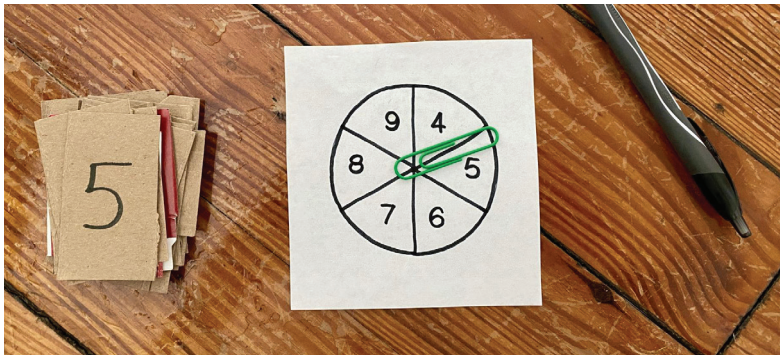
Turn Them Over

Object of the Game

For each round, players take turns spinning twice, adding the numbers, and then turning over two or more cards that add up to that sum. The first player to turn over all 10 of their cards wins.

Materials

- 1 set of Number Cards (2 each of numbers 1–10)
  Print the cards, make your own, or use the 2–10 cards and aces for 1s from a deck of standard playing cards.
- 1 Turn Them Over Spinner (numbers 4–9)
  Print the spinner. Another option is to write the numbers 4—9 on small pieces of paper and place the papers in a cup. For each turn, pull two slips of paper out of the cup.
- Pencil and paper clip or safety pin, if using the spinner



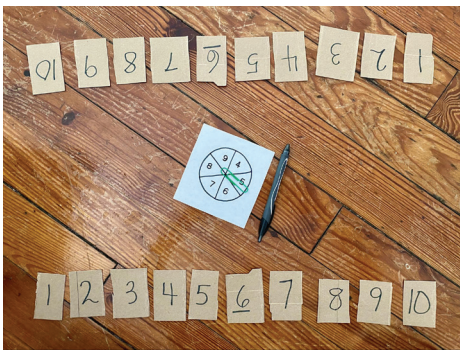
Skills

This game helps us practice

- Adding numbers up to 20
- Adding 2, 3 or 4 numbers to make a larger number (for example, 5 + 4 + 3 = 12)

How to Play

1. Get ready to play:
   - » Each player needs one of each Number Card, 1–10. Players share the spinner.
   - » Each player places their cards face up in a line, in order from 1 to 10.
   - » Decide who will go first.



2. Player 1 spins the spinner twice and adds the two numbers together. Then they turn over two or more of their number cards that add up to that total.
    - For example, if a player spins a 3 and an 8, they add the two to get 11. Then they turn over any combination of cards that makes 11. Some possibilities are 10 and 1, 5 and 6, or 2, 4, and 5.
    - If a player spins and adds the two numbers but can't make that total with their available cards, they must wait for their next turn.

Uncle Ryan spun 4 and 5, for a total of 9. He turned over his 8 and 1 cards to make 9 because he wants to turn over his higher numbers (8, 9, and 10) as quickly as possible!

3. Player 2 takes a turn spinning the spinner twice, adding the two numbers, and turning over cards that add up to that total.
4. Players take turns spinning and turning over their cards. Play ends when one player turns over all of their cards, or when both players are unable to play on their turn. Players are unable to play on their turn if:
    - They are not able to use any of their faceup cards to make the total they've spun.
    - Their faceup cards make a total too small to spin (for example, 1 and 2).
5. At the end of the game, players add up the numbers on their faceup cards. The player with the lower total wins.

When the game ended, Xavier had three cards he couldn't play: 7, 4, and 1.
Uncle Ryan had two cards he couldn't play: 2 and 6. Uncle Ryan won because the total of his cards, 8, was lower than the total of Xavier's cards, 12.

Tips for Families

Before the game:

- Talk about the numbers on the spinner (4–9). *What totals can you make with these numbers?*
- Talk about numbers with a sum (a total when added) of 15. *Can you think of two different numbers that have a sum of 15? What about three different numbers that have a sum of 15?*

During the game:

- Ask questions:
  - » *I just spun a 9 and a 4. What is 9 + 4? How did you figure it out?*
  - » *What cards could I turn over to make 13? Is there more than one way with the cards I still have faceup? Do you see any other ways?*
  - » *What numbers do you hope to spin next? Why?*

After the game:

- Ask questions:
  - » *Now that the game is over, do you think it's better to turn over two cards or more than two cards on a turn?*
  - » *Do you think it's better to turn over the cards with lower numbers or higher numbers first? Why?*

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?

- Play cooperatively, spinning the spinner and working together to turn over as many of the ten cards as possible.
- Write an equation for each sum (a total when added) that you make when you spin. Also, write an equation to match the numbers on the cards you turn over to make the total you've spun.
- Try playing with three or four players. You'll need enough number cards for one set of 1–10 per player.
- Add a 0 number card to each player's set of cards. How does this change the game? What strategies might you use with the 0 card?
- Add a Wild Card to each player's set of cards. How does this change the game? What strategies might you use with the Wild Card?

1	1	2
2	3	3
4	4	5

5	6	6
7	7	8
8	9	9

10	10	Wild Card
Wild Card		

Turn Them Over Spinner