

## Session 7



### PROBLEMS & INVESTIGATIONS

## Make the Sum

### Overview

Children learn to play a card game that can be easily tailored to provide practice with specific addition combinations for 5 through 15. After playing this new game in small groups, children are introduced to the new Work Places.

### You'll need

- ★ 8 decks of Make the Sum cards

### Skills

- ★ practicing addition combinations for 7 (or other quantities) in a problem-solving context

To start the lesson today, you might review the territory you've covered over the past few sessions. So far, you've looked at standard notation for addition and subtraction, created class addition and subtraction charts, thought about why some addition and subtraction facts are easier than others, practiced counting on and counting backwards as possible strategies, and looked at all the 2-addend combinations for the number 7. Today, you're going to play another game that will provide practice with many of the combinations for a target number.

Gather your students into a discussion circle where everyone can see, and choose three volunteers to play Make the Sum with you. Display a deck of number cards and explain that because you're playing for 7's today, you will need to set aside all the cards that are more than 7. With the help of your three volunteer players, discard all the 8's, 9's, and 10's. When all the cards greater than 7 have been set aside, shuffle the deck.

Then set the stack of cards face down. Take turns around your little group of four players drawing a card from the top of the deck. The object of the game is to collect combinations of cards that add to 7; so if you draw a 2, just leave it face up beside the deck to be used as community property. If the next player in the group then draws a 5, she can combine it with the 2 to make 7. She gets to keep those two cards and then it's the next player's turn. (Play always continues around the circle—players don't get an extra turn when they collect a combination.) If a player draws a 7 from the deck, he or she gets to keep it.

Sometimes it's possible that a number of cards can be drawn without anyone being able to make the sum. If you had a collection of cards like the ones shown on the next page and you drew a 1, you could combine it with the 2 and the 4 to make 7.