SUMthings Right®

by Jim Gomes

Welcome to **SUM**things Right®**,** the unique math cards that help you do exactly that—SUM things right!
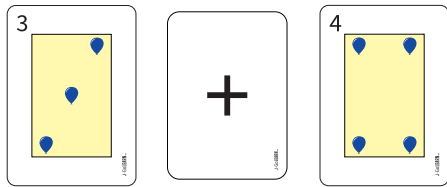
## Part I: Addition

1. Two-Card Sums (1‑3 players)

Purpose: Learn how to add two whole numbers (0, 1, 2, 3 ...).
Set Up: Collect the 48 number cards and one of the + cards. Set aside the rest.
**Playing:** Deal three cards face up as shown. Player 1 says the sum "seven" out loud.

TP (Teaching Point): The answer—the sum of the balloons on each card—can be seen every time and found simply by counting all the balloons.
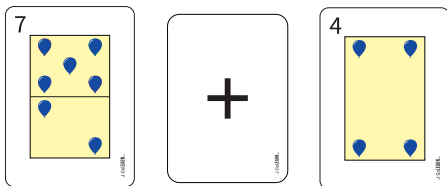
Deal a new card on top of the first card, to create a new question. After player 2 answers correctly, "eleven", deal a new card for player 3 face up on top of the last card (four), and so on. Alternate the replacement of cards until the cards run out. Shuffle and repeat (this game has no winner).
Modifications: 1) Start with cards 1‑5 to build confidence. 2) Add the remaining cards in pairs (6 & 7, 8 & 9, 10 & 11, 12 & 0), as proficiency increases.
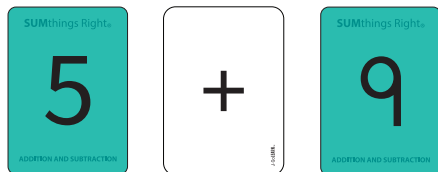
Mastery: *Can you add correctly without the symbols on the card faces?* Deal three cards as shown. The question now appears as in a textbook or on a worksheet, 5 + 9. Player 1 says the sum "fourteen" out loud, then collects the cards. Repeat, for all players in turn, until the cards run out. **TP:** To check answers, turn both cards face up and count all the balloons.
TP: Try to master each game before playing the next.

2. Two-Card Sum War (2 ‑3 players)

Purpose: Learn how to add two whole numbers and identify which player has the largest sum.
Set Up: Deal the 48 number cards face down equally among the players. Set a time limit or play until one player wins all the cards.
Playing: Each player turns over two cards from their stack—player with the largest sum must say their sum correctly to win the cards. If that player answers incorrectly, the player with the second largest sum can win the cards if he/she gives the correct answer to the largest sum, and so on. Only players tied for the win turn over another card until the tie is broken. When players run out of cards, they turn all the cards they've won face down and replenish their stack. Shuffle and continue play. The player with all the cards or the most cards at the time limit wins the game. **TP:** Listen carefully to the other answers. You may get a chance to *steal* the win.

Mastery: *Play the game with the card backs to prove mastery before moving on.*

3. Multiple Card Sums (1‑3 players)

**Purpose:** Determine the sum of three or more whole numbers.

Set up: Collect the 48 number cards. Set aside the rest.
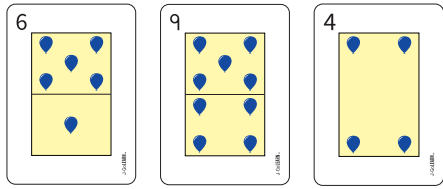
Playing: Deal each player three cards as below—you may choose to leave out the plus cards as shown. Each player in turn must say their sum correctly and collect their cards before a new round is dealt. Return all cards to the dealer when the cards run out (this game has no winner). **TP:** Cards may be re-arranged and added in any order, e.g., 6, 4, 9 may be easier.

Modifications: 1) Let each player decide the number of cards they wish to be dealt—3, 4, or more cards. 2) Go back and play Sum War using three or four card sums.

**Mastery:** *Can you add correctly without the symbols on the card faces?*
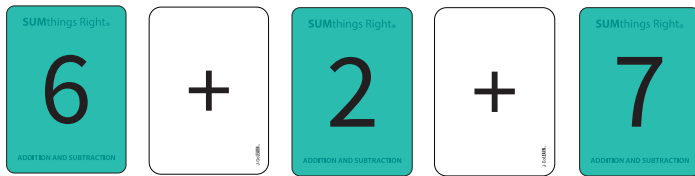
Deal five cards as shown. The question now appears as in a textbook or on a worksheet, 6 + 2 + 7. Player 1 says the sum "fifteen" out loud. Deal three new cards for player 2 on top of the number cards. Repeat, for all players until the cards are used up.

TP: Answers can be checked by turning the cards face up and counting all the balloons.

4. Sum to Twelve (1‑3 players)

Purpose: Learn how to create sums that add up to twelve using as many cards as possible.

Set up: Use only the cards from 1-11. Deal five cards as shown below.
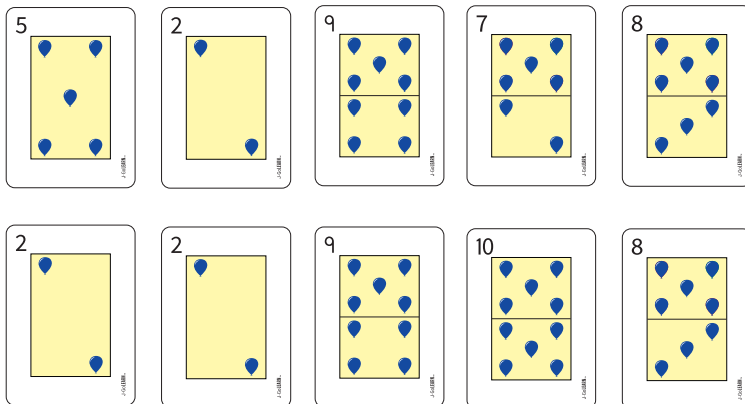
Playing: Player 1 should remove the 5 and 7, while saying "5 plus 7 equals 12," as it is the only play. Player 1 keeps those cards, which are replaced by the dealer as below.

Player 2 could choose 2 and 10, but 2, 2, and 8 is the better choice—use as many cards as possible. Player 2 collects the three cards while saying "2 plus 2 plus 8 equals 12." The dealer replaces the missing cards, and play continues. If no play is possible, the player chooses any two cards to be replaced by the dealer, without loss of turn, until a play can be made. When cards run out, the player with the most cards is the winner. **TP:** Add the two smallest cards first. Then, add additional cards to see if you can "sum to twelve" using more than two cards. **Modifications:** 1) Increase the sum to 15 or 20. 2) Increase the number of cards to 6 and the sum to 25.
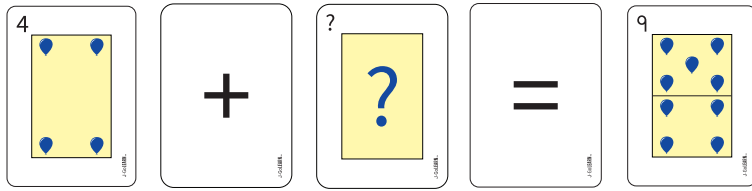
Mastery: *Can you sum to twelve correctly without the symbols on the card faces?* Play the game using only the card backs to prove mastery.

5. Find the Missing Quantity (1-3 players)

Purpose: Determine the value of the missing number (?) to make the equation true—and to develop problem solving skills.

Set up: Deal a +, ?, and an = card as below. **Note:** the = card is on the back of one of the + cards.
Playing: Flip over two cards. Place the smaller card first and the larger card last as shown. Player 1

4	+	?	=	9

must determine the value of ? to make the equation true, and answer out loud correctly, e.g., "five."

**Note**: to see the answer flip over the first card and cover that many symbols on the last card.

To continue play, the dealer turns over a new card and must choose which card to cover so that the largest of the two face cards is always on the right.

2	+	?	=	9
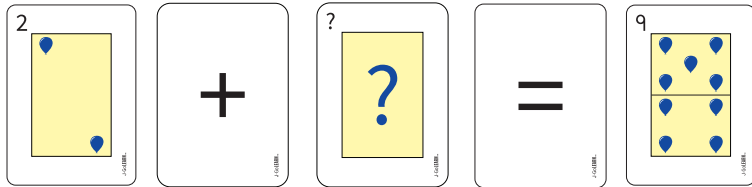
If a two is turned up, it is placed on top of the four card as shown. Player 2 answers aloud with "seven" and so on. If a 12 is turned up next, it would replace the nine (this game has no winner).

TP: Using the question above, ask "What do you add to 2, to get 9?"

Mastery: *Can you find the missing quantity without the symbols on the card faces?* Play the game using the card backs as illustrated below to prove mastery.

4	+	?	=	9

_____
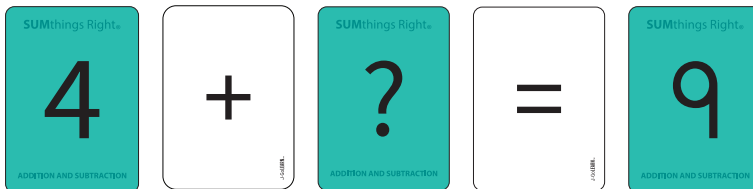
SUMthings Right®

is a product of

J-GoLEARN

_____

Store: https://sumthingsright.com   Email: jim@jgolearn.com
Web: https://www.jgolearn.com   Phone: 519-984-7391

We look forward to helping you.