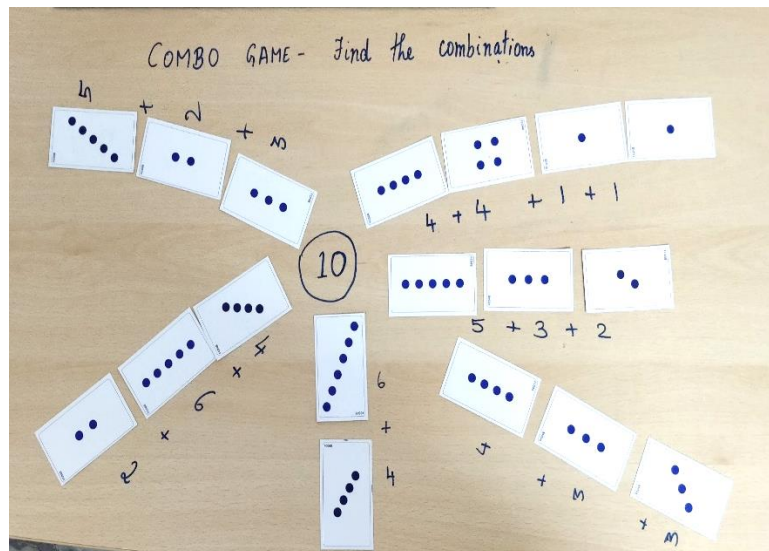


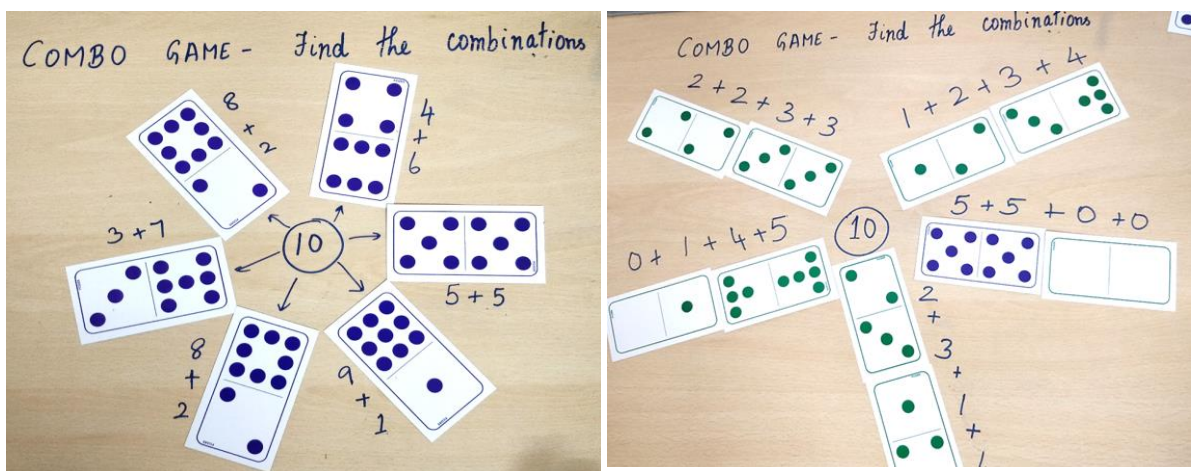
Combo Game—Find the combinations

Objectives of the game:

- Practising additive facts of a number.
- Being able to think of different combinations to make a particular number.



Using domino cards



Using double domino cards

Game description:

Step 1: The students should be divided into groups and given a number.

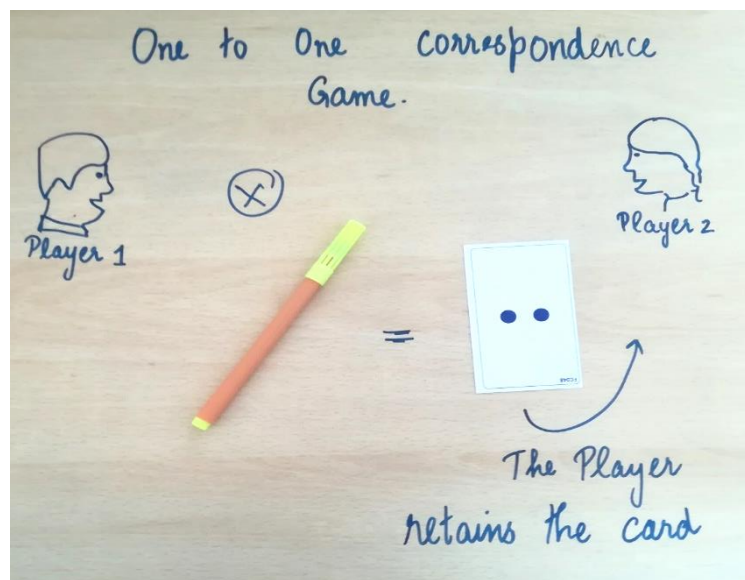
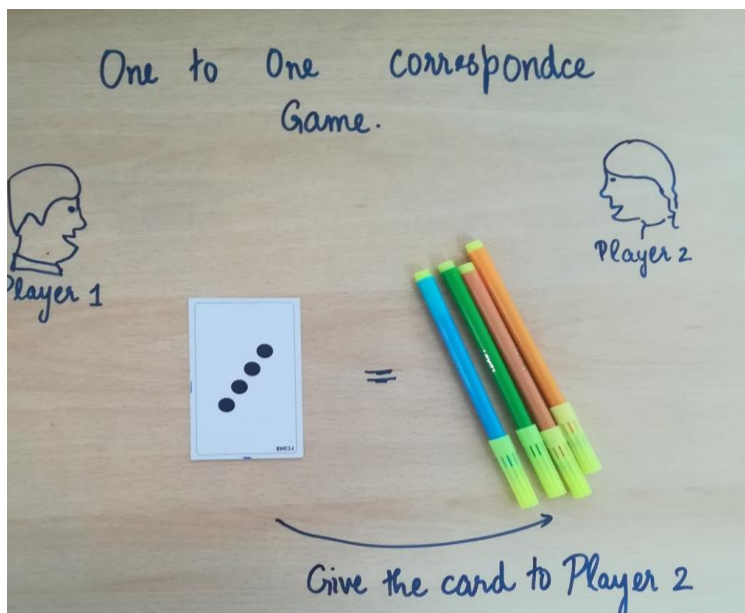
Step 2: The number is written on the centre (using a piece of chalk). The students should make all the possible combinations of the number using domino cards.

Step 3: Whoever finds maximum combinations should be declared the winner.

One-to-One Correspondence Game

Objectives of the game:

- Counting and naming numbers.
- Self-assessing the size of a collection of objects.
- Attaining the skill of subitising.



Game description:

Step 1: The game can be played by two players. Any one of the players has to say "Player 1", and that player shall be required to start the game by showing one card to the other player (Player 2).

Step 2: Then, the Player 2 must represent the shown card's count in terms of objects.

Step 3: If the given answer is correct, then Player 2 can take the card. Else, the Player 1 shall keep the card.

Step 4: The game continues until one set of cards are finished.

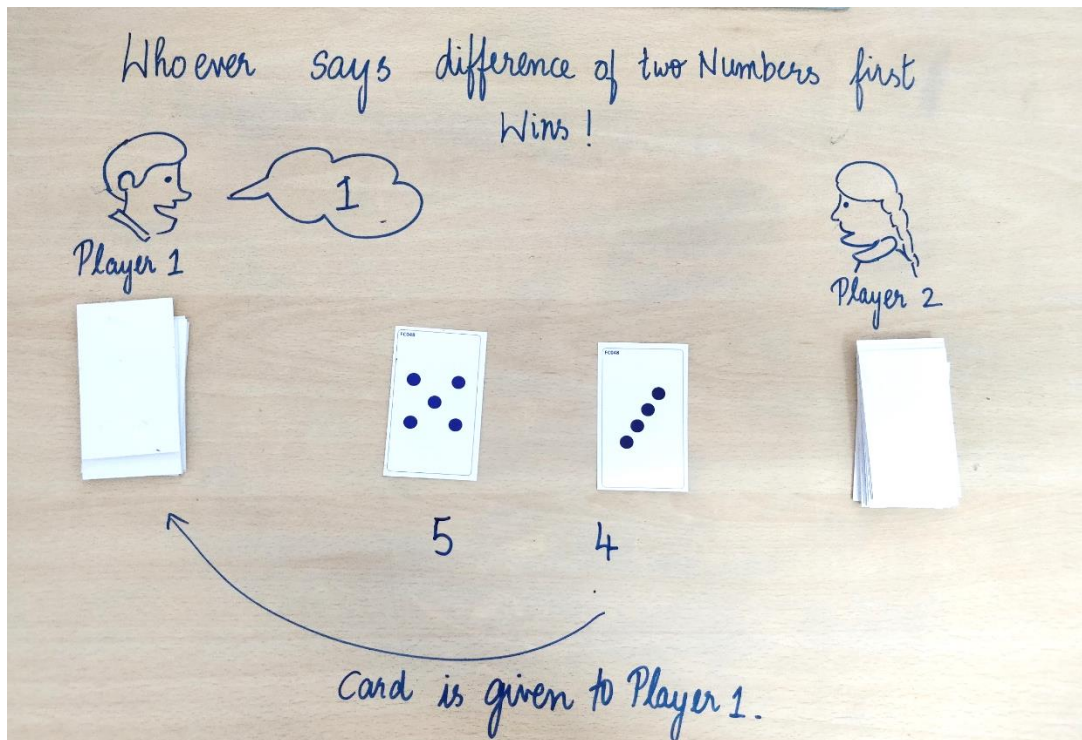
Step 5: The player who has the maximum number of cards is declared the winner.

Whoever can answer the difference first wins!

Objectives:

- Being able to do fast calculations pertaining to subtraction.
- Peer-assessing the answers.

Game Picture:



Game description:

Step 1: The game can be played by two players, say Player 1 and Player 2. Both the players must open and place a card each.

Step 2: The players are expected to say the difference of the two numbers. The player who tells the difference of the two cards first wins that round.

Step 3: The winner shall take the two cards of that round.

Step 4: This is repeated until the set of cards given to the players is finished.

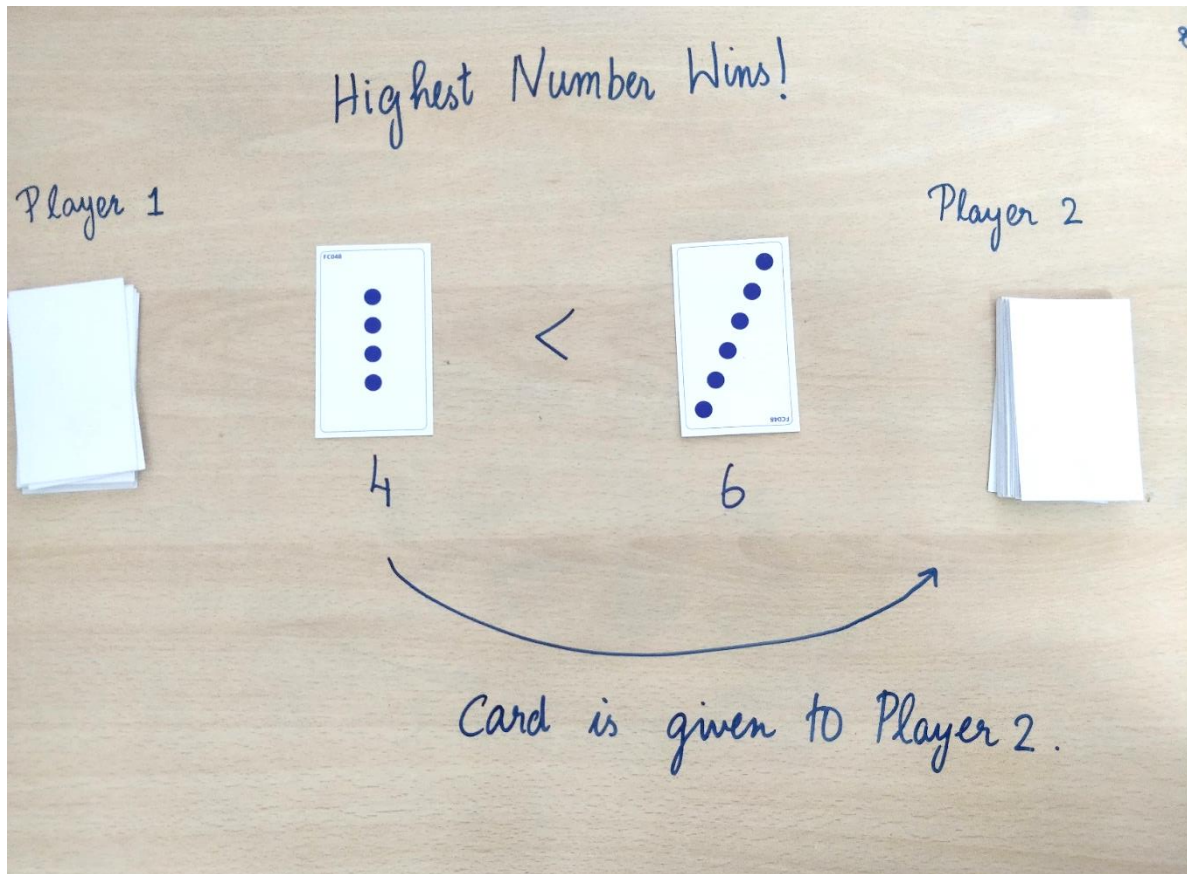
Step 5: The player with the maximum number of cards is declared the winner.

Whoever can answer the higher number first wins!

Objectives:

- Quickly analysing which number is greater.
- Peer-assessing the answers.

Game Picture:



Game description:

Step 1: The game is played by two players, say Player 1 and Player 2. Both the players must open and place a card.

Step 2: The players are expected to say out the highest of the two numbers, and the player who tells answer first wins that round.

Step 3: The winner shall take the two cards.

Step 4: This is repeated until the set of cards given to the players is finished.

Step 5: The player with the maximum number of cards wins the game.

Combo Game—Find the combinations using conditions

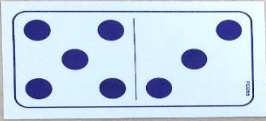
Objectives:

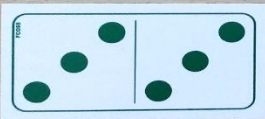
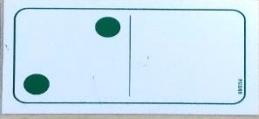
- Practising additive facts of a number.
- Being able to think of different combinations to make a particular number.

Game Picture 1: Using odd numbers

COMBO GAME - Find the combinations

Condition: Find combination of 8 using odd number only.

8 { =  5 + 3 ✓

=  3 + 3 +  2 + 0

⊗ not allowed because 2, 0 are not odd.

Game description:

Step 1: The students are divided into groups and given a number.

Step 2: The number is given to the students. The students should make all the possible combinations of the number using double domino cards **consisting of odd numbers only**.

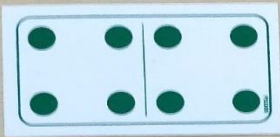

Step 3: Whoever finds the maximum combinations should be declared the winner.

Game Picture 2: Using even numbers

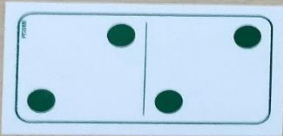
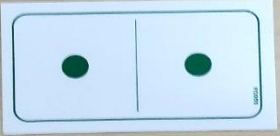
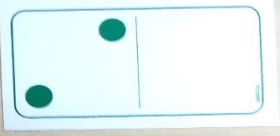
COMBO GAME - Find the combinations

Condition: Find combination of 8 using even number only.


8 {

=  

$4 + 4$

=   

$2 + 2 + 1 + 1 + 2 + 0$

 not allowed because 1 is not even.

Game Description:

Step 1: The students are divided into groups and given a number.

Step 2: The number is given to the students. The students should make all the possible combinations of the number using double domino cards **consisting of even numbers only**.

Step 3: Whoever finds the maximum new combinations should be declared the winner.