

ACTIVITY IA6.11: Add or Subtract 12

Intended learning: To use the jump method to add and subtract 12.

Instructional mode: Shorter, rehearsal mode for partners.

- ⑤ **Materials:** Add or Subtract 12 Game board and special spinner, two types of counters, pencil, and paper clip for spinner.

Description: This game is played in a manner similar to IA 4.6, the 9 Plus Game. The purpose of this game is to build facility with the jump method for adding and subtracting a ten and a few more.

Responses, variations and extensions:

- Students might initially make 12 counts (by ones) to solve the problems. If students continue with this strategy, teachers should challenge students to solve the problems in fewer counts.
 - The ENL can be an effective tool to promote comparison of strategies. Encourage students to evaluate the effectiveness of the strategies. *Which strategy is easier? Why do you think that? Which strategy takes fewer jumps? Which strategy is quicker?*
- ⑤ • As an extension, students can be challenged to create their own game from the blank game BLM found in the Add or Subtract 12 file. They would need to identify an amount to add or subtract, create a spinner and determine all possible solutions.