## Add \& Compare

## Object of the Game

Players compete to add quantities within 10. The player with the greater total number at the end of the game wins.

## Materials

- 2 Add \& Compare Record Sheets

Print the record sheet or make your own, or try the preset record sheet in the Number Frames app at apps.mathlearningcenter.org/number-frames/?jh6w6mut.

- 0-5 Spinner

Print the spinner, make your own, or use a digital spinner (like the one at www.nctm.org/ adjustablespinner). You can also use or make a dice numbered 0-5 (Hint: change the 6 to 0 on a regular dice). Another option is writing the numbers 0-5 on small pieces of paper and placing them in a cup. You'll need 2 of each number. For each turn, pull 2 slips of paper out of the cup.

- Crayons, markers, or colored pencils in 2 different colors
- Pencil and paperclip or safety pin, if using a paper spinner



## Skills

This game helps us practice

- Adding within 10
- Counting within 20
- Comparing within 20


## How to Play

1. Get ready to play:
» Each player needs a record sheet and 2 crayons in different colors.
» Decide who goes first.
2. Player 1 spins the spinner or pulls a number from a cup. They color in that many squares in the top row of the first 10-frame on their Add \& Compare Record Sheet using one color.
3. Player 1 spins the spinner again or pulls another number from a cup. They color in that many squares in the bottom row of the first 10-frame with a different color.
4. Then Player 1 writes an equation to match the 10 -frame.

5. Player 2 takes a turn, spinning and coloring their 10 -frame squares and then writing an equation.
6. Move on to the second round and second 10-frame. Continue taking turns until each player has played 3 rounds.
7. Count up the number of squares colored for each player. The player with more squares colored is the winner.

8. Have fun!

## Tips for Families

As you play ask your child some of these questions:

- How many in the top row? How many in the bottom row? How many in all?
- What equation matches your 10 -frame?
- Was your total more or less than mine for that turn?
- Who has more? Who has less?
- How many do I need to catch up with you?


## Change It Up

- Try playing up to a predetermined number, such as 30 or 40 . For example, if you play to 40 , players keep adding on to their totals until one player reaches 40 . You will need to print additional record sheets or draw more 10-frames
- Play the game with 2 dotted dice. What are some of the possible answers you can get?
- Play cooperatively. Work together on one record sheet. Take turns spinning for the top number and bottom number.


## Add \& Compare Record Sheet



