtle Race – Subtracting halves and near halves

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	18 - 8	12 - 5	14 - 8	18 - 8	16 - 7	16 - 9	Finish!	
2	14 - 6	18 - 9	12 - 6	16 - 7	18 - 9	16 - 8	Finish!	
3	12 - 5	14 - 7	18 - 10	12 - 7	16 - 8	18 - 10	Finish!	
4	16 - 7	18 - 8	14 - 8	16 - 7	14 - 6	16 - 9	Finish!	
5	14 - 8	16 - 8	18 - 9	12 - 7	16 - 8	14 - 7	Finish!	
6	14 - 6	14 - 7	16 - 9	18 - 10	12 - 6	16 - 9	Finish!	

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The Great Turtle Race



1	18 - 8	12 - 5	14 - 8	18 - 8	16 - 7	16 - 9	Finish!	
2	14 - 6	18 - 9	12 - 6	16 - 7	18 - 9	16 - 8	Finish!	
3	12 - 5	14 - 7	18 - 10	12 - 7	16 - 8	18 - 10	Finish!	
4	16 - 7	18 - 8	14 - 8	16 - 7	14 - 6	16 - 9	Finish!	
5	14 - 8	16 - 8	18 - 9	12 - 7	16 - 8	14 - 7	Finish!	
6	14 - 6	14 - 7	16 - 9	18 - 10	12 - 6	16 - 9	Finish!	

Roll and Bump – Subtraction 10 to 20

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	18 - 8	18 - 9	18 - 10	16 - 7	16 - 8	16 - 9	14 - 6	14 - 7	14 - 8
18 - 9									12 - 5
16 - 9									12 - 6
16 - 8									12 - 7
16 - 7									18 - 8
14 - 8									18 - 9
14 - 7									18 - 10
14 - 6									12 - 7

$$18 - 8 =$$

$$18 - 9 =$$

$$18 - 10 =$$

Subtraction Strategies – halves & near halves

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$$16 - 7 =$$

$$16 - 8 =$$

$$16 - 9 =$$

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Subtraction Strategies – halves & near halves

$$14 - 6 =$$

$$14 - 7 =$$

$$14 - 8 =$$

Subtraction Strategies – halves & near halves

Subtraction Strategies – halves & near halves

Subtraction Strategies – halves & near halves

$$12 - 5 =$$

Subtraction Strategies – halves & near halves

$$12 - 6 =$$

Subtraction Strategies – halves & near halves

$$12 - 7 =$$

Subtraction Strategies – halves & near halves

$$14 - 6 =$$

Subtraction Strategies – halves & near halves

$$14 - 7 =$$

Subtraction Strategies – halves & near halves

$$14 - 8 =$$

Subtraction Strategies – halves & near halves

$$16 - 7 =$$

Subtraction Strategies – halves & near halves

$$16 - 8 =$$

Subtraction Strategies – halves & near halves

$$16 - 9 =$$

Subtraction Strategies – halves & near halves

