

Steal the Crown (No Bead Rack)

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

Materials:

Steal the Crown card game (see link of T524.2), writing material

Directions:

1. Set aside the Crown card face up. Set the treasury 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.