

Silly Signals

OBJECT OF THE GAME: Players do silly moves corresponding with specific answers, which earn them flashcards.

YOU'LL NEED: set of 72 flashcards (more or less), including at least five cards each with the answers 5, 6, and 7 (or see Variation); silly signals for answers (see step 3)

INSTRUCTIONS:

1 Two players sit facing each other. One player is the dealer. The dealer shuffles the flashcards and divides them into two even facedown piles, one for the other player and one for him- or herself. The players hold their flashcards facedown in their hands.

2 Starting with the dealer, the players take turns discarding one flashcard from their pile, forming a faceup pile between them.

3 With each discarded flashcard, players must quickly calculate the answer in their heads. If the answer is 5, 6, or 7, the players race to do the corresponding silly signal.

Here are some silly signal ideas for the answers 5, 6, and 7:

5: stand up, turn around, sit down

6: pat head and rub belly

7: drum lap then snap fingers

4 The first player to complete the signal gets the pile. If a player miscalculates and starts to do a signal, or the wrong signal is done, the other player gets the pile.

5 When players discard flashcards with answers other than 5, 6, or 7, they do not signal and the pile is left untouched.

6 The player with the most flashcards at the end of a designated time period wins.



Among the flashcards on pages 25–48, there are at least five addition flashcards with answers 5 through 12 and subtraction flashcards with answers 0 through 7.

VARIATION

This game works with any answers. Select any three answers with which players could use extra practice, and use those numbers in place of 5, 6, and 7. Players can make up their own silly signals for these answers.

For playing-card basics, choosing who goes first, checking answers, and more, see pages 4–5.

Uno y Uno

OBJECT OF THE GAME: In *Uno y Uno* (pronounced *OO-noh EE OO-noh*—Spanish for “1 + 1”) each player gets rid of flashcards by matching answers from his or her hand with answers or first numbers in the discard pile. The winner is the player who gets rid of all his or her flashcards first, or whose last flashcard(s) contain the number 1.

YOU’LL NEED: set of 72 flashcards (more or less)—including the flashcard $1 + 1$ and at least eight other flashcards with $1 +$ another number (e.g., $1 + 5$, $9 + 1$, and so on)

INSTRUCTIONS:

1 Players sit in a circle facing each other. One player is the dealer. He or she shuffles and deals seven flashcards per player facedown, then puts the rest of the set facedown in the middle to form a draw pile. (Players should fan their cards in their hands so others can’t see.) The dealer turns over the top card and places it next to the draw pile to form a discard pile.

2 The player to the right of the dealer goes first. The first player must discard one flashcard with the same answer or the same first addend as the top flashcard in the discard pile. For example, if the top discard flashcard is $3 + 4$, the player can discard any flashcard from his or her hand with the answer 7 (the sum) or 3 (the first number). The player must announce the answer to the equation.

3 If the player doesn’t have a card to discard, he or she must take one card from the draw pile.

4 The game continues going around the circle clockwise until one player has no more cards. That player wins. A player can also win two other ways: with the flashcard $1 + 1$ remaining in his or her hand or with two flashcards that show 1 plus any other number—for example, $1 + 8$ and $11 + 1$. The player announces “¡Uno y Uno!” and shows his or her flashcard or flashcards to win.



The flashcard *Uno y Uno* ($1 + 1$) can be found on page 25. At least eight other addition “uno” flashcards ($1 + 2$ through $1 + 11$) can be found on pages 25–48.

VARIATION

Try this game with subtraction equations (*Uno Menos Uno*) or higher numbers such as 9 (*Nueve y Nueve*). Make sure you have enough “ $__ - 1$ ” or “ $9 + __$ ” flashcards in your set for the new game.

For playing-card basics, choosing who goes first, checking answers, and more, see pages 4–5.

Number One Goose

OBJECT OF THE GAME: In this version of *Duck, Duck, Goose*, the “duck” finds the “goose” by solving equations held by the players in the circle.

YOU’LL NEED: set of 72 flashcards (more or less)—one flashcard per child per game (note: in each game, one of the cards must have an equation that equals 1).



The set of flashcards in the back of the book contains two addition ($1 + 0$, $0 + 1$) and many subtraction flashcards with the answer 1.

INSTRUCTIONS:

- 1 One player is the first duck. All the players except the duck sit facing each other in a circle. Each player gets one flashcard and keeps it facedown in his or her lap (no peeking). The duck stands outside the circle.
- 2 The duck goes around the circle tapping each player on the shoulder and saying, “duck,” as in the traditional game. The duck stops at one chosen player and says, “Are you the Number One Goose?” That player turns over his or her flashcard and asks the duck the problem.
- 3 The duck must answer the problem. If the flashcard equals a number besides 1, the sitting player must chase the duck around the circle of students. If the player tags the duck, he or she is the new duck. If the duck isn’t tagged, he or she remains the duck and the player sits back in his or her space and sets aside the flashcard—that player can’t be called on in the next round.
- 4 When the duck finds a player with the flashcard equation that equals 1, he or she has found the “Number One Goose” and wins. To play again, collect and shuffle the cards. The players each get a new flashcard, and the current goose is the duck in the next game.

For playing-card basics, choosing who goes first, checking answers, and more, see pages 4-5.

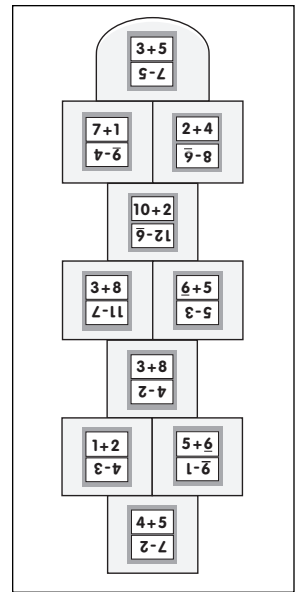
Hopcards

OBJECT OF THE GAME: Players solve equations while hopping on a hopscotch grid.

YOU’LL NEED: set of 72 flashcards (more or less)—10 flashcards per turn

MAKE YOUR OWN HOPCARDS GRID:

Place flashcards faceup in a traditional hopscotch pattern, spacing them evenly (leave about two feet between the flashcards). For flashcards with only one problem per card, place two flashcards in each space—one facing the front of the grid and the other facing the back. Secure the flashcards with masking tape if necessary.



INSTRUCTIONS:

- 1 Players form a line behind the first square of the grid.
- 2 The first player hops on one foot, landing right in front of the first flashcard, then looks down and answers the equation. Then the player jumps with both feet up to the next two problems, answers both, hops to the next flashcard and answers the problem, and so on to the last problem. After solving the final problem, the player jumps with both feet to the end, and then turns around in one jump.
- 3 To complete the turn, the player answers the second round of problems as he or she hops back.
- 4 If at any time the player answers an equation incorrectly, he or she starts again at the beginning.
- 5 When the first player finishes, the next player sets up a new *Hopcards* board and gets a turn. Shuffle flashcards between turns.