

Savvy Subitizing

You will need:

- Pack of Savvy Subitizing cards for every group of 2–5 students (download at www.mathematicallyminded.com)

1. Shuffle the deck, deal out 4 cards to each player and put the rest of the deck face down in the middle as a draw pile.
2. There are NO TURNS in this game, so keep an eye on all the stacks that are created and play whenever you can. (Can modify and have kids take turns to turn down the stress level of the game.)
3. To start playing, anyone with a “1” can start a stack by laying it out on the table. As you play a card, make sure to take a card from your draw deck so that you always have the original amount of cards in your hand.
4. You can add cards from your hand to any pile out on the table IF you have a card that is one more than the top card of that pile.
5. When a “10” gets played on a stack, the person playing the 10 card grabs the stack and puts the cards in their “score pile.”
6. If you have trouble getting rid of a card in your hand, you can place it facedown in your “discard pile” and draw a new card from the draw pile.
7. Keep playing until someone runs out of cards, they shout “DONE!” and everyone stops playing. As an alternative, when you run out of cards, you can pick up your discard pile and continue play.
8. To score, count the number of cards in your “score pile” and subtract the number in your “discard” pile.

Differentiation:

–Start like normal, but instead of playing a card that is one more, you can play either one more or less.

–Start a stack if you have a 10, then cards that get played have to be one less than the number shown. Players start at 10 and work down to 1.