

Notes for *Keep The Difference High Card*

Level: Grades K-2

Recommended # of Players: 2

Materials: Deck of 44 cards with 4 sets of ten cards numbered 0-10; cubes or counters and a pot to keep them in.

Math Skills: Subtraction

Mathematical benefits:

Keep the Difference High Card is a game in which children are subtracting without knowing it. Students are able to use a physical representation to compare numbers and determine which is *more*. This allows young children to keep subtraction in positive terms, which is much easier for them to understand. Students are able to use their understanding of number relationships in addition to play this game. For example, if one student creates a tower that is 7 blocks tall, and the other student creates a tower that is 4 blocks tall students must determine the *difference* in these heights. A young child is able to think of this as a problem involving a missing addend and solve the problem without formal subtraction instruction.

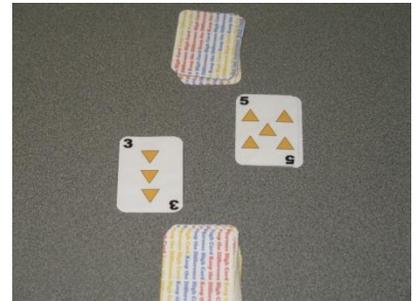
Keep the Difference High Card

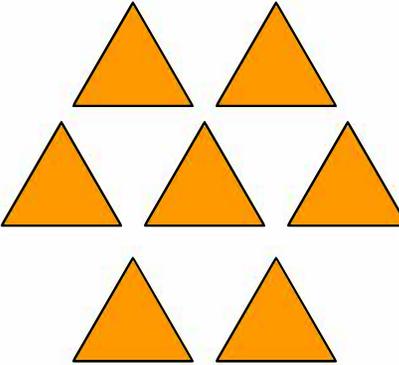
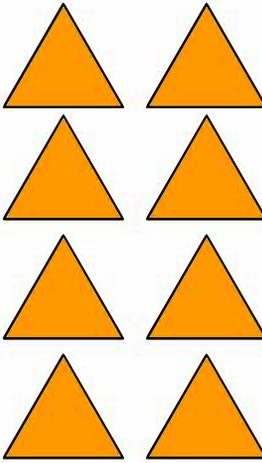
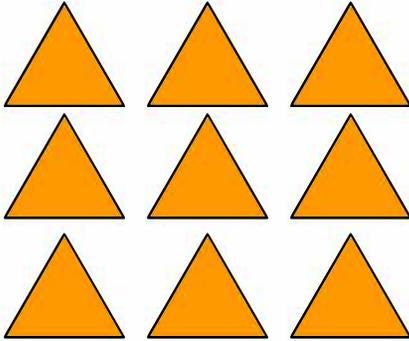
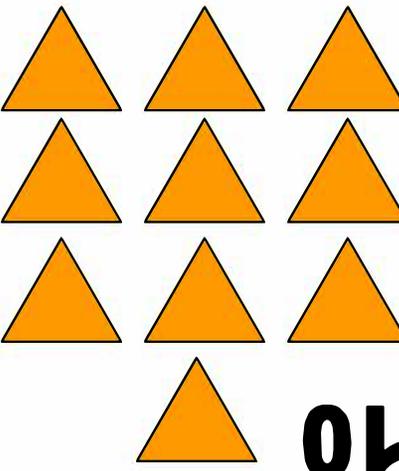
Materials: Deck of 44 cards with 4 sets of ten cards numbered 0-10;
50-60 cubes

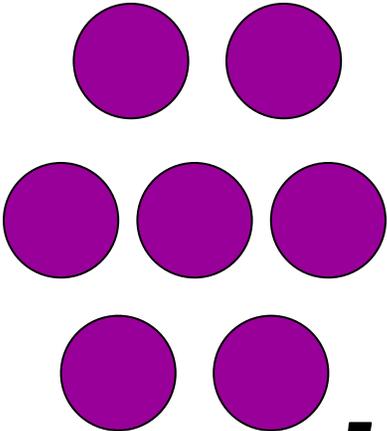
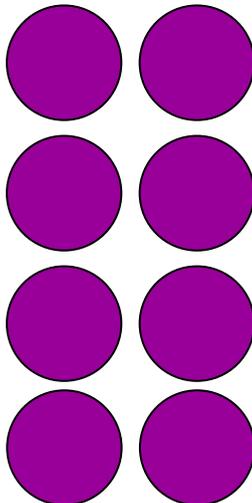
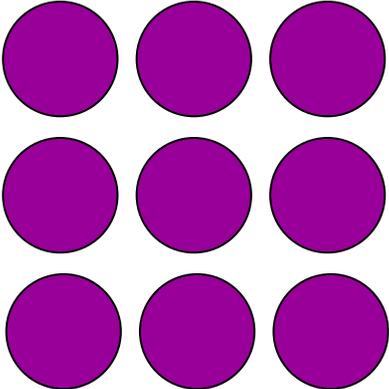
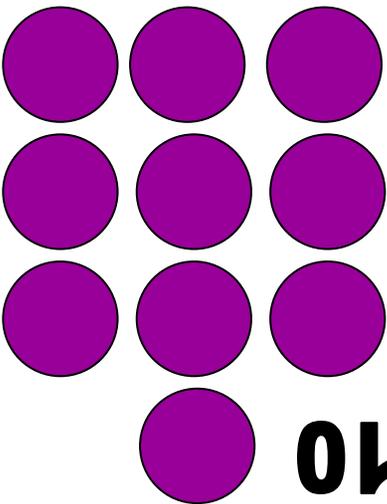
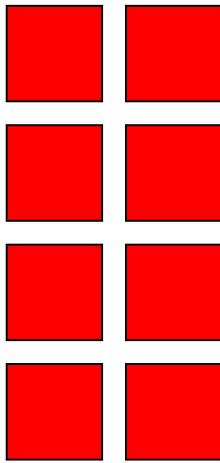
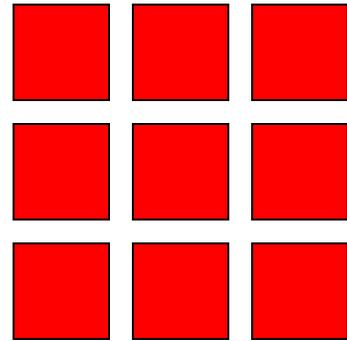
Objective: Be the player with the most cubes at the end of the game.

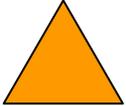
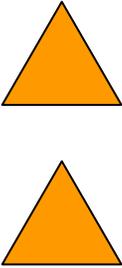
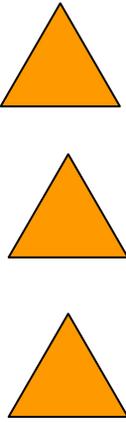
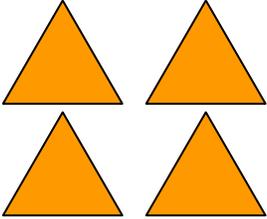
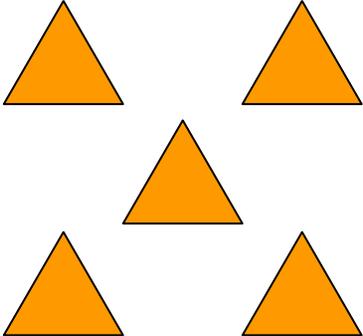
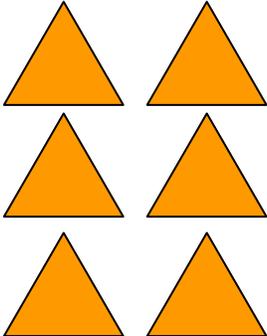
Rules:

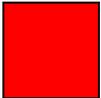
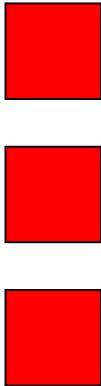
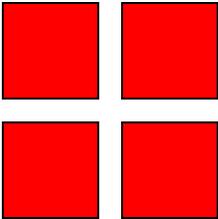
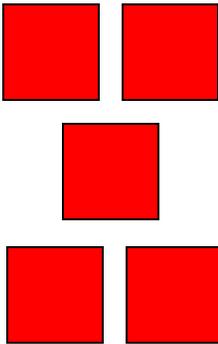
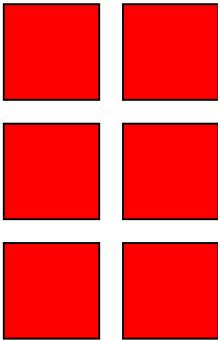
1. Players decide who will be the dealer.
2. Deal out all the cards between both players.
3. Both players lay their stack of cards face down.
4. Each player draws the card from the top of their pile and lays it down.
5. Each player builds a tower of cubes of their number.
For example: If a player draws a 6, the player builds a tower with 6 cubes.
6. Compare the two towers and find the difference between the two numbers. For example: The difference between 6 and 3 is 3.
7. The highest number gets to keep **the difference** in cubes between the two numbers.
8. Continue to play until all the cards are gone.
9. The player with the most cubes at the end of the game wins.

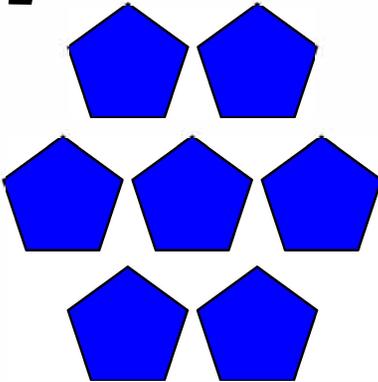
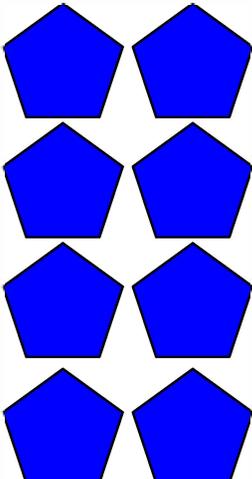
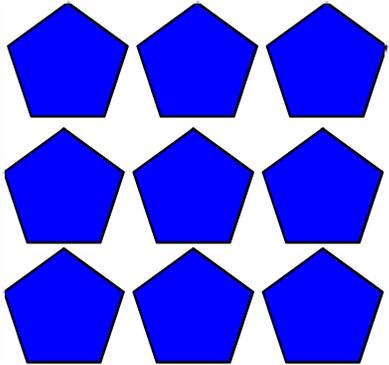
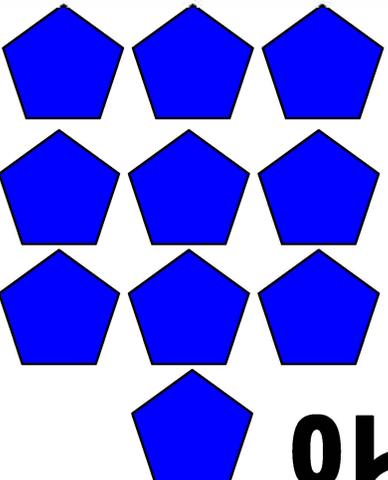
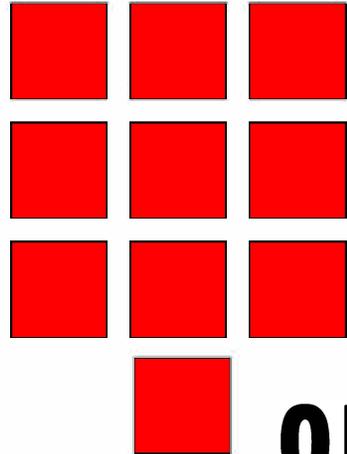
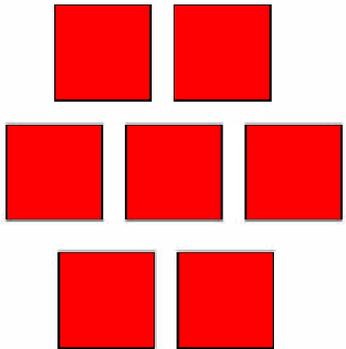


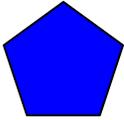
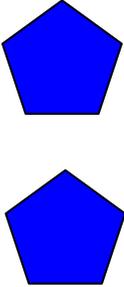
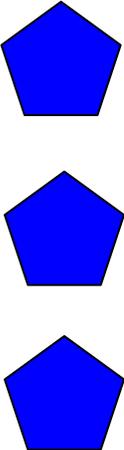
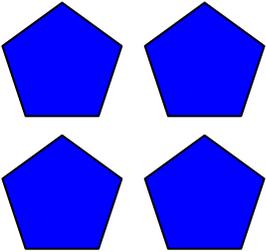
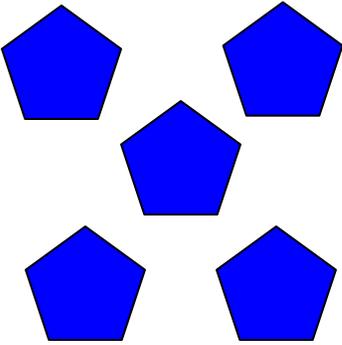
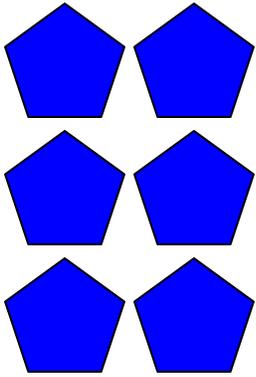
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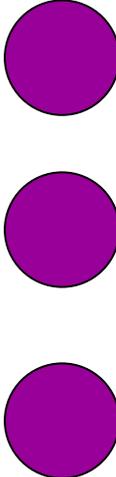
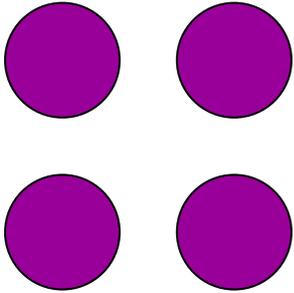
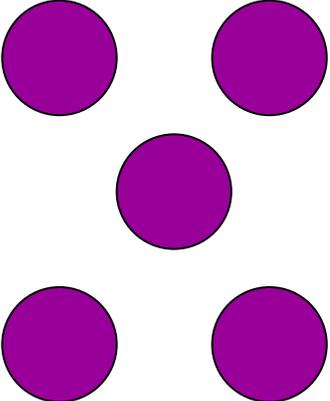
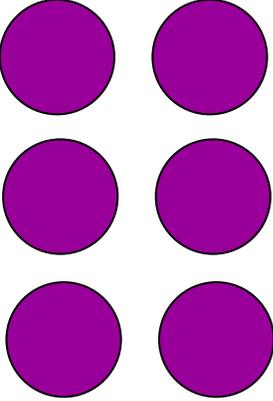
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<p>1</p>  <p>1</p>	<p>2</p>  <p>2</p>	<p>3</p>  <p>3</p>
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