

## Grade 5

# Make It to 0

### Module 3- Algebra: Use Addition and Multiplication; Integers

Fifth grade students develop an understanding of positive and negative numbers. Use this activity to help your child add positive and negative numbers.

#### Materials:

- One deck of Make It to 0 Integer Cards per player
- An Integer Number Line per player
- A marker such as a bean or coin for each player

#### Object of the Game:

The object of the game is to be the first player to make a sum of "0."

#### Directions:

##### Round 1:

1. Cut out and shuffle the integer cards. Place them in a pile accessible to both players.
2. Player 1 turns over the top card. Player 1 locates that number on his/her Integer Number Line and places the marker there.
3. Player 2 repeats step 2.

## Round 2:

4. Player 1 turns over the next card on the pile. Player 1 moves his/her marker the number of spaces indicated. For example: If the marker is on "-2" and the player draws "4," the player would move the marker four places to the right and land on "2" (a positive number when added always goes to the right). If the player draws "-4," the player would move the marker four places to the left and land on "-6" (a negative number when added always moves to the left).
5. Play continues until one player wins by landing on "0."

### Questions to ask your child while playing:

What would this look like as an addition equation?

For example:  $-2 + 4 = 2$

$$-2 + (-4) = -6$$

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Integer Cards

2	4	5
6	-3	-4
-5	-6	2
4	5	6

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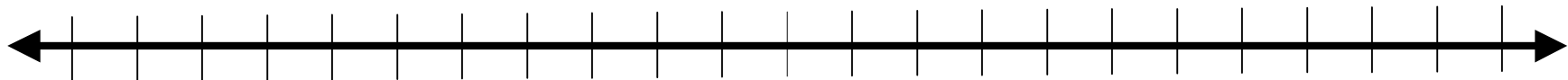
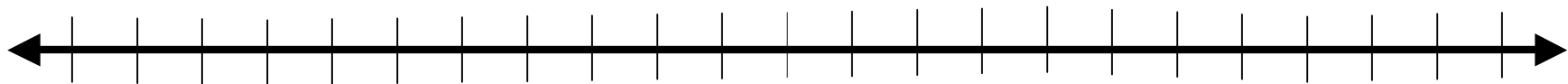
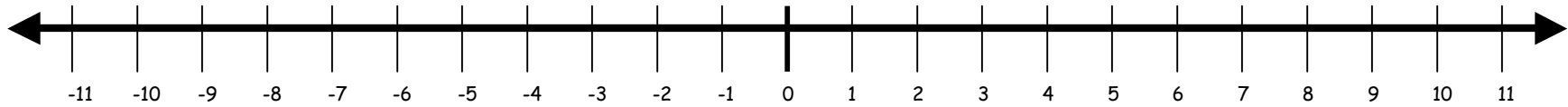
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Integer Cards

-3	-4	-5
-6	2	4
5	6	-3
-4	-5	-6

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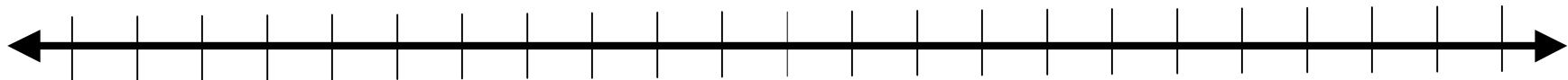
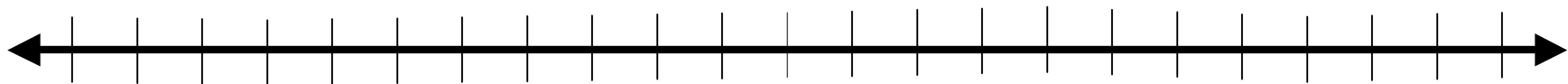
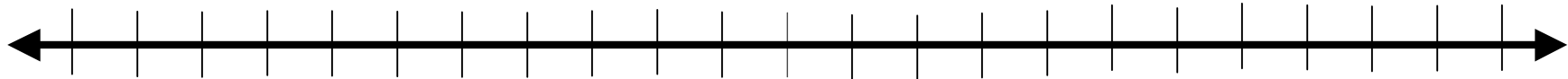
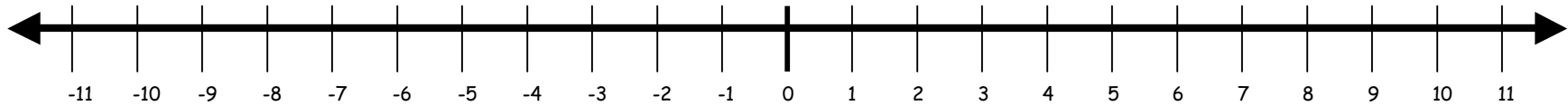


- If numbers go below -11 or above 11, cut out the blank number lines and continue the number line as needed.

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