

# Card Countdown

#### Players: 2

build automaticity with subtraction.

#### **Materials**

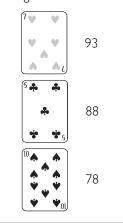
two shuffled decks of cards with jokers and face cards removed Card Countdown Game Sheet, one per player pencils

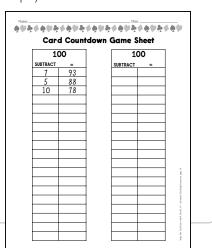
#### The Way to Play

- 1 Each player takes a deck of cards. Players stack their cards facedown in a pile.
- 2 At the same time, players draw the top card from their piles. Players record the number in the subtract column, subtract the value from 100, and record the difference at the top of the "=" column.
- 3 Players draw the next card and place it on top of the previous card. Players record the number in the subtract column and subtract the value from the number in the top box. Players record the difference in the next "=" box.

#### Example:

A player draws a 7 and subtracts 7 from 100 (100 - 7 = 93). The player draws a 5 and subtracts 5 from 93 (93 - 5 = 88). The player draws a 10 and subtracts 10 from 88 (88 - 10 = 78). The game continues until the player reaches 0.





- 4 Players continue to draw cards, subtract, and record the answers, working as quickly and accurately as possible at their own pace.
- 5 Players continue until they both reach or go below 0. (For example, 3 8 would bring the player below 0.)
- 6 Players check each other's answers by adding the numbers on the Card Countdown sheet, working from the bottom up. The player with fewer mistakes wins. If both players made no mistakes, the player who finished first wins.

### **♦ Variation ♣**

• Include face cards to represent the numbers 11 (jack), 12 (queen), and 13 (king).



## Card Countdown Game Sheet

100	
SUBTRACT	=

100		
SUBTRACT	=	