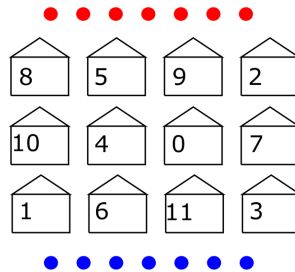




Get Out of My House

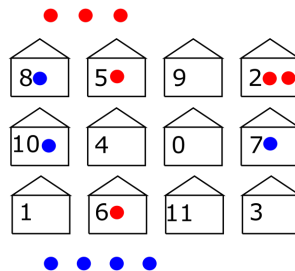
Math Concepts: Add / Subtract 1, counting to 11
Materials: Paper, 2 colors of markers, playing cards
Players: 2

Set up: Have one shared piece of paper with house shapes marked on it from 0 to 11. To promote more interactions with the number sequence, the houses should not be laid out in order. Use a deck of cards with the face cards removed. Each player starts with seven markers of their distinctive color.



Play: On a turn, a player picks a card. The player has the option of placing a marker on a house with a number one more or one less than the number on the card. If a house has three or more of the opponent’s markers, that house is safe and the player cannot move there. If a house has one or two of the opponent’s markers, the player can send those markers back to the opponent with the phrase “Get out of my house!”

Goal: The first player to have all seven markers on the board at one time wins.



Example move: For the last move in the game above, red picked the “3” card. Red had a choice of moving to 2 or 4, and red chose to put the second marker on the 2.

– DISCUSSION AND TIPS –

Discuss whether some house numbers are better than others.

Discuss whether, given the choice, it is better to put a second marker on a house or a single marker on a new house.



