Grades: 1st Grade

Number of Players: 2-4 Players

Standard: Automatically subtract within 10

Ten-Card Slap & Subtract

Materials Needed:

- A standard deck of playing cards using only Aces (1) through 9s (remove 10s and face cards; Aces count as 1).
- An index card or small piece of paper with the number 10 written on it in bold.

How to Play:

1. Shuffle the deck (Aces through 9s) and deal the cards evenly face down to all players.
2. Place the index card labeled 10 in the center of the table.
3. Players take turns quickly flipping over their top card face up into a central pile right next to the number 10.
4. As soon as a card lands on the pile, players race to slap the table (or call out "Subtract!").
5. The first player to slap gets to solve the subtraction problem by taking the flipped card's value away from 10.
6. Example: A 7 is flipped. A player slaps and says, "10 minus 7 equals 3!"
7. If correct, the player claims that card. If incorrect, the card stays in the middle for the next turn.
8. Play until all cards have been claimed. The player holding the most cards at the end wins!



Grades: 1st Grade

Number of Players: 2 Players

Standard: Automatically subtract within 10

Ten-Card Pluck & Subtract

Materials Needed:

- A standard deck of playing cards using only Aces (1) through 9s (remove 10s and face cards; Aces count as 1).
- 10 physical manipulatives (e.g., Lego bricks, counters, coins, or small toys).

How to Play:

1. Line up all 10 manipulatives in a row in front of the child to represent the starting total of 10.
2. The child draws one card from the face-down deck.
3. The child reads the card's value and physically removes that exact number of manipulatives from the group of 10.
4. Have the child point to the remaining items and state the complete subtraction sentence out loud (e.g., "I started with 10, took away 4, and have 6 left! 10 minus 4 equals 6.").
5. Reset all 10 manipulatives back in the line, draw a new card, and take turns.

