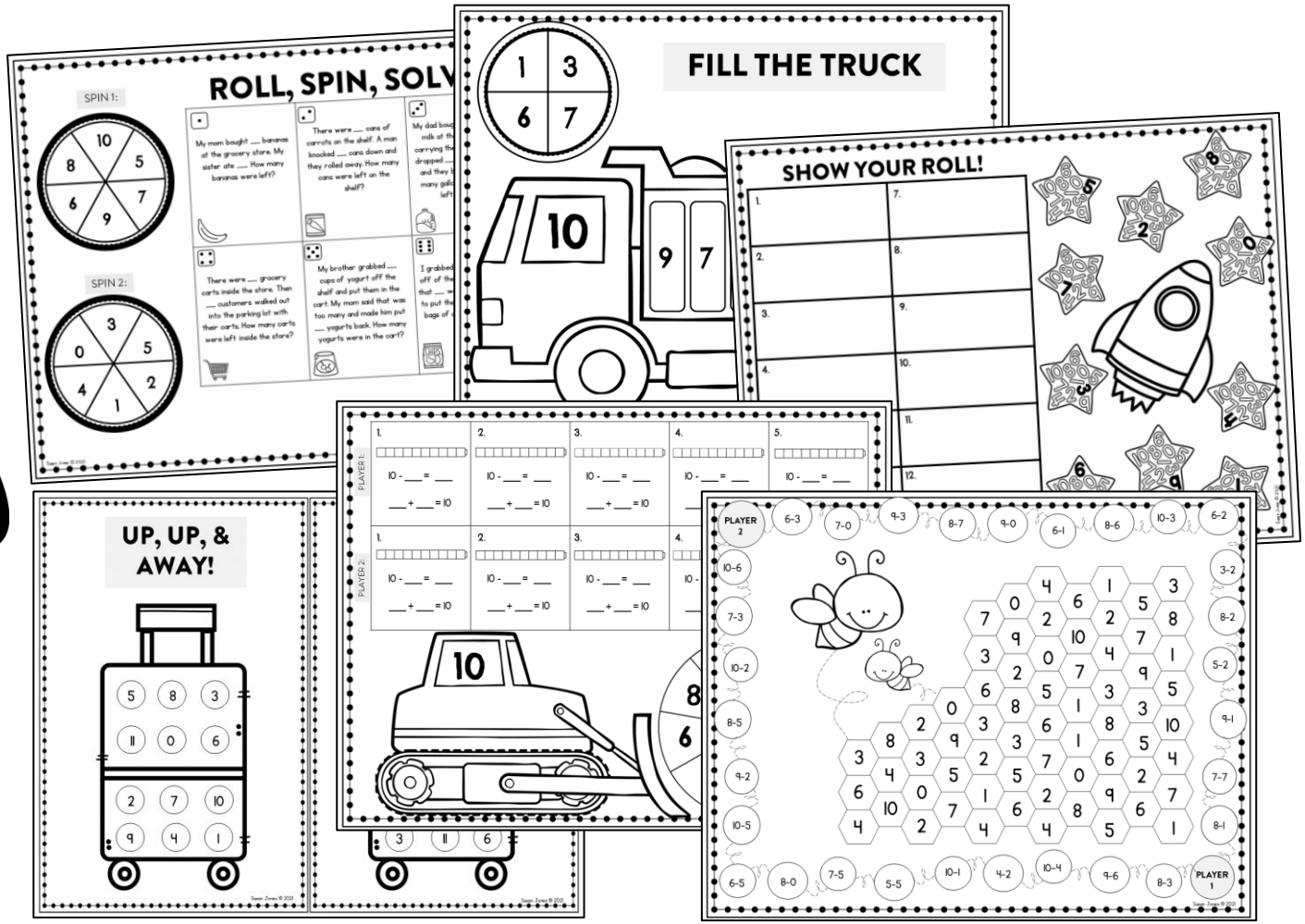
KINDERGARTEN SUBTRACTION

print - play - learn



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SHOW YOUR ROLL!

For this game you will need:

1 Game board

2 Recording sheets

Game pieces

1 Die

2 Different color crayons

Directions:

Players start at the opposite sides of the board. They will take turns rolling the die and moving that many spaces on the game board. Then, they draw a picture on their recording sheet to represent the equation they landed on. Next, they will find the star difference on their recording sheet and color it in. Players will take turns going back and forth until all their stars are colored in. If a player solves a problem and the difference is already colored in, their turn is skipped. There are 2 ways you can end this game: Students each roll and move 12 times (until all boxes on the grid are complete with a subtraction picture) and whoever colored in the most stars on their board, wins OR students can continue rolling, solving, and coloring until one student colors in all their stars first.

K.OA.A.1 *Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations.*

ROLL, SPIN, SOLVE

For this game you will need:

Pencil

Paper Clip

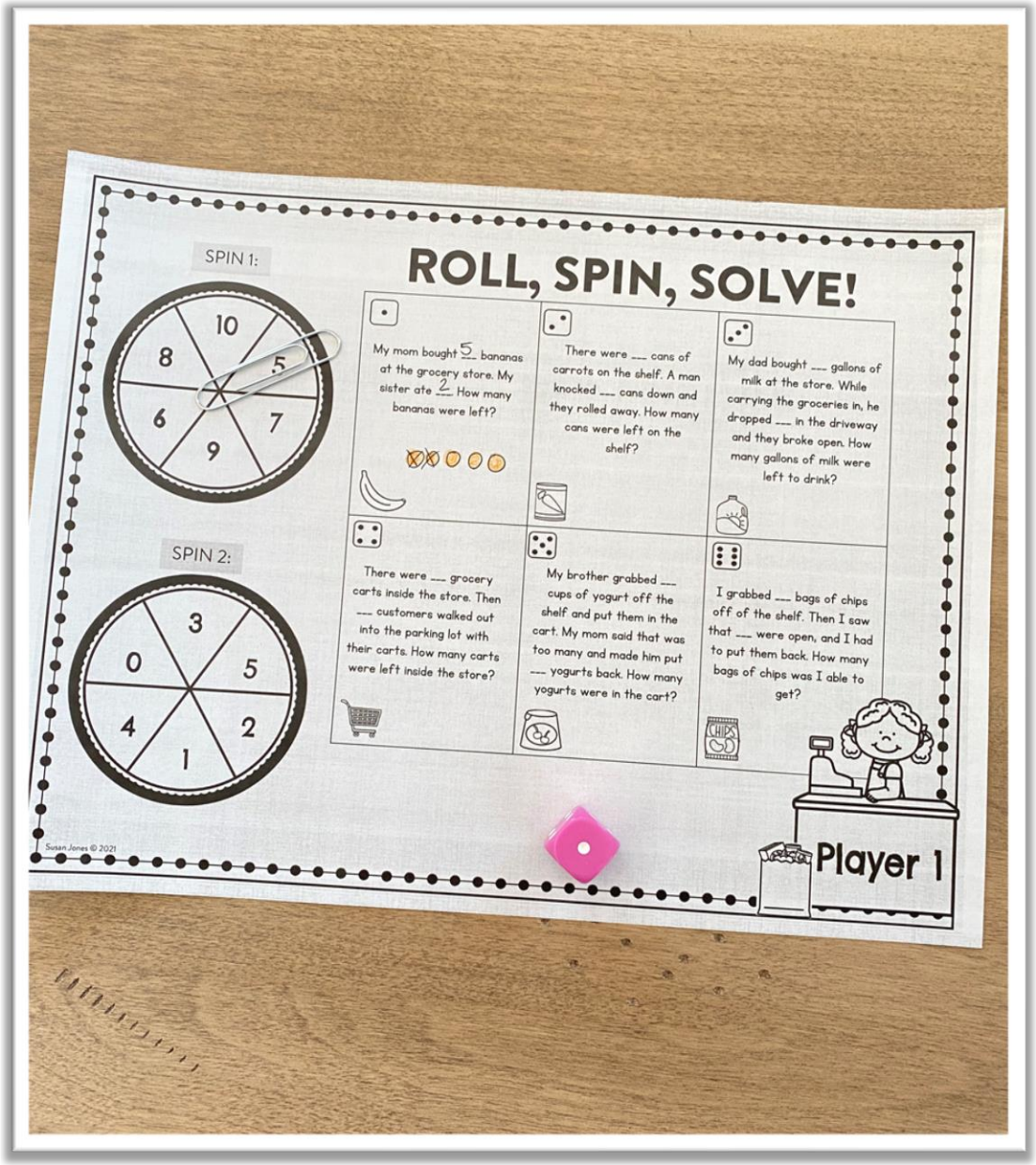
1 die

Recording sheet(s)

Directions:

Students take turns rolling the die and finding the word problem that matches the number on their own recording sheet. Then, they will spin both spinners with a pencil and paper clip and fill in the blank in order (spin 1 on the 1st blank, spin 2 on the 2nd). Students may draw pictures or an equation in the space provided to solve the problem. While one player solves the problem, the other player checks the answer. Students continue until all word problems have been solved. If a player spins a problem that is already completed, their turn is skipped. This game can also be played independently.

K.OA.A.2: Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.



FILL THE TRUCK

For this game you will need:

Game board

Paper clip

Pencil

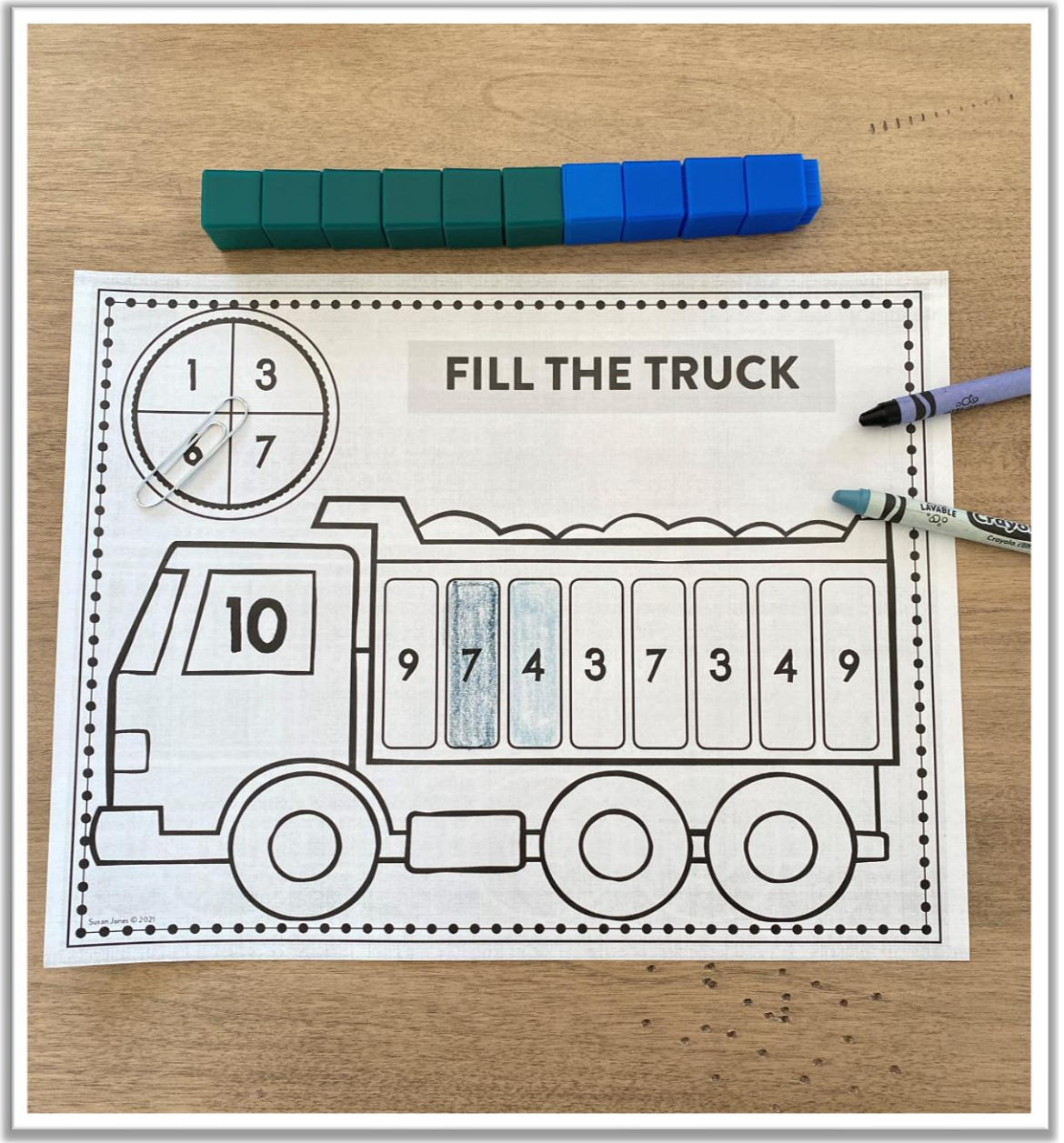
2 different color crayons

Cubes

Directions:

Students will take turns spinning the spinner with a pencil and paper clip and using cubes (or another manipulative) to show that number. They will need to see how many more cubes are needed to "fill the truck" or make 10. Once solved, they will color in that number inside the truck with their color crayon. Students continue spinning and finding the number needed to make 10 until all the numbers in the truck are colored in. Whoever colored in the most at the end, wins! *Please note: there are two different game boards that can be used with this game.*

K.OA.A.3: Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation (e.g., 5 = 2 + 3 and 5 = 4 + 1).



DOZING DIGITS

For this game you will need:

Game board

Paper clip

Pencil

2 Different color crayons

Directions:

Players take turns spinning the spinner and filling in the first blank with that number. Students will solve the problem and color in the cubes to match the equation. Once the cubes are colored, players will complete the matching addition equation underneath. If a player spins a number they have previously landed on, they will spin again. Players take turns going back and forth until all 5 frames are complete.

K.OA.A.4 :For any number from 1 to 9, find the number that makes 10 when added to the given number, e.g., by using objects or drawings, and record the answer with a drawing or equation.

BUZZIN' BEES

<u>For this game you will need:</u>

Game board

2 Game pieces

1 Die

2 Different color crayons

<u>Directions</u>:

Players start at the opposite sides of the board. They will take turns and move that many spaces. Then, they will solve the problem they land color in the difference in the grid with their color crayon. If a player lands on a problem, but there are no more of the number they need, their turn is ended. Players continue rolling, solving, and coloring until all hexagons are colored in. The player who colors in the most hexagons with their color wins.

K.OA.A.5: Fluently add and subtract within 5.

UP, UP, & AWAY!

For this game you will need:

Game spinners

Paper clips

1 Die

Recording sheets

Pencils

2 Different color crayons

Directions:

Player 1 spins the spinner and rolls the die. They will subtract the die number from the spinner number and find the difference on their suitcase. Players take turns going back and forth until one student colors in all their numbers in their suitcase. If a player gets a difference that has already been colored in, their turn is skipped. If players land on "spin again," players spin until they land on another number.

K.OA.A.5: Fluently add and subtract within 5.