POSITIVE & NEGATIVE TURNOVERS

This is a quick game for two players. You can find many more teaching games about components in Chapter 1 of *Overcoming Difficulties with Number* and in *The Dyscalculia Resource Book*.

TEACHING POINTS

This game is designed to provide practice in splitting and rebuilding small quantities as a way of adding and subtracting small numbers. Children should first be taught about partitioning and recombining small numbers so that they can play this game without any counting in ones, on their fingers or otherwise. They must also understand about negative numbers before playing this game, a concept that I usually teach on an empty number line with the emphasis on movement and direction.

EQUIPMENT NEEDED TO PLAY THE GAME

A pack of playing cards from which the Aces, Kings, Queens and Jacks have been removed, leaving four cards for each of the digits 2 – 10 inclusive, with half of the cards belonging to a black suit (black represents positive) and half to a red suit (red represents negative). Alternatively, print off the cards you need from the templates provided below.

RULES

Players are each dealt 10 cards from the shuffled pack. Before play starts, players arrange their own cards face up in a row, in order of magnitude, with any duplicate numbers side by side. If using playing cards, rather than positive and negative digit cards, remember that numbers from a black suit are treated as positive, while those from the red suits are treated as negative.

Players take turns to turn over a card from the top of the pack and try to win this card by creating the same number by either matching it to a single card from their own set of 10 cards, or by combining two or more of their own cards that total the same number. Turn over the card(s) used in the calculation. Once turned over, these cards are out of play. A player who cannot match and win the card replaces it at the bottom of the pack and has to miss that turn. The game ends either when one player has turned over all 10 cards, or when both players have to miss consecutive turns.

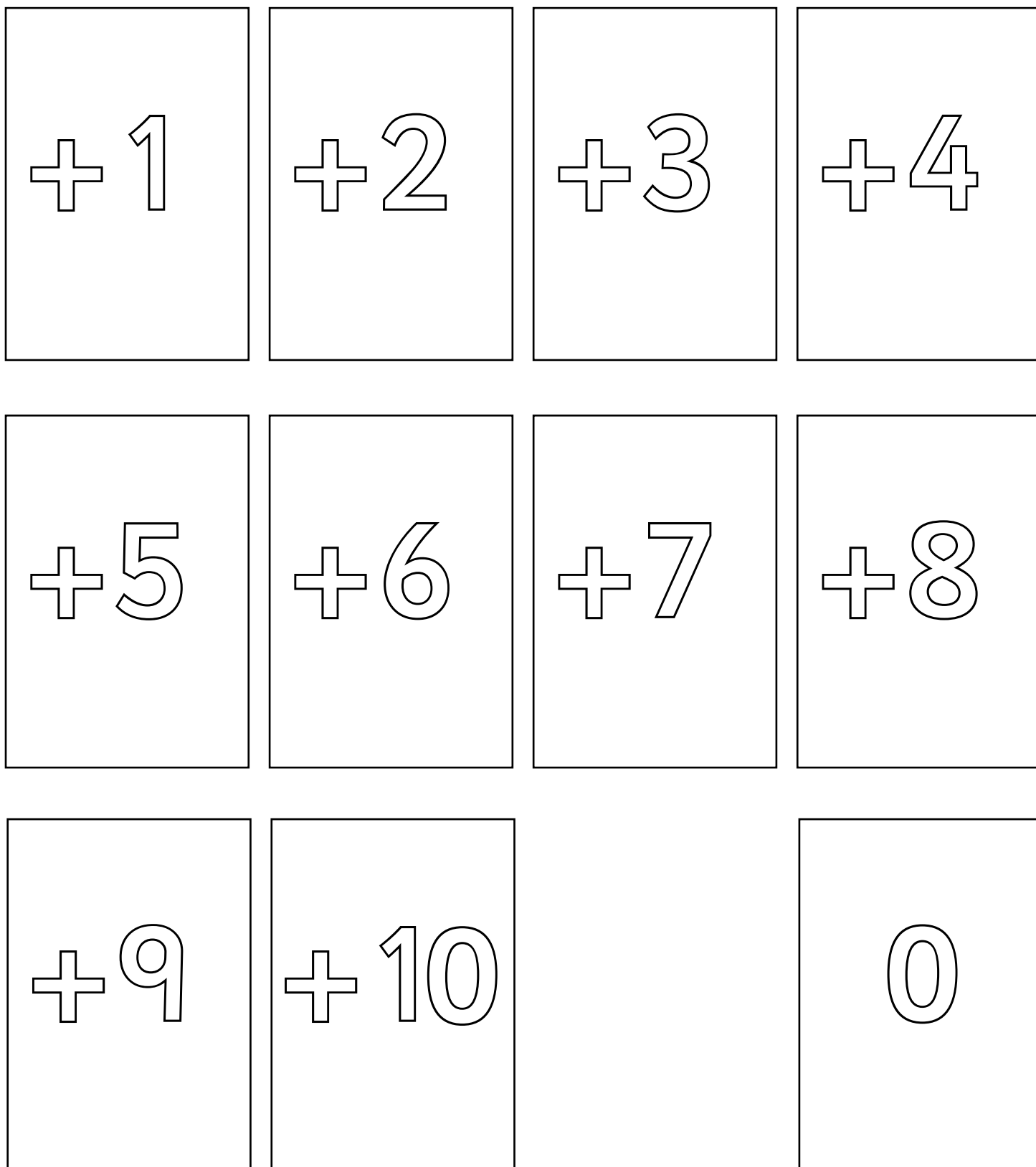The overall winner is the player who has won most cards after 3 or 5 games.

Positive & Negative Turnovers
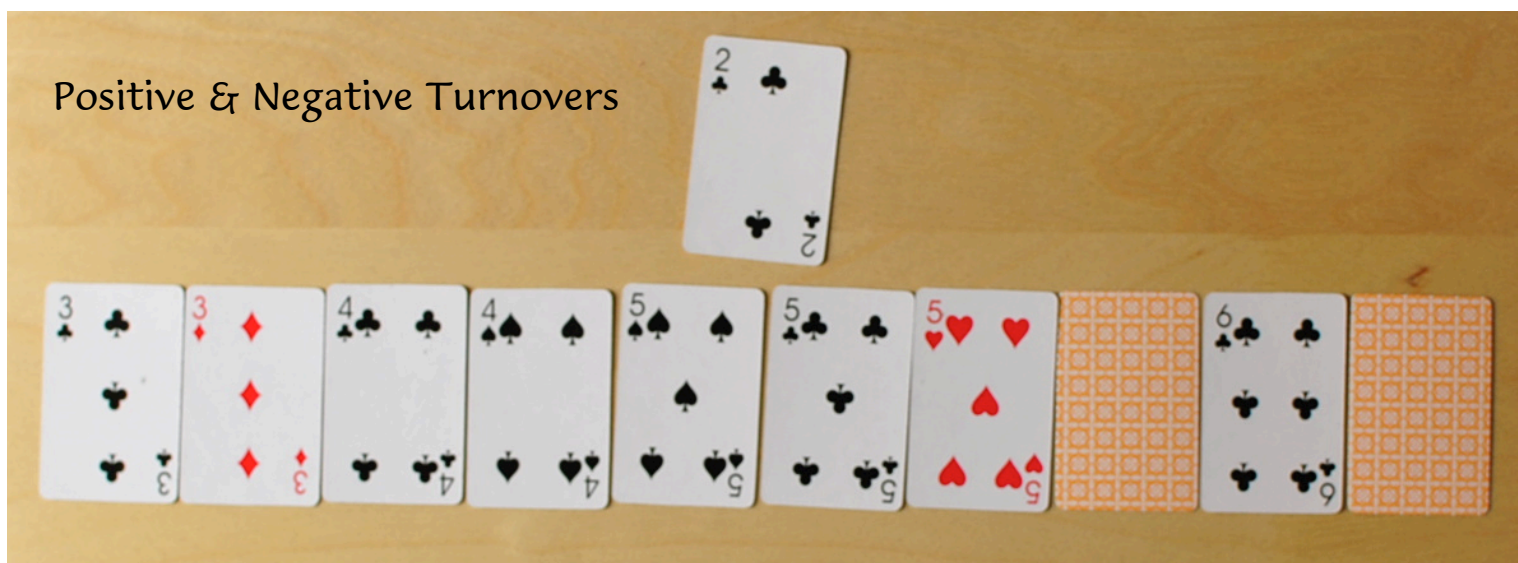
This player has chosen to turn over a red 6 (negative 6) and a black 8 (positive 8) to match the black 2 card (positive 2). S/he could alternatively have turned over a black 5 and the red 3.

POSITIVE DIGIT CARDS

Although the game above does not require the number 1, I have provided all the numbers up to 10 so that you can use the cards for other activities or games to practise adding and subtracting positive and negative numbers. If you would rather not have a plus sign in front of the positive numbers, use the negative cards only and mix-and-match with the cards provided for the Component Turnover Game.

For tips about making the cards, and to make a box to store the cards, see Component Turnover Game.

+1	+2	+3	+4
+5	+6	+7	+8
+9	+10		0

-1 -2 -3 -4

-5 -6 -7 -8

-9 -10 0