

SUBITIZING MEMORY GAME & HIGH LOW GAME

On the following pages you will find cards with various ways of showing numbers. Cards can be printed on card stock and laminated for repeated use (if you don't use thicker paper the pattern will show through and they will be able to see, so it won't be a very challenging game of memory☺)

Memory Game Rules:

Each student gets to turn over two cards (like the usual memory game) and the goal is to find matches for your number. This version is designed for older students as the numbers are larger – there are other versions included in my blog post for smaller numbers, which you may use even with older students if they don't have this skill at all yet).

An alternate way to use these cards (and to help you differentiate) is if you have some students who really need this practice with subitizing but others who do not need to practice subitizing you can also play 'High Low'.

High Low Game Rules:

Each student picks up two cards and mentally adds them (or subtracts, multiplies...you choose based on their skill level). Then they roll a die and if the die is EVEN the person with the HIGHEST sum (or difference or product) wins a point, if the die is ODD then the person with the LOWEST sum wins a point.

After each round cards are replaced face down and mixed up for the next round. The person who reaches 10 points first wins. In the event of a tie (both players have the same sum), then they each pick two more and that winner receives 2 points for their win.

For the students playing "High Low", you could also ask them to explain their strategy for solving their equation each time. For example: for $23 + 39$ students might say "I added 23 to 40 because it is easier and the answer is 63 and then I took one away to get 62 because I was only supposed to add 39 not 40"

		
		
		
		

		
		
		
		



