

Paddy Eger

Four-Minute Check

Partner
Difficulty Level: Moderate
Math Operations: A, S
Time: 10 minutes

OBJECTIVES: To create as many combinations as possible in 4 minutes.

MATERIALS:

deck of cards
stop watch or timer
paper & pencil

BEST USE: Addition combinations to 20 and subtraction facts from '10' down
Partners need to 'own' similar target numbers to keep the game equitable

RULES:

1. Players take turns playing. The player creates problems and solves them. The observer acts as the counter for the person playing. Then they switch tasks.
2. The player selects an operation: addition or subtraction. WARNING: subtraction may dip below zero and into negative numbers.
3. Remove your target number and all cards above your target number. Set aside the cards you are not using. Use Aces as '1'. (Use face cards if the target number is above '10'. That means Jack=11, Queen=12 and King=13.)
4. Shuffle the cards and place them face down on the table. Set the timing device for 4 minutes.
5. On a signal from the observer, the player turns over 2 cards at a time and reads the numbers aloud creating as many addition and subtraction equation as possible. If the solutions are correct, the checker says "check" and makes a tally mark for each correct solution next to the players name. The used cards are set aside in a discard pile, face down.

Look for a variety of combinations to earn multiple points on each turn.

If you turn up '10' and '7', you have these possible equations:

$$10-7 = 3 \quad 10+7 = 17 \quad 7-10 = -3 \quad 3-10 = -7$$

6. The player then turns over 2 more cards and repeats the process. Play continues until the 4-minutes ends. The observer calls "time". While the observer tallies the score, the player shuffles the cards. The partners switch tasks, allowing the observer to become the player for 4 minutes.

OPTIONS:

Turn up 3 cards on each turn.
Lengthen or shorten the playing time.
Multiply the cards turned up.