

Add It Up!

Module 11-Exploring Addition

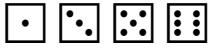
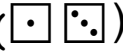
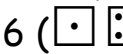
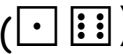

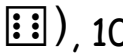

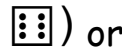
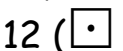
Your child is beginning to learn about addition. He or she is learning to add two groups to find out how many in all. As your child explores addition, he or she develops the meaning of joining or putting together two different groups to find how many there are in all. In relating symbols such as numbers and signs to the groups, he or she lays the groundwork for learning addition facts.

Materials:

- Dot Cards
- Add It Up! Gameboard
- Counters (coins, Cheerios, buttons, paper clips, beans)

Directions:

1. Cut out the dot cards. Shuffle the cards and place four of them face up.
2. Using a combination of any two, three or four of the cards chosen, player 1 makes a sum two through twelve.

Example: If  are shown, possible sums could be 4 () , 6 () , 7 () , 8 () , 9 () , 10 () , 11 () or 12 ().

3. Player 1 covers one of the possible sums on the game board with a counter.
4. Player 2 must come up with a different sum using the same four cards.
5. For Round 2, players draw another four cards to make different sums.
6. Play continues until the number line two to twelve is covered.

Questions to ask your child while playing:



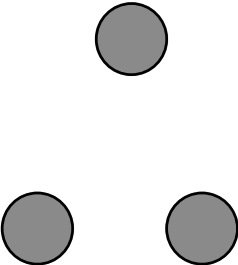
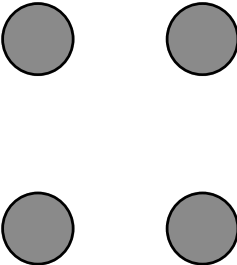
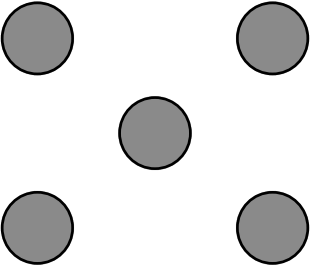
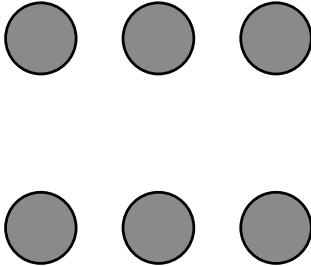
- Were any sums not possible?
- Could any sums be made more than one way?
- How did you figure out the sum?

Grade K

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Dot Cards



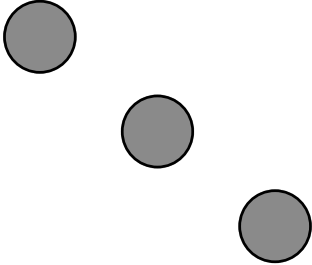
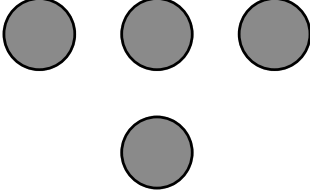
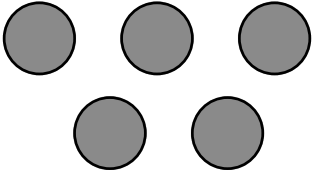
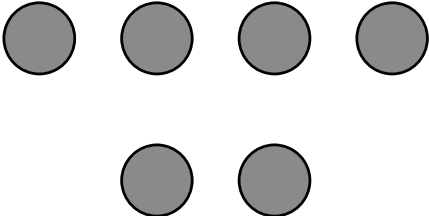
	
	
	

Grade K

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Dot Cards

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Gameboard

Add It Up!	2	3	4	5	6
7	8	9	10	11	12