

Addition Buzz / War



- Level:** Grade 1 – 3
- Skills:** addition facts 1 – 10, 1 – 18 combinations.
- Players:** 2
- Equipment:** cards (Ace = 1) – 5, or (Ace = 1) - 9.

Getting Started: Players divide cards evenly between themselves. Each player turns over two cards and adds them together. The highest sum gets all the cards. In the event of a tie; (ie: each player has the same sum), BUZZ is declared. Each player deals out three more cards face down and then turns over two more cards. These two cards are added together. The highest sum wins all the cards. Play continues until one player has collected all of the cards.

Cards 1 – 5	Grade 1 – 2	Sums to 10
Cards 1 – 9	Grade 2 – 3	Sums to 18

Example:

<u>Player 1</u>		<u>Player 2</u>
2 + 3		4 + 1
	BUZZ is declared	
2 + 3		4 + 1
_____		_____
_____		_____
_____		_____
4 + 3		6 + 2

3 cards are turned upside down

Player 2 collects all of the cards

Variation 1: To make the game easier, each player places one card down. Each player then verbalises their number and the player with the greater card verbalizes that their number is greater or more than their partners card (i.e. player one turns over a 5, player two turns over an 8. Player two verbalizes '8 is greater than 5, I win your card' and takes the card. A tie is played as above.

Variation 2: To make the game more challenging, each player turns over three cards and adds them together.

For another challenge, try turning over four cards and adding two ten numbers (i.e. cards 4, 5, 2, 6 would become 45 + 26).