

Make a Match / Make a Number

Goals:

- Develop the Big Idea that quantity is an attribute of a set.
- Develop the Big Idea that small quantities can be seen and known without counting. (subitizing)
- Recognize different visual patterns and the quantities they represent.
- Find pairs of cards that combine to equal a particular number (“Make a Number” only)

Materials: *Quantity cards* with a variety of representations such as dot arrangements, ten-frames, fingers or tallies.

- With preschoolers start with 1, 2, 3, 4; add higher numbers very gradually.
- With kindergarteners, start with 1, 2, 3, 4, 5, 6; move to 10 as children are ready.
- With 1st graders, start with 1 through 10.

Number of Players: 2 to 4

Make a Match Directions

- Depending on the number of kids playing, chose 3 or 4 or 5 pairs of cards.
- Arrange the cards face up on the table in rows.
- Players take turns finding pairs that match.
- Game ends when all pairs are matched

Make a Number Directions

- Choose a target number between 4 and 10. Remove all cards that represent the target number or more.
- Place all the cards face up. Arrange the cards in rows.
- Players find a pair of cards that combine to equal the target number.
- Play continues until all cards are gone.

Variations

- If players are proficient at finding matches or combinations with cards face up, turn cards over and play face down, like Memory.
- Play with one player (solitaire).
- For “Make a Number,” add some blank cards to represent 0, and then leave the target number in the deck.