

Notes for *Match Me*

Level: Grades 1-3

Recommended # of Players: 3-5

Materials: Deck of *Match Me* cards (consists of 5 each of 1s and 2s, 4 each of 3s through 10s, 3 each of 11s and 12s, 2 each of 13s and 14s)

Math Skills: Addition and subtraction (1-14); logic

Mathematical benefits:

Match Me provides children with several opportunities to add and subtract numbers ranging from 1-14. This game encourages students to think about the part- whole relationships within numbers. As students search for cards that equal 12 for example, they begin to think about all the numbers contained within the number 12.

There are two versions of *Match Me*, and both provide opportunities for children to think about mathematical relationships. The alternative version provides children with an incentive to add more than 2 numbers together (thus getting rid of their cards more quickly). However, in some ways, allowing children to use more cards enables more simplistic thinking in counting on using 1 large number and several ones, twos or threes (for example, $9 + 1 + 3$). Using only two cards demands that children think about sums that are typically more difficult for young children (such as $8 + 6$).

Children can also figure out strategies to win. If a player sees that the next player has only a few cards, he or she can cause the player to draw some more cards by playing a very small card (such as a 1 or a 2).

Match Me!






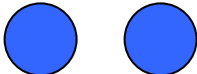
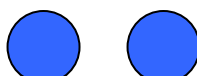
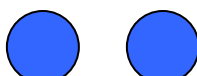
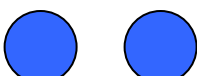
Materials: deck of *Match Me* cards (numbers 1-14)

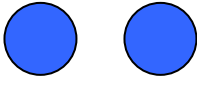
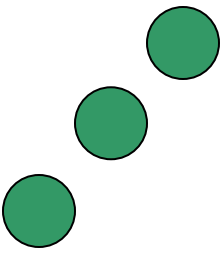
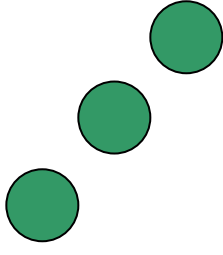
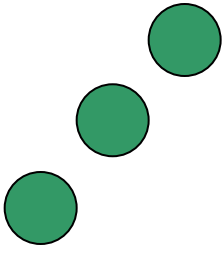
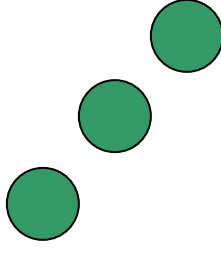
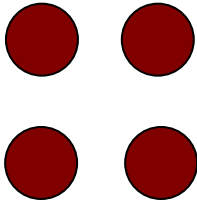
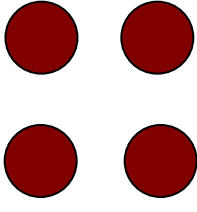
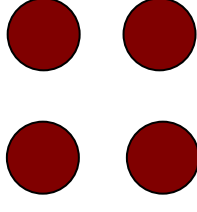
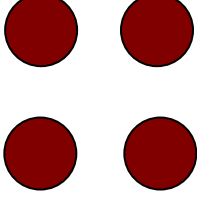
Objective: To be the first player to run out of cards by using two cards to match a third card by adding or subtracting.

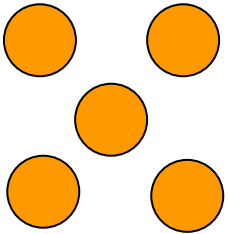
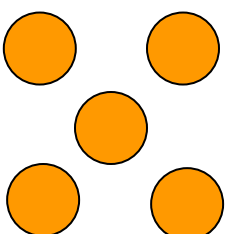
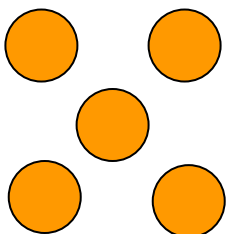
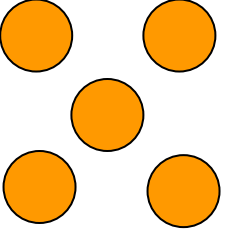
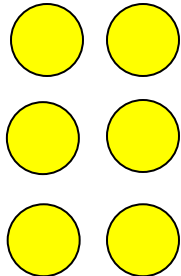
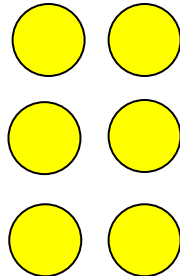
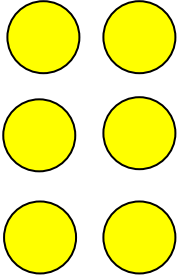
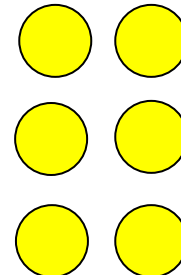
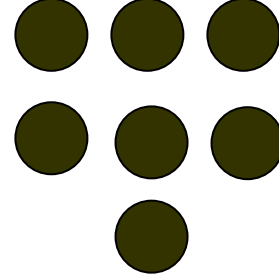
How to Play:

1. Players decide who will be first and who will be the dealer.
2. The dealer shuffles the cards, deals 5 cards to every player, and places the rest of the cards in a stack, face down. This is the DRAW pile.
3. The first player places one card from his or her hand in the center, face up. This is the MATCH ME number.
4. Players take turns playing 2 or 1 cards that add or subtract to, or match the MATCH ME number.
5. If a player cannot match the MATCH ME number, he or she can draw a card from the DRAW pile. If he or she still cannot match the number, he or she can draw a second card.
6. If a player cannot match the MATCH ME number after drawing 2 cards, he or she can choose a new MATCH ME number by playing one of his or her cards. That player may then play cards on the new MATCH ME number.
7. The first player to run out of cards is the winner.

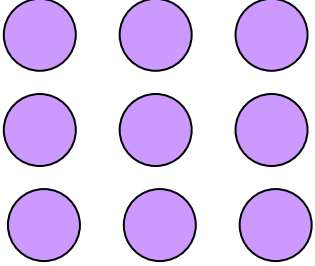
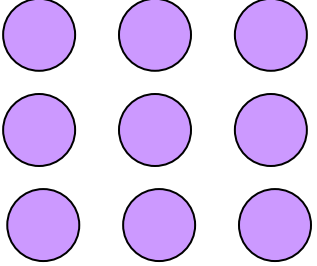
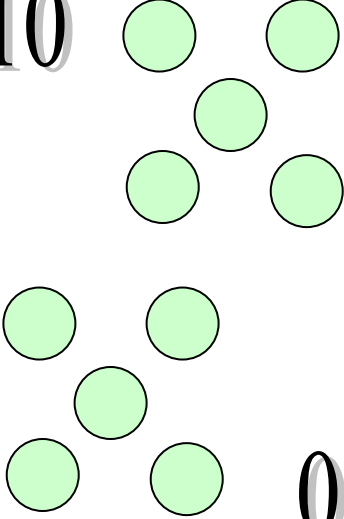
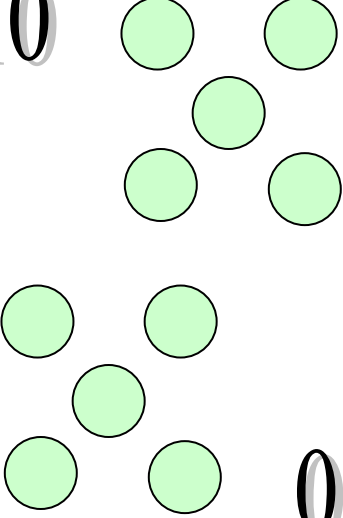
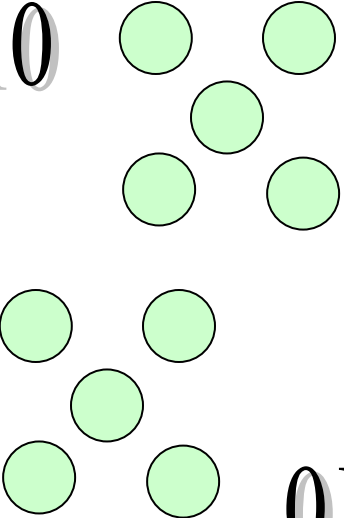
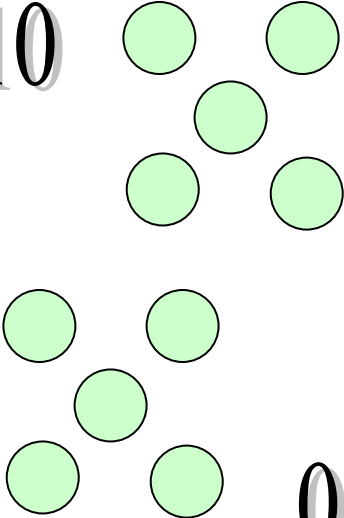
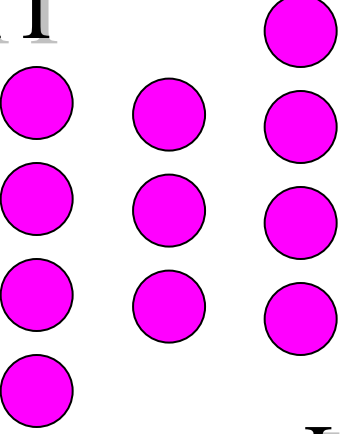
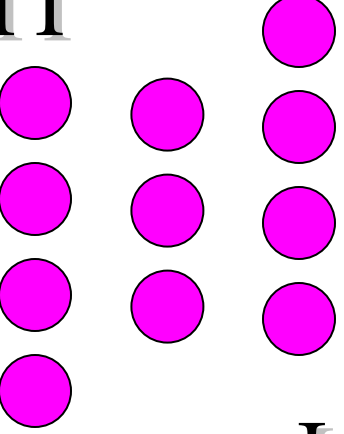
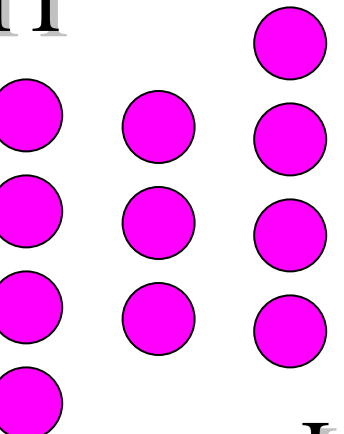


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