Task Group: Steal the Crown

Kentucky Academic Standard(s): KY.1.NBT.5, KY.2.NBT.5

Numeracy Target: Beginning to solve 2-digit +/- without materials using strategies based on place value

Steal the Crown (Covered Bead Rack)

I am learning to add or subtract a single digit number or 10 within 100.

Materials:

Steal the Crown card game (see link of T524.2), 100 bead string or 100 bead rack, writing material

Directions:

- 1. Set aside the Crown card face up. Set the bead rack with \$20 to start. Deal each player 4 cards and put the remaining cards face down on the table.
- 2. The youngest player goes first and begins by putting a card face up on the table.
- 3. The next player will put a card on top of that card and will announce the total. (This stack will be called the Treasury). Each time a card is played, the Treasury is adjusted according to the card directions. The player will say the Treasury total aloud. **Explain or write down work to show how you determined the total.** You may use an empty number line to record your work. Use a bead rack to check the total if anyone has a question.
- 4. All players will draw a card after his or her turn.
- 5. In order to steal the crown, do one of the following:
 - a. Play a specialty card that allows you to steal the crown.
 - b. Play a card that makes the Treasury equal a multiple of 10.
- 6. When the Treasury equals or exceeds 100, the last card is drawn or the teacher calls the end of time, the player who has the crown wins.

