

NAME: \_\_\_\_\_ Workout 7

### Game of the Week

Play with someone at home for a total of 30 minutes this week. Fill in the bar graph to keep track of your game minutes. Have fun!

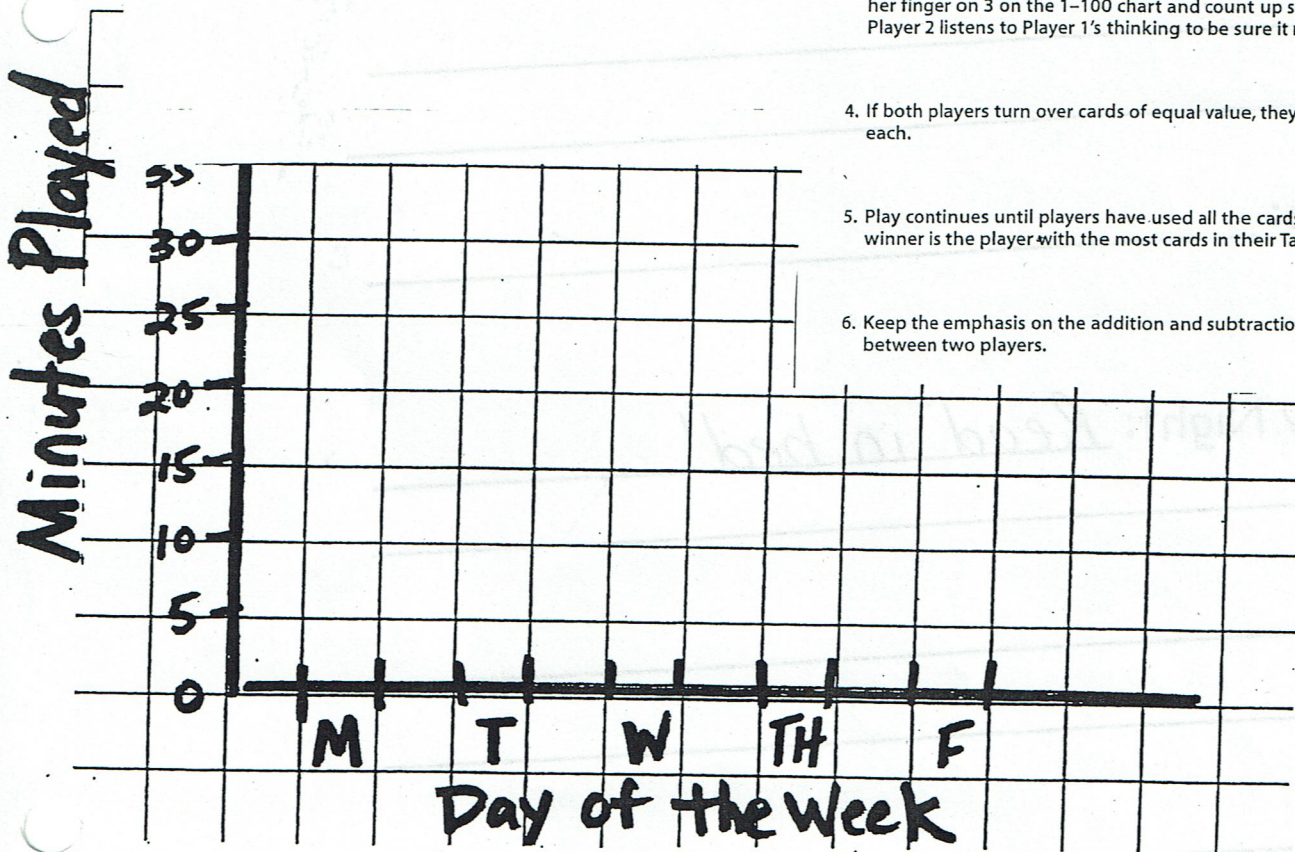
### Give and Take

**You need:**

- a deck of playing cards per pair of players (with jokers removed)
- a sign that reads Jack = 11, Queen = 12, King = 13, Ace = 1
- a 1-100 chart

**Rules**

1. The dealer shuffles the cards and deals them one at a time, starting with the partner.
2. Each player takes the top card off his or her pile and turns the card face up for the partner to see.
3. If Player 1 has a 10 and Player 2 has a 3, Player 1 gets to take both cards *after* he or she explains how much bigger 10 is than 3 by using addition ("I know that three plus seven equals ten.") or by using subtraction ("Ten take away three equals seven so ten is larger than three."). Or the child might place his or her finger on 3 on the 1-100 chart and count up seven spaces to get to 10. Player 2 listens to Player 1's thinking to be sure it makes sense.
4. If both players turn over cards of equal value, they turn over one more card each.
5. Play continues until players have used all the cards in their original pile. The winner is the player with the most cards in their Take pile.
6. Keep the emphasis on the addition and subtraction thinking that is shared between two players.



Guardian Signature: \_\_\_\_\_