## Erase

## Game 9, pg. 30 (Foundational Fact Set - Addition and Subtraction)

Game Goal: Score the fewest points by having the fewest cards left over.
Materials: 0-10 deck of cards, one shared Center Cards game mat* per group, one player game mat per player, one recording sheet and dry-erase marker per player

## How to Play (2-4 players):

1. Deal each player 7 cards. Place 4 additional center cards on the shared game mat face up where all players can see. Each player puts their 7 cards on their player game mat.
2. Players look for pairs of cards that equal 10 to ERASE. This can happen in two ways:
a. Two cards from their own player game mat. ERASE (remove) both cards.
b. One card from their own player game mat and one center card. ERASE (remove) only the player's card. Center Cards remain on the game mat and may be used (and reused) by any player.
3. The remaining number of cards on each player's game mat is their score. Players record their combinations of 10 and score on their recording sheet.
4. Repeat all steps, dealing all new cards each time, for 5 rounds.
5. The player with the lowest total score after 5 rounds wins.

## Game in Action:

This player can ERASE the 4\&6 and $5 \& 5$ from their mat. They ERASE 9 because it partners with 1 in the center cards. 2 cards are left, so their score for this round is 2 points.

*Note: The use of center cards and the scoring system are modifications of the original game.

## Variations:

- Players may use more than 2 cards to make a 10.
- Include "wildcards" in the deck of cards.
- Play the original version (pg. 30).


## MATH FACT FLUENCY

