

## Notes for *Foxes Boxes*



**Level:** Grades 1-3

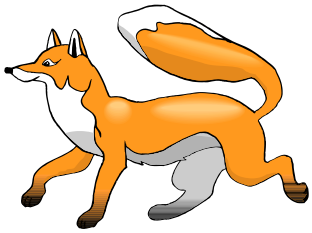
**Recommended # of Players:** 2

**Materials:** *Foxes Boxes* game board, 1 set of orange *Foxes Boxes* cards, 1 set of blue *Foxes Boxes* Cards

**Math Skills:** Part-whole relationships, addition of 4 numbers

### **Mathematical benefits**

*Foxes boxes* asks students to add four numbers (0-9) to make larger numbers (6, 15, 24, 5, and 19). Students take turns drawing one card off of their deck and placing it on the board. With each draw students must consider the best placement for their card, without knowing the cards that will come next or those of their opponent. To be successful at this game, children must think about the hierarchical inclusion aspect of numbers. That is, all of the numbers smaller than a number are included in that number. So, for example, 5 is included in 6; however, 6 is not included in 5. This game provides many opportunities for children to reason about part-whole relationships in numbers as they decide where to place each number and develop strategies. For example, it is not a good idea to put a 5 in the 6 column because then the only numbers that can successfully finish that column are 1 and 0. Students are also constantly adding numbers in their heads to evaluate the possible placements. This helps to support mathematical reasoning and mental math skills.



# Foxes Boxes



**Materials:** A Foxes Boxes game board and Foxes Boxes cards (2 sets, 1 blue set and 1 black set)

**Objective:** To play 4 cards to add up to the number to box the fox.

## To Play:

1. Players each take one set of cards (either blue or black)
2. Each player's cards are placed face down in a stack. This is their DRAW pile.
3. Players decide who will go first.
4. Players take turns turning over the top card of their DRAW pile and announce the number.
5. After announcing, the player places their card in an empty space in any row on the board.
6. A fox is "boxed" when 4 numbers in a row add up to make the fox numbers at the beginning of the row.
7. If a row is complete, but does not add up to the number at the beginning of the row, players may cover a card in that row on their turn. The value of the top card counts, the cards underneath no longer matter.
8. The player who plays the card that completes the row boxes the foxes. That player then places their color card on top of that fox to claim it.
9. Once a row is finished, players can no longer play on it.
10. The game ends when all the foxes are boxed. The player with the most foxes wins!



For example: The 0 in the top row can cover up the 9 to make the value of 6.



The top fox has been boxed and the color of card that captured the fox is placed on top of it.

Add up 4 numbers to box in the fox!

# Foxes Boxes



6



15



24



5



19



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<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>1</b>
<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>2</b>
<b>9</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>3</b>
<b>2</b>	<b>3</b>	<b>4</b>	<b>4</b>	<b>5</b>
<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>0</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>0</b>



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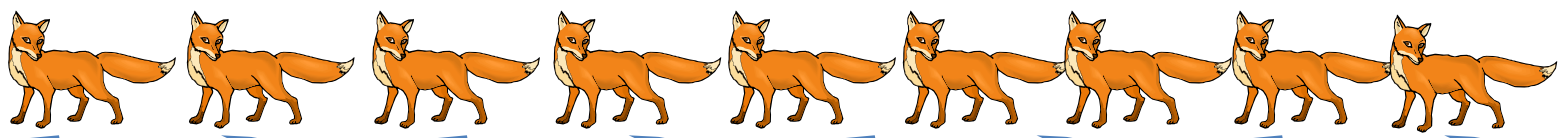
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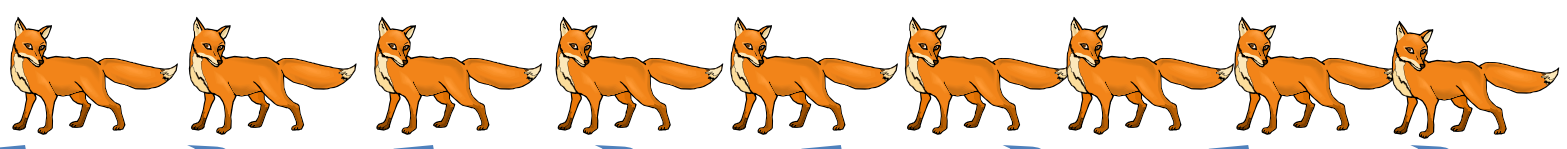
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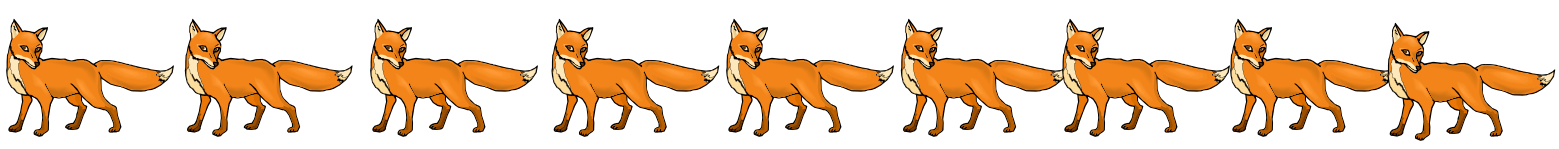
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1	2	3	4	1
5	6	7	8	2
9	0	0	1	3
2	3	4	4	5
6	7	8	9	0
0	1	2	3	4