

ACTIVITY IA6.6: 48 Plus Game

Intended learning: To add nine or less across a decuple.

Instructional mode: Shorter, rehearsal mode for partners.

- ⑨ **Materials:** 48 Plus Game board, 4–9 spinner, two types of counters, pencil and paper clip for spinner.

Description: This game is played in a similar manner as IA 4.6, the 9 Plus Game. The purpose of this game is to build facility with adding a number in the range of 2 to 9 across a decuple. The game provides a venue for reproductive practice that can lead to adding through ten. This game is best introduced when students have automaticity with the partitions of ten and the partitions of numbers to nine.

Responses, variations and extensions:

- Students need facility with structuring numbers to ten in order to use more efficient strategies such as adding through the decuple.
 - Initially students might count on by ones to add. If students continue with this strategy, teachers should challenge students to use what they know about partitions of ten to find more efficient ways to solve the problems.
 - The ENL might facilitate students adding through the decuple to solve these tasks.
- ⑨ • The 67 Plus Game will help generalize this non-count-by-ones strategy to adding through other decuples.