

Anything But 5

Object of the Game

Be the first player to zero by subtracting from 95.

Materials

- 1 set of Number Cards
(4 cards each of numbers 4–9)
Print the cards, make your own, or use the 4–9 cards from a deck of standard playing cards.
- 1 Anything But 5 Record Sheet
Print the record sheet or make your own.
- Scrap paper for solving problems
- Pencil or pen



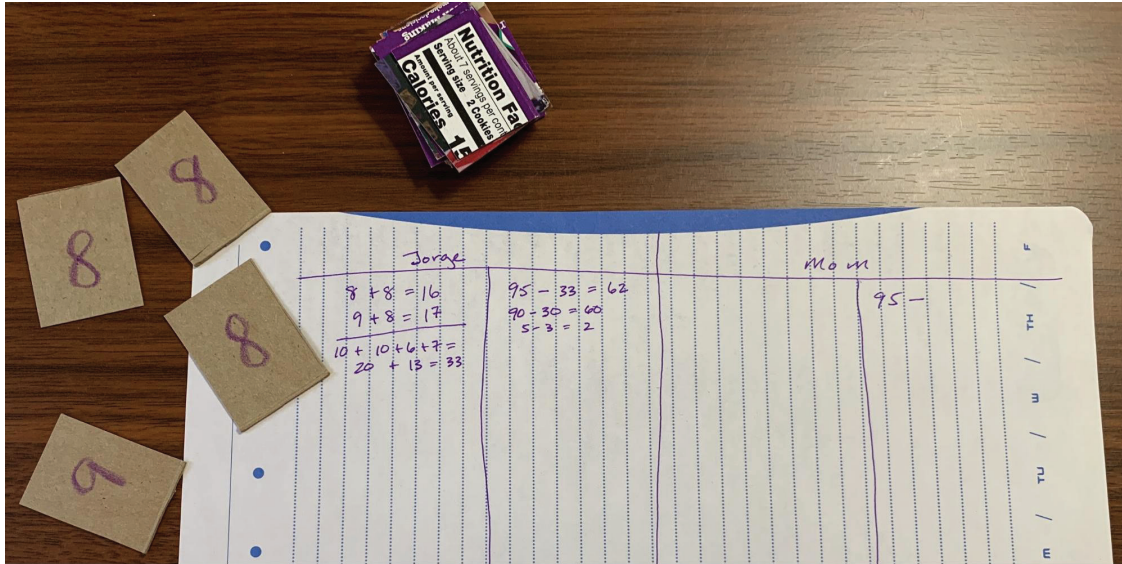
Skills

This game helps us practice

- Adding and subtracting 1- and 2-digit numbers
- Estimating sums and differences

How to Play

1. Mix up the Number Cards and place them facedown in a stack.
2. Player 1 draws two cards and finds the sum of the two numbers drawn. The player records the equation on the Anything But 5 Record Sheet.
 - » If the player draws a 5, they lose their turn.
3. Player 1 can choose to draw two cards up to two more times. Each time, as long as a 5 isn't drawn, the player finds the sum and records the equation on the record sheet.
4. Player 1 adds the sums of all of the equations from that turn. Then the player subtracts the total from the number of points they have in the right column of their record sheet.
5. Player 1 puts all of their cards in the discard pile.
 - » If players run out of cards, shuffle the discard pile and place them facedown to draw from.



After drawing two 8s, then a 9 and an 8, Jorge decided he didn't want to risk losing his turn. So, he didn't draw again.

6. Players take turns drawing cards and subtracting the sums. The first player to get to 0 wins.
 - » Players don't need to get exactly 0. For example, if a player has 6 points left and draws a 7 and an 8 to make 15, the player wins.

Tips for Families

- During the game, talk about how to decide whether or not to take another pair of cards. *How many 5s are in the deck? How many have already come out?*
- Find different ways to add and subtract the numbers. Players don't have to carry and borrow to solve these problems.

Change It Up

Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below. How did it change your strategy for winning the game?

- For a shorter game, players can start at 75 or 50.
- Power-Up: Once during the game, players can choose to multiply the pair of numbers they drew. The product would be added to the other sums of that turn.
- For a more challenging game, players can start at 195 and draw three cards. They have a choice of what they can do with the three numbers. They can simply add the three numbers. They can combine two of the numbers to make a 2-digit number and add the third number. Or they can use the power-up described above. In this longer game, each player can use two power-ups.

4	5	6
4	5	6
4	5	6
4	5	6

7	8	9
7	8	9
7	8	9
7	8	9

Anything But 5 Record Sheet

Player 1 _____

Player 2 _____

	95 - ____ = ____

	95 - ____ = ____