

Numeracy Gr 2

FLUENCY ACTIVITY: Adding to

100 Materials Needed:

- Deck of cards

Task Instructions:

For this game, remove the face cards, then shuffle the deck well and place it face down in the middle of the playing area.

The object of the game is to be the first player to reach 100 without going over. To begin, each player starts with a score of zero. Then player one draws a card and places it face up in front of them. They then add the value of that card to their starting value (0). Players then take turns drawing cards, on each turn adding the new value to their previous score. Any player whose score goes over 100 is out of the game. Students make keep track using paper and a pencil.

The first player to reach 100 exactly wins.
Or, after all cards are drawn, the player with a score closest to 100 without going over wins.

Variations to the Game

Depending on the age and ability of your kids, there are lots of different variations to this game that you can try. You can set your goal number at 20 or 50 for some kids. You could add in the face cards and have their value as J=11, Q=12 and K=13. You could add a Joker card to the deck to mean that a player must start over at zero. Or you could practice subtraction by having each player start with a score of 100 and subtract the value of each card to be the first player to zero. Or for older kids who need practice with multiplication, change the rules so that the goal is to reach 1,000 without going over. Then have kids draw 2 cards and multiply them, adding up the total as they go. (In this variation, all face cards are equal to 10).

