

Paddy Eger

Partner
Difficulty Level: Moderate
Math Operations: Subtract (Add)
Time: 10+ min

$$20 < \text{---} > 0$$

OBJECTIVES: To create one subtraction problem for each number before the time ends.

MATERIALS:

4 dice
2 gameboards with marking tools
21 clear markers (each player)
5-minute timer

BEST USE: Practice subtraction facts.

RULES:

1. Each player takes a 5 minute uninterrupted turn.
2. The non-player sets the timer for 5 minutes.
3. The active player rolls all 4 dice on every roll. 1, 2, 3, or all 4 dice may be used to create each equation.
4. The player states the problem and solution aloud:
"20 minus (the number taken from combining the dice) equals _____."
5. The partner confirms if the solution is correct. The active player continues to use the same dice numbers to make equations until the time runs out or until a mistake is made. AND/OR the active player may roll the 4 dice again and again as time allows. Then the partners trade jobs.

A sample, single roll of 4 dice:

Roll 3, 2, 6, 1. All the following combinations are possible.

20-3= 17 Cover the '17'	20-2= 18 Cover the '18'
20-6= 14 Cover the '14'	20-1= 19 Cover the '19'
20-(3+2) = 15 Cover the '15'	20-(2+6) = '12' Cover the '12'
20-(6+1) = 13 Cover the '13'	20-(3+6) = '11' Cover the '11'
20-(3+2+6) = 9 Cover the '9'	20-(3+2+6+1) = '8' Cover the '8'

****6. Creating the problem of 20 - 20 = 0 earns the player an extra minute to play.**

7. The winner is the person with the most numbers from '20' to '0' covered with a marker.

OPTIONS:

Shorten the time allowed.
Cover the numbers in sequential order.
Take turns doing one equation at a time.

$$20 < \text{---} > 0$$

\leftrightarrow	0	1	2	3	4
\updownarrow 20					5
19					6
18					7
17					8
16					9
15	14	13	12	11	10