1.OA.B.4
1.OA.C.5
2.OA.B.2

GAME 3: What's the Difference?

2-4 players

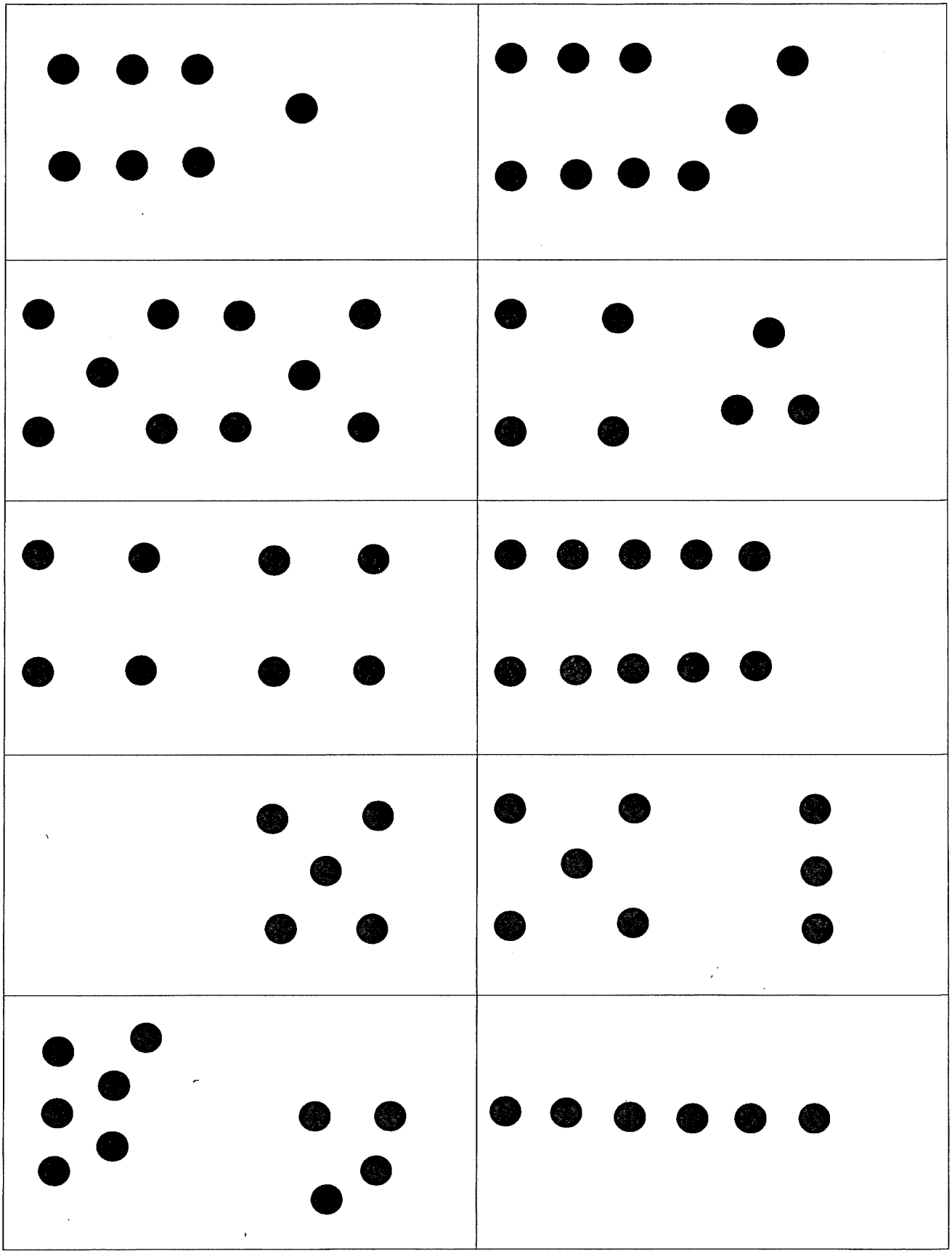
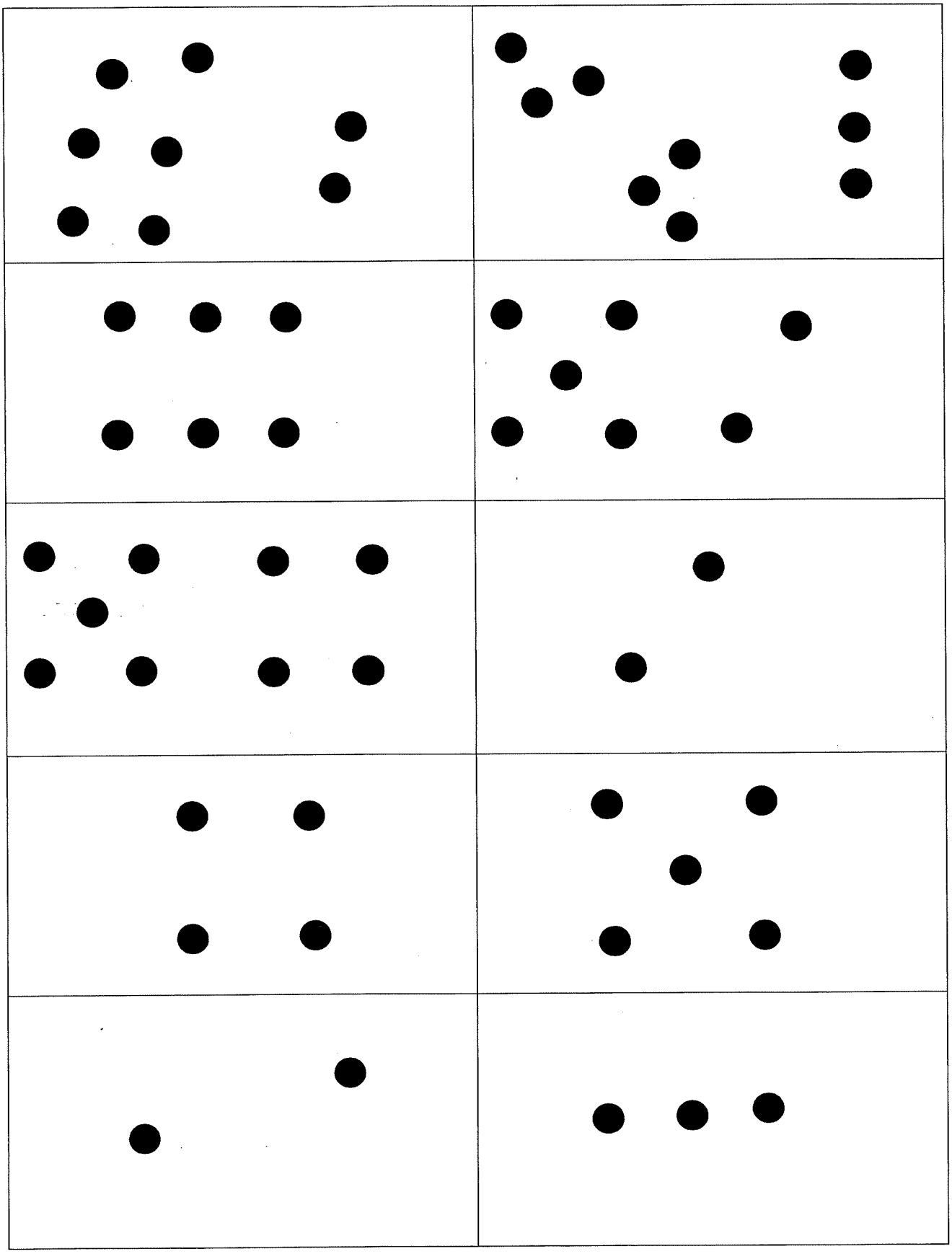
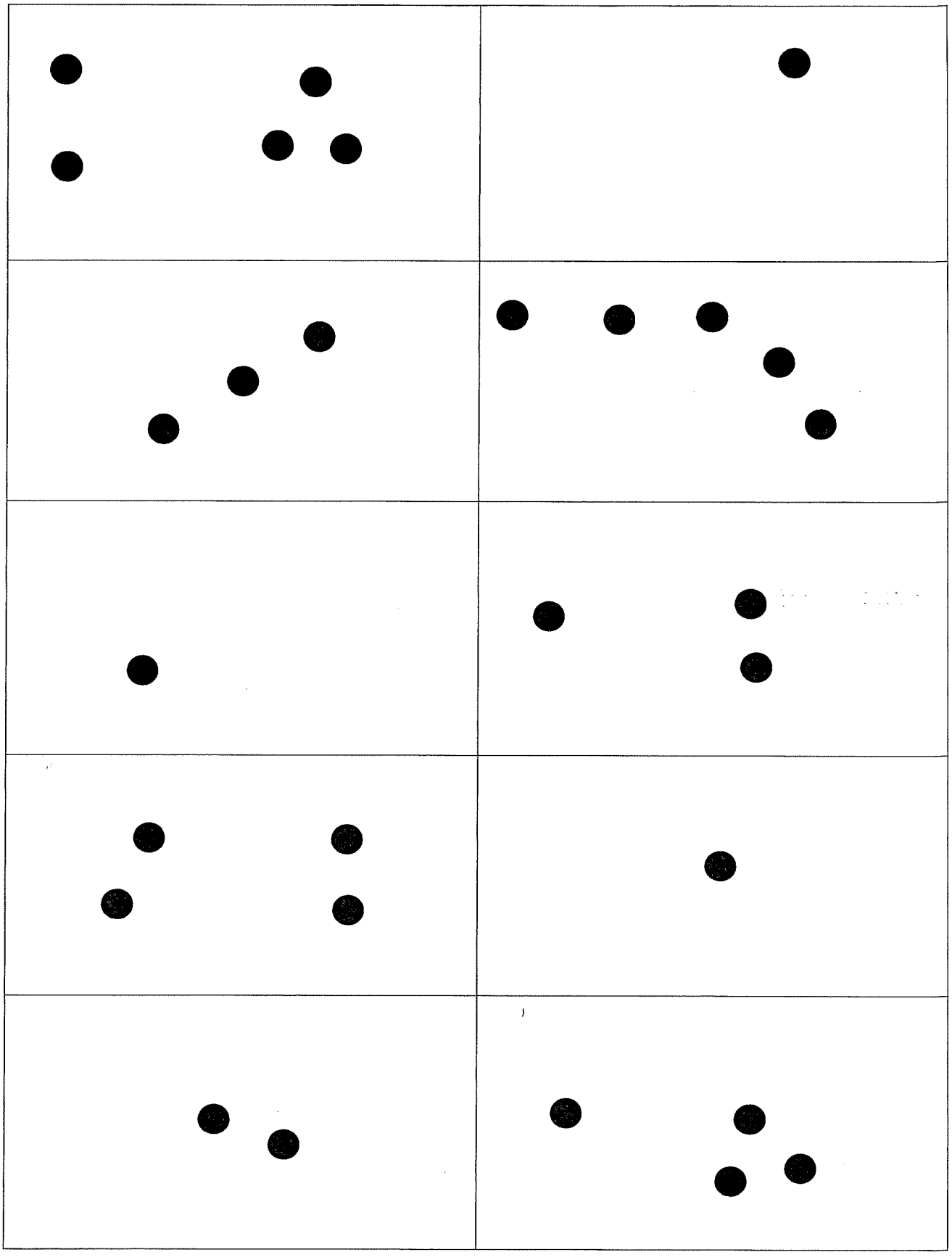
1st or 2nd grade

Materials:

- A pack of dot cards (1 to 10 dots in dice and regular patterns)
- counters

Directions:

1. Spread out ten cards face down and place the rest of the cards in a pile face down.
2. The first player turns over the top pile card and places it beside the pile. He/she then turns over one of the spread cards.
3. The player works out the difference between the number of dots on each card, and takes that number of counters. (For example, if one card showed 3 dots and the other 8, the player would take 5 counters.)
4. The spread card is turned face down again in its place and the next player turns the top pile card and so on.
5. Play continues until all the pile cards have been used.
6. The winner is the player with the most counters; therefore the strategy is to remember the value of the spread cards so the one that gives the maximum difference can be chosen.

Variations/Extensions

1. Try to turn the spread cards that give the minimum difference, so the winner is the player with the fewest counters.
2. Roll a die instead of using pile cards. Start with a set number of counters (say twenty), so that when all the counters have been claimed the game ends.
3. Use dot cards with random arrangements of dots.