+	0	1	2	3	4	5	6	7	8	9	10
0											
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											

My Subtraction Facts

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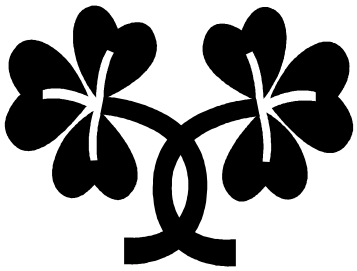
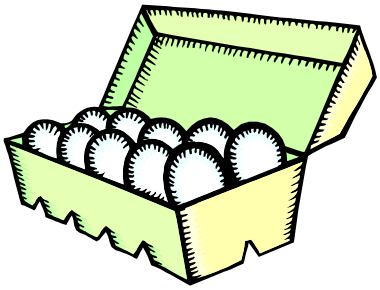
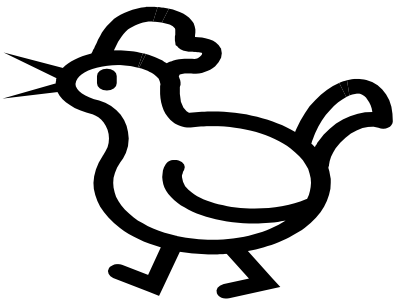
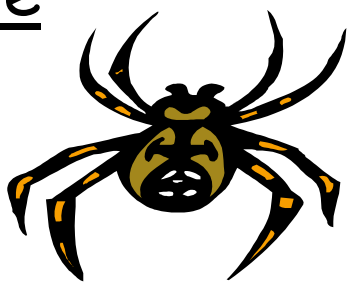
10																				

Doubles Tic Tac Toe

1. Doubles Tic Tac Toe



To practice visualizing doubles.

Materials: One die
Markers (different for each player)
(Eg. coloured bingo chips)

Activity:

Player One rolls die and doubles number, stating number sentence (e.g. 3 + 3 = 6). Player puts marker on picture representing double fact (i.e. clovers show 3 + 3 or chicken shows 1 + 1).

Players alternate until one player has covered three rectangles in a row horizontally, vertically or diagonally; or play cannot continue.

Alternate:

Place one marker on each picture to start. Player One rolls die, then states doubles subtraction sentence corresponding to number showing face up on die. E.g. If player rolls 2, then he/she states 4 – 2 = 2. Player may then remove marker from picture representing that fact. Play continues until all markers have been removed. (Winner may be player with the most markers.)

Doubles Connect Four

To practice doubles subtraction facts.

Materials: Doubles Connect Four board
Bingo chips (two colours)
Playing cards A – 10 (face cards removed)

Activity: Shuffle playing cards and deal each player 7 cards.

Player One chooses card, places it face up in discard pile, and states doubles subtraction fact (thinking addition). For example, if player chooses a 7, then player states "14 – 7 = 7". Player then finds minuend (eg. 14) on the board and covers it. Player Two repeats above.

On a turn, players may choose to pick up a card instead of playing a card. Players may not have more than 7 cards in their hand (they may have fewer). Play continues until one player gets four in a row, or until play is no longer possible.

*If player does not state correct equation, then other player may take cards.
**Card games may be adapted by using just certain sets of numbers (eg 1 – 5) so that students are not overwhelmed by too many facts all at once.

Doubles Connect Four

6	10	18	20	2	4
8	12	14	6	16	2
4	18	16	10	18	12
6	20	2	8	4	14
10	16	18	8	12	20
2	14	6	12	4	10
8	16	20	2	18	12
4	10	12	6	14	16
18	8	16	10	20	2

2. Near Doubles Face Off

To practice near-doubles addition facts.

Materials: Playing cards A-10 (face cards removed)

Activity: Shuffle cards, divide in half and put pile face down in front of each player.

Players turn over top card at same time and state near doubles addition fact. For example, if player turns over a 7, player states "7 + 8 = 15".

Player with largest sum takes cards. Repeat.

*If player does not state correct equation, then other player may take cards.

Alternate: Player with least sum takes cards.

Extension: Players turn over top two cards, and doubles two-digit number, then adds 1. (Eg. Turn over 7 & 5, add 75+76)

**Card games may be adapted by using just certain sets of numbers (eg 1 – 5) so that students are not overwhelmed by too many facts all at once.

3. Near Doubles Connect Four

To practice near-doubles subtraction facts.

Materials: Near Doubles Connect Four board
Bingo chips (two colours)
Playing cards A-10 (face cards removed)

Activity: Shuffle playing cards and deal each player 7 cards.

Player One chooses card, places face up in discard pile, and states near doubles subtraction fact. For example, if player chooses a 7, then player states "15 – 7 = 8 OR 13 – 7 = 6".

Player then finds sum on the board and covers it. Player Two repeats above.

On a turn, players may choose to pick up a card instead of playing a card, although players may not have more than 7 cards in their hand (they may have fewer). Play continues until one player gets four in a row, or until play is no longer possible.

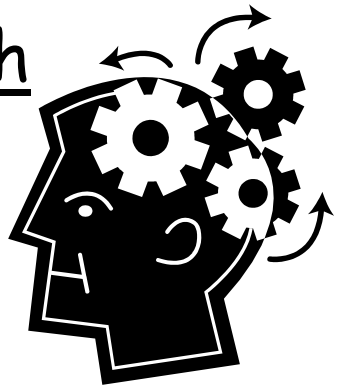
*If player does not state correct equation, then other player may take cards.

**Card games may be adapted by using just certain sets of numbers (eg 1 – 5) so that students are not overwhelmed by too many facts all at once.

Near Doubles Connect Four

5	9	17	11	7	19
7	15	9	13	3	17
13	5	15	11	7	19
19	9	17	15	11	3
7	13	19	7	15	9
19	7	15	15	17	13

1. Near Doubles Go-Fish



To practice near-doubles addition facts.

Materials: Near Doubles sums cards
Doubles Expression cards

Activity: Shuffle cards and give each player five. Place extra in pile face down.

Player One asks player Two for either a sum or a doubles helping expression to make a match.

For example, if Player One has an 9, he/she would ask Player Two for 4 + 4 or a 5 + 5.

When a player finds a match, he/she keeps those cards and gets another turn.

If there is no match, Player One takes a card from the top of the pile, and it's Player Two's turn.

Play continues until all matches are made.

4	6	8
10	12	14
16	18	20

3	5	7
9	11	13
15	17	19

8+8	5+5	2+2
9+9	6+6	3+3
10+10	7+7	4+4

7+6	6+7	3+4
6+5	7+8	4+5
5+4	8+7	5+6

8. Missing Subtrahend Memory

To practice near-doubles subtraction facts.

Materials: Game cards (one colour for expressions and another colour for subtrahends)

Activity: Spread cards out face down on the table.

Players take turns to turn over two cards (one of each colour) at the same time.

If the player has a match – an equation and the missing part - the player keeps the pair of cards and has another turn.

If a match is not made the cards are turned over again and remain in the same place.

When all cards have been matched the player with the most cards is the winner.

Vocabulary note:

10 – 6 = 4 minuend (10) – subtrahend (6) = difference (4)

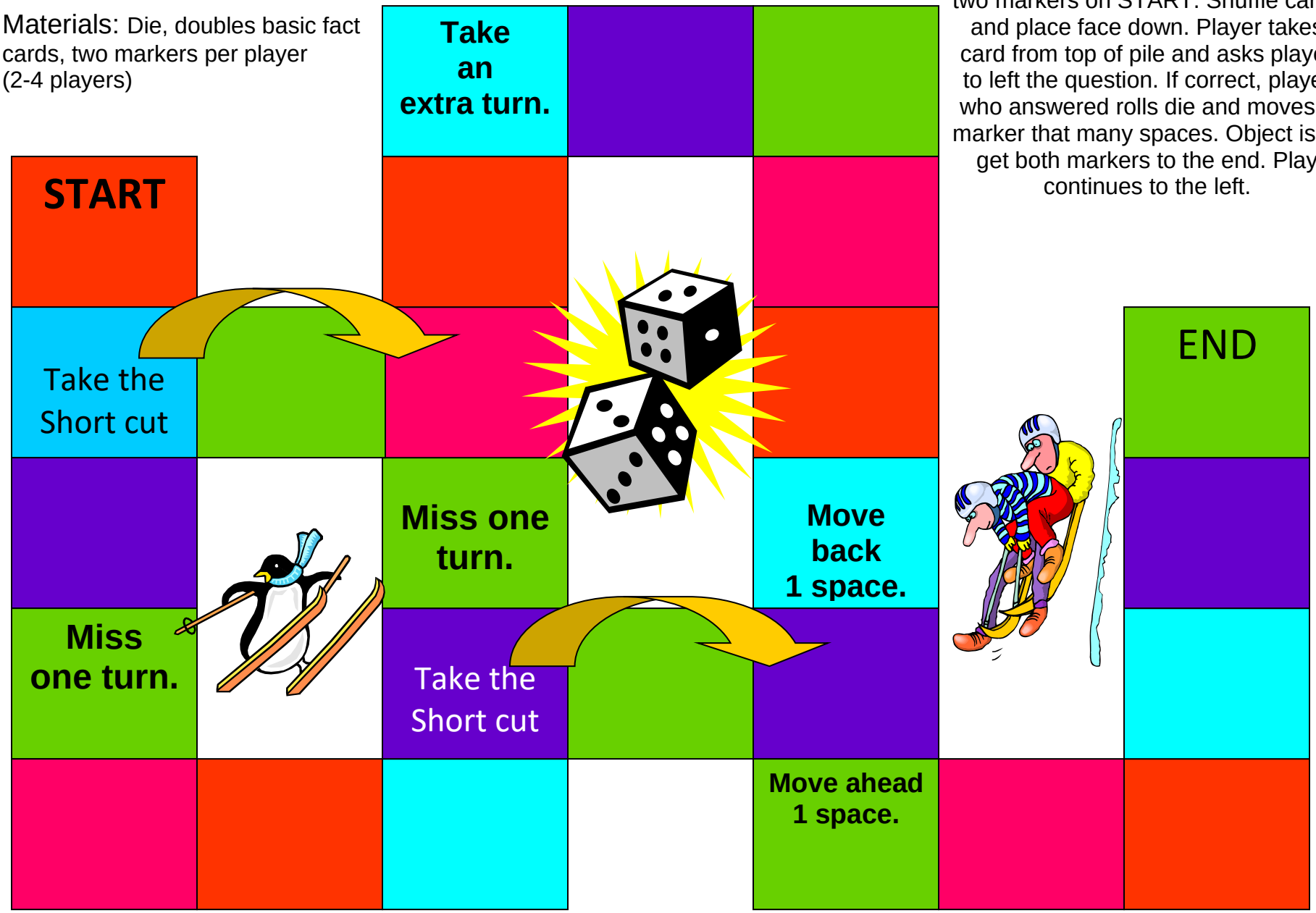
17 - ___ = 8	15 - ___ = 8
13 - ___ = 7	11 - ___ = 5
9 - ___ = 5	7 - ___ = 4
17 - ___ = 9	15 - ___ = 7
13 - ___ = 6	11 - ___ = 6

9	7
6	6
4	3
8	8
7	5

9. Double Trouble

Materials: Die, doubles basic fact cards, two markers per player (2-4 players)

Directions: Players each place two markers on START. Shuffle cards and place face down. Player takes card from top of pile and asks player to left the question. If correct, player who answered rolls die and moves a marker that many spaces. Object is to get both markers to the end. Play continues to the left.

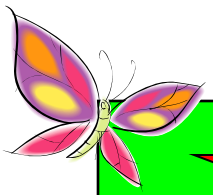


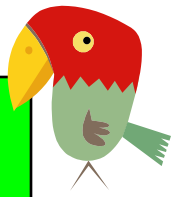
$5 + 5_{=10}$	$10 + 10_{=20}$
$4 + 4_{=8}$	$9 + 9_{=18}$
$3 + 3_{=6}$	$8 + 8_{=16}$
$2 + 2_{=4}$	$7 + 7_{=14}$
$1 + 1_{=2}$	$6 + 6_{=12}$

$10 - 5_{=5}$	$20 - 10_{=10}$
$8 - 4_{=4}$	$18 - 9_{=9}$
$6 - 3_{=3}$	$16 - 8_{=8}$
$4 - 2_{=2}$	$14 - 7_{=7}$
$2 - 1_{=1}$	$12 - 6_{=6}$

10

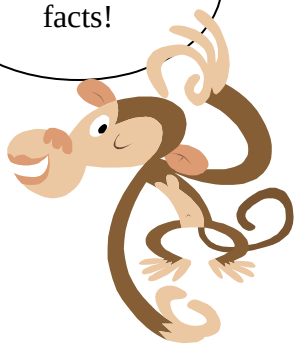
Double Helpers!



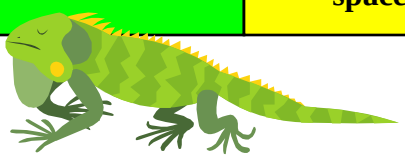


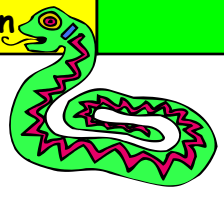
	5 + 6	Go ahead 2 spaces	13 - 7	Miss one turn
6 + 7 START	3 + 4			Go back 2 spaces
11 - 5	Go back 2 spaces			6 + 5
8 + 7 Go ahead 2 spaces	Miss one turn			17 - 9 Go ahead 2 spaces
Take the Shortcut	7 + 8		END	13 - 6
5 + 4	9 - 5	Go back 2 spaces	8 + 9	Take the Shortcut
7 - 4				11 – 6 Take an extra turn
15 - 8 Take an extra turn				9 - 4
9 + 8	4 + 3 Go ahead 2 spaces	7 - 3	7 + 6 Take an extra turn	15 - 7

Use your double helper facts!



Roll die and move that many spaces. Answer question correctly to remain on space. (If not, return to previous space.) Follow any directions on space.





11. 0, 1, 2 Tug-a-rope

To practice adding and subtracting 0, 1 and 2.

Materials: Number cube with +1, -1, +2, -2, +0, -0
Number cube (eg with 9, 8, 7, 6, 5, 4)
Two markers

Activity: Each player places a marker in the middle of the game board.

Player One rolls the dice and answers the question
(eg. 8 – 2 = 6)

If correct, Player One may move marker according to the chart.

+0 or –0 → No move
+1 → move one space right
+2 → move two spaces right
-1 → move one space left
-2 → move two spaces left

Player Two then has a turn.

Game ends when a player gets his/her marker off either end of the board.

0, 1, 2 Tug-a-rope

						START						

−

+

+0 or −0 → No move
+1 → move one space right
+2 → move two spaces right
-1 → move one space left
-2 → move two spaces left

12.+ 9 Ten Frame Face Off

To practice adding 9.

Materials: Ten Frame Cards

Activity: Shuffle cards, divide in half and put pile face down in front of each player.

Each player turns over a 9 and leaves it face up next to the pile. (9 stays face up for entire game.)

Players turn over top card and add to 9. For example, if player turns over a 7, player states "9 + 7 = 16".

Player with largest sum takes cards.
Repeat.

*If player does not state correct equation, then other player may take cards.

Alternate: Game may also be played with playing cards.

Extension: Players leave 19, 29 or 39 (etc>) face up, and add top card turned over to the face up number.

13. - 9 Ten Frame Face Off

To practice subtracting 9.

Materials: Ten Frame Cards

Activity: Shuffle cards, divide in half and put pile face down in front of each player.

Each player turns over a 10 and leaves face up next to pile. (10 stays face up for entire game.)

Players turn over top card, adds 10 to it, then subtracts 9 (from ten plus number). For example, if player turns over a 7, player states " 17 - 9 = 8".

Player with largest difference takes cards. Repeat.

*If player does not state correct equation, then other player may take cards.

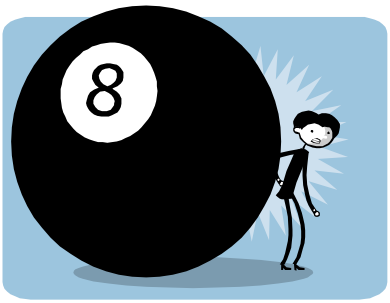
Alternate: Game may also be played with playing cards.

14.+ 8 Ten Frame Face Off

To practice adding 8.

Materials: Ten Frame Cards

Activity: Shuffle cards, divide in half and put pile face down in front of each player.



Each player turns over an 8 and leaves it face up next to the pile. (8 stays face up for entire game.)

Players turn over top card and add to 8. For example, if player turns over a 7, player states "8 + 7 = 15".

Player with largest sum takes cards.
Repeat.

*If player does not state correct equation, then other player may take cards.

Alternate: Game may also be played with playing cards.

Extension: Players leave 18, 28 or 38 (etc.) face up, and add top card turned over to the face up number.

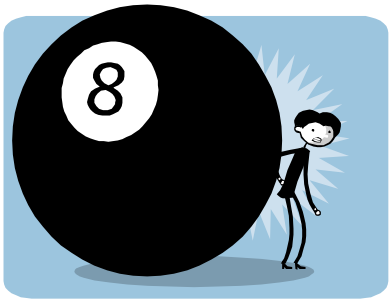
15. - 8 Ten Frame Face Off

To practice subtracting 8.

Materials: Ten Frame Cards

Activity: Shuffle cards, divide in half and put pile face down in front of each player.

Each player turns over a 10 and leaves it face up next to the pile. (10 stays face up for entire game.)



Players turn over top card, adds 10 to the number, then subtracts 8 (from ten plus number). For example, if player turns over a 7, player states "17 - 8 = 9".

Player with largest difference takes cards. Repeat.

*If player does not state correct equation, then other player may take cards.

Alternate: Game may also be played with playing cards.

Make Ten

START

END

__ + 4

Go back 2 spaces

__ + 6

__ + 3

6 + __

Miss one turn

__ + 2

Go ahead 2 spaces

5 + __

__ + 8

8 + __

Take an extra turn

__ + 9

Go ahead 2 spaces

__ + 7

Take an extra turn

__ + 4

9 + __

__ + 5

Go ahead 2 spaces

7 + __

Materials: Token for each player, Die, Cube with 7, 7, 8, 8, 9, 9

Place tokens on START. Roll die and move that many spaces. If you land on a space with a +, roll the 7-9 number cube and add to the number on the space.

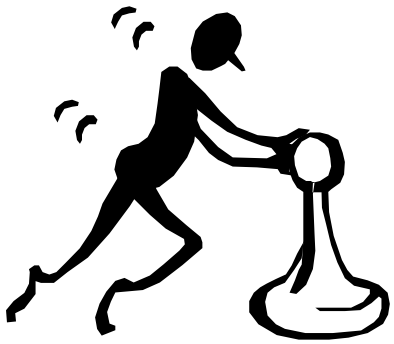
To practice adding 7,8,9.

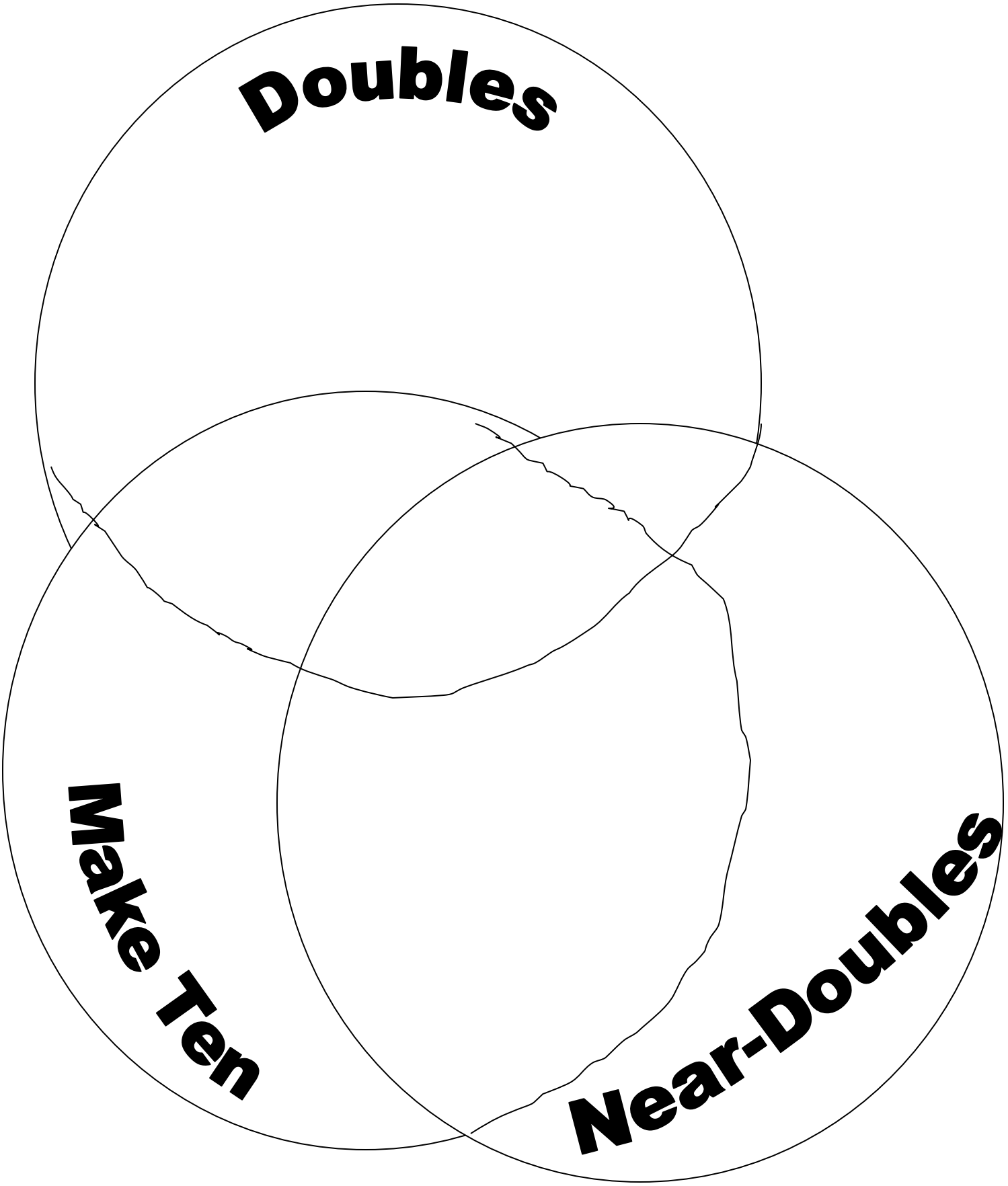
17. Strategy Sort

To practice strategy recognition.

Materials: Dominoes or assorted basic fact equation cards
Sorting Mat

Activity: Sort the dominoes or equations on the sorting mat based on the strategy(ies) you would use to solve them.




Doubles
Make Ten
Near-Doubles

18. Target Ten

To practice adding to 10.

Materials: Playing cards (face cards removed)

Activity: Deal out cards face up into a 5 x 5 array, until all cards are dealt.

Players take turns taking two cards from the top (ONLY) of piles to add up to 10. For example, Player One may take a 7 and a 3. Player Two might then take a 4 and 6.

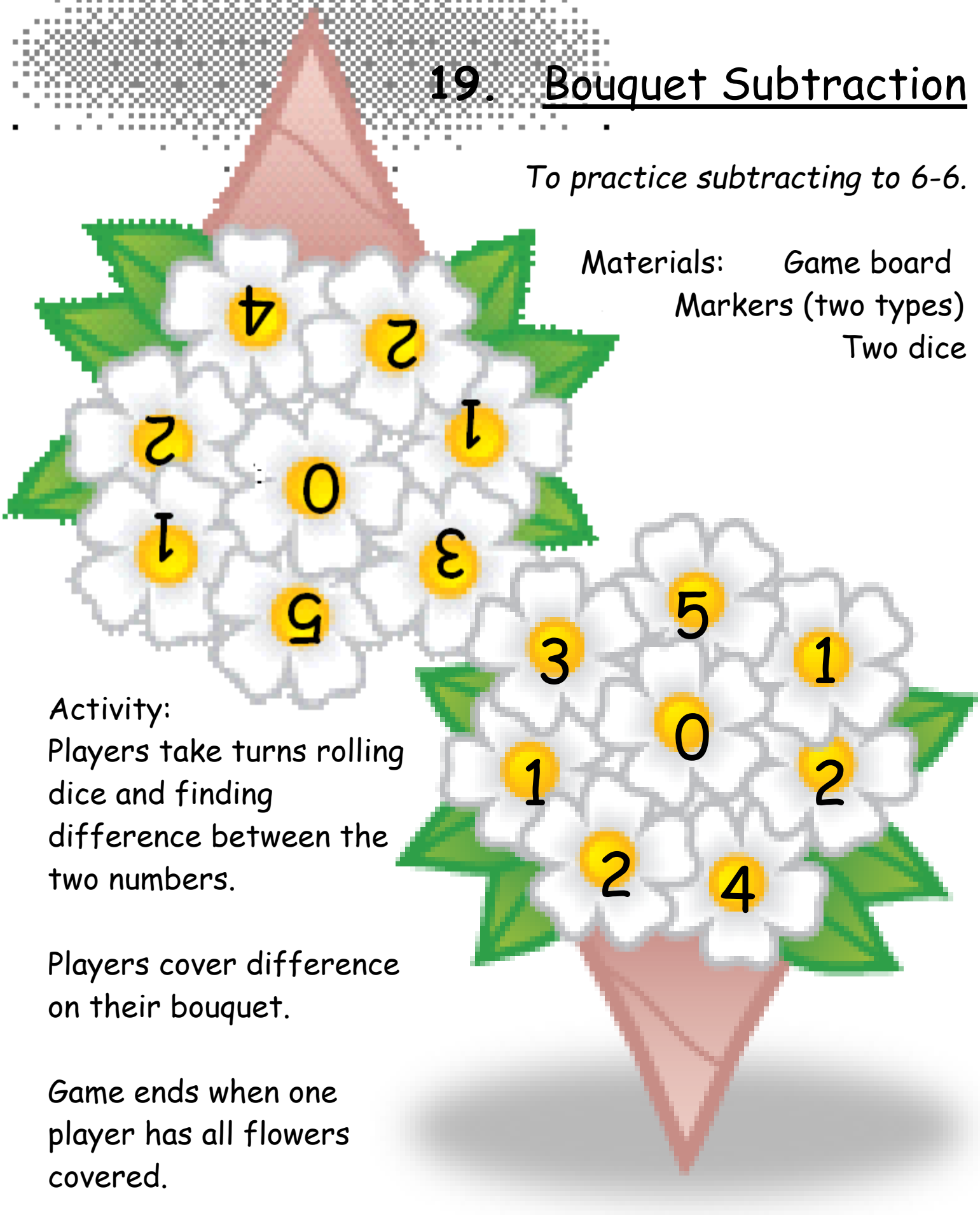
Alternate: More than two cards may be used. Each card is worth one point. For example, a player may take a 10 for 1 point; or a 6, 3, and 1, for three points.

*Cards may not be removed from underneath.

19. Bouquet Subtraction

To practice subtracting to 6-6.

Materials: Game board
Markers (two types)
Two dice



Activity:
Players take turns rolling dice and finding difference between the two numbers.

Players cover difference on their bouquet.

Game ends when one player has all flowers covered.

20. Totally Bingo

To randomly practice addition and subtraction facts.

Materials: Bingo cards
Markers

Activity:

Each player completes a bingo card, filling in numbers between 0 and 20 on their card.

The caller calls out an addition or subtraction fact that has an answer between 0 and 20, e.g. 7+8 or 16-9, and the players cover the answer if it is on their Bingo Card.

BINGO is called when a player has covered 4 in a row (horizontally, vertically or diagonally).

Bingo

21. Missing Subtrahend Bingo

To practice a variety of strategies for subtraction facts.

Materials: Bingo cards (fill with minuends 2-20)
Bingo chips
Deck of cards 1 (A) - 10

Activity: Each player completes a bingo card, filling in numbers between and 20 on their card.

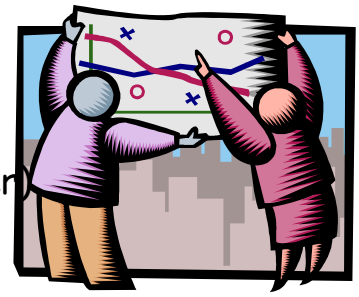
Shuffle playing cards and each player receives seven. Deck is placed face down in the middle. Player turns over top card. This is the target answer (difference).

All players try to create an equation using a minuend from their board, and one of their cards (subtrahend), so that the answer (difference) is the turned over card.

For example, if the turned over card is 7, a player might choose the 14 on his board and a 7 in his hand. He will then state 14 - 7 = 7, and cover the 14. Both cards are then discarded, and players get new cards. The next card on top is turned over to create a new equation.

Winner is first player to cover five in a row, any direction.

22. Sum Strategy



To practice a variety of strategies for addition facts.

Materials: Bingo chips (eg. red & blue) for each player
Two (eg. yellow) bingo chips

Activity: Player one places yellow bingo chips on two numbers at bottom of page, and adds, placing marker on sum. Player two moves only one yellow chip, adds numbers and covers sum. Object is to cover four sums in a row. Both yellow chips may be placed on same number.

4	11	6	13	15	3	19
16	17	5	7	20	6	9
7	6	10	14	11	3	19
5	18	15	8	17	14	12
16	3	20	2	13	8	2
12	10	5	4	16	9	18

1 2 3 4 5 6 7 8 9 10

23. Tic Tac Toe

To practice a variety of addition facts.

Materials: Washable markers
Two dice

Activity: One player is O's and the other is X's. Players take turns throwing the two dice and adding the numbers together. The player then puts their symbol on that number. The first player then puts their symbol on that number. The first player to make 3 of their symbols in a row is the winner. If the number already has an O or an X on it the player puts no symbol for that turn.

4	11	6	12
2	10	5	7
6	8	10	8
7	9	3	9

24. Combos

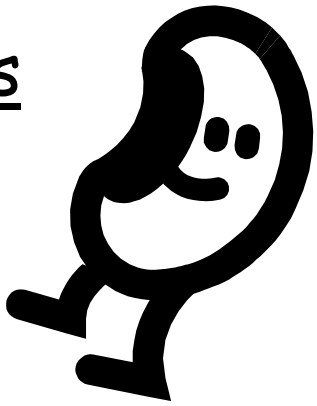
To practice a variety of addition facts.

Materials: Markers
Two dice
Two game boards

Activity: Players take turns throwing the two dice and adding the numbers together. A player then may cover any combination of numbers that add up to this number. For example, if 3 and 6 are thrown, this adds to 9 so the player could cover a 4 and a 5 or a 9. If a combination adding to the number is not available, the player does nothing. First player to cover all the numbers in his/her square is the winner.

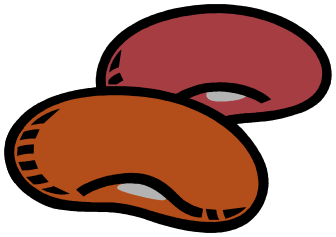
4	11	6	12
2	10	5	7
6	8	10	8
7	9	3	9

25. Spill the Beans



To practice random addition facts.

Materials: Game board
Cup with two beans



Activity: Player one spills beans from cup onto game board. Player multiplies the two numbers the beans landed on. If a bean lands on a line, it is thrown again. Player then subtracts sum from 50. After each player spills the beans, his/her answer is subtracted from their last total. Players take turns spilling the beans and subtracting the sum until one player reaches zero.

6	3	4	9	1
0	2	5	8	7
1	5	6	3	4
7	0	2	9	8
4	3	2	6	7

26. Link-up (Subtraction)

To practice subtraction facts.

Materials: Difference cards
Game board

Activity: Shuffle and give each player 5 cards.

Place rest of cards face down in between players.

First player covers an expression with a corresponding difference card.

Second player puts down a card, but it must join the first card along a side or by a corner (horizontally, vertically, or diagonally). If a card cannot be played, Player takes a card from top of deck.

Play continues with players joining cards on board, or picking up cards.

Play continues until a player has gotten rid of all of his/her cards.

27. Link-up (Addition)

To practice addition facts.

Materials: Sum cards
Game board

Activity: Shuffle and give each player 5 cards.

Place rest of cards face down in between players.

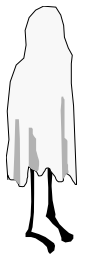
First player covers an expression with a corresponding sum card.

Second player puts down a card, but it must join the first card along a side or by a corner (horizontally, vertically, or diagonally). If a card cannot be played, Player takes a card from top of deck.

Play continues with players joining cards on board, or picking up cards.

Play continues until a player has gotten rid of all of his/her cards.

Link-up Addition

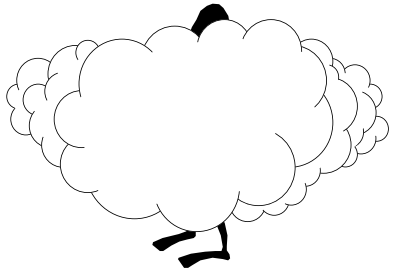


4 + 7	6 + 3	2 + 9	5 + 8	7 + 7	3 + 9
8 + 7	9 + 4	4 + 6	6 + 7	3 + 8	5 + 5
2 + 8	7 + 9	8 + 8	9 + 6	4 + 8	7 + 3
6 + 6	3 + 5	2 + 7	5 + 6	8 + 6	9 + 8
4 + 3	7 + 5	5 + 9	9 + 9	6 + 2	4 + 5

Link-up Addition Cards

11	9	11	13	14	12
15	13	10	13	11	10
10	16	16	15	12	10
12	8	9	11	14	17
7	12	14	18	8	9

Link-up Subtraction



18 - 9	17 - 9	16 - 8	15 - 7	14 - 8	13 - 7
12 - 8	11 - 9	10 - 7	17 - 8	16 - 7	15 - 8
14 - 7	13 - 6	12 - 7	11 - 5	10 - 4	16 - 9
15 - 9	14 - 9	13 - 9	12 - 6	11 - 6	15 - 6
14 - 6	13 - 8	12 - 9	11 - 8	14 - 5	13 - 5

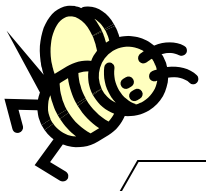
Link-up Subtraction Cards

9	8	8	8	6	6
4	2	3	9	9	7
7	7	5	6	6	7
6	5	4	6	5	9
8	5	3	3	9	8

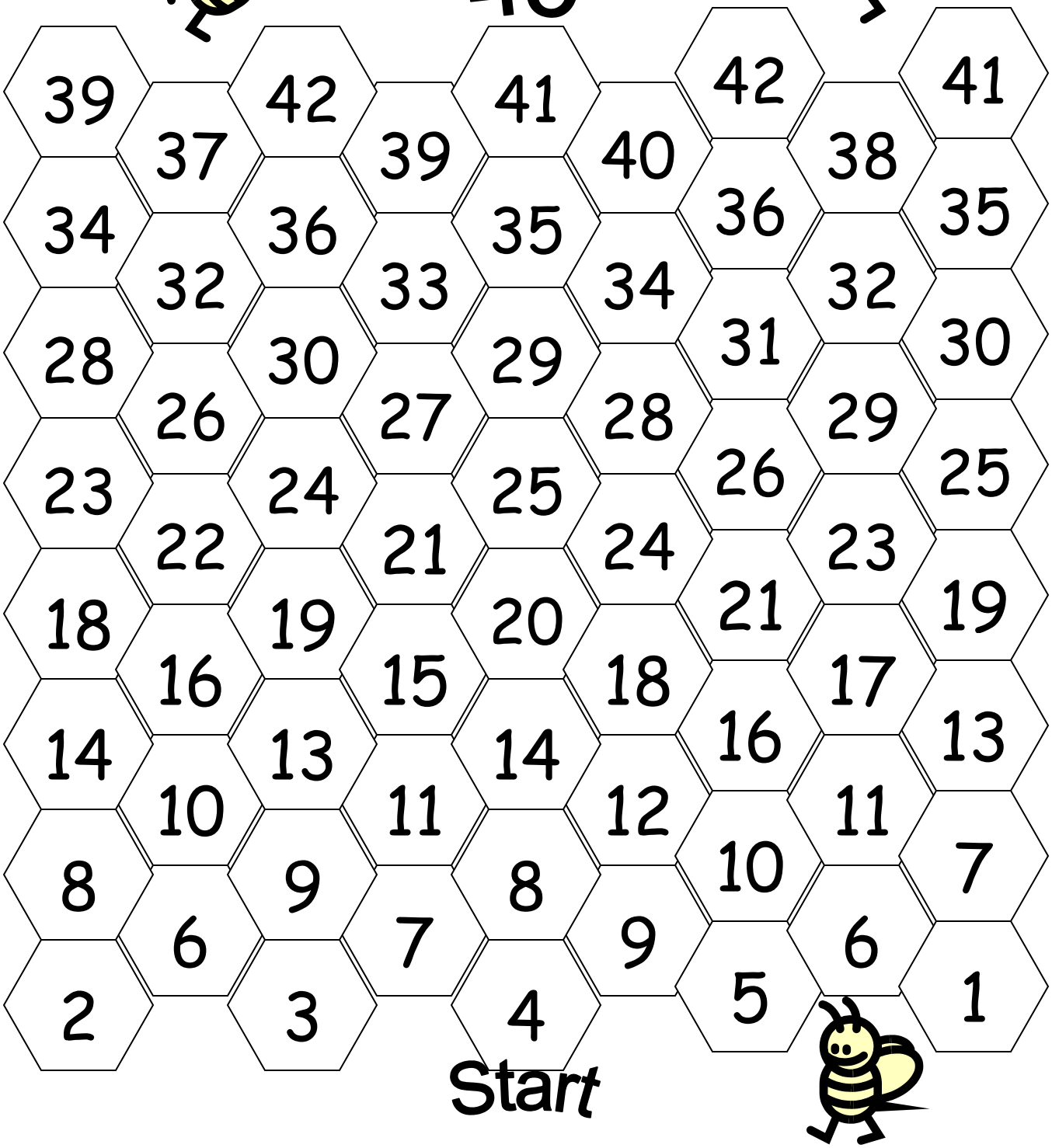
28. Forty-Hive

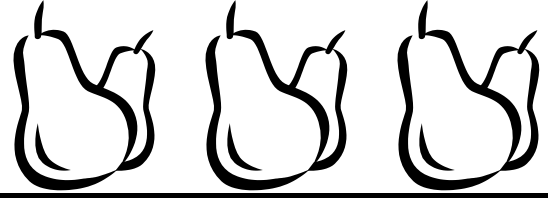
Materials: die, markers (one per player)

Activity: Players place marker on Start and take turns rolling die. Player moves to number shown on die. On next turn player rolls die and adds number on die to number on space under marker. If sum in adjoining space, player may move. For example, if player is on 6 and rolls a 4, player may move to 10 space (6+4), if adjoining to 6. First to reach 45 is winner.



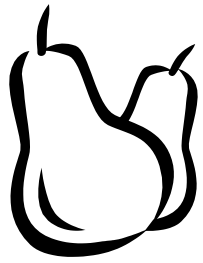
45



29.  Pairs

4	7	9	1	3	2
6	5	8	4	6	5
1	9	2	3	7	6
8	9	5	1	3	2
4	8	6	7	9	5
2	6	7	1	3	8

To practice random addition facts.



Materials: Markers

Activity: Choose a target number of 10, 11, 12, 13 or 14.

Take turns covering pairs of numbers that add up to the target number. Pairs must be joined by sides (not corners). Numbers may be covered only once. Winner is last player able to cover a pair.

30. Discover the Difference

4	7	9	1	3	2
10	5	8	4	6	10
1	9	2	3	7	6
8	3	5	10	4	2
4	10	6	7	9	5
2	6	7	1	3	8

To practice random subtraction facts.

Materials: Markers & die

Activity: Take turns rolling the die, and covering two adjoining numbers that have a difference of the number on the die. For example, if a 4 is rolled then a player could cover a 9 and a 5.

Pairs must be joined by sides (not corners). Numbers may be covered only once. Winner is last player able to cover a pair.

31. Three in a Row

To practice addition and subtraction facts.

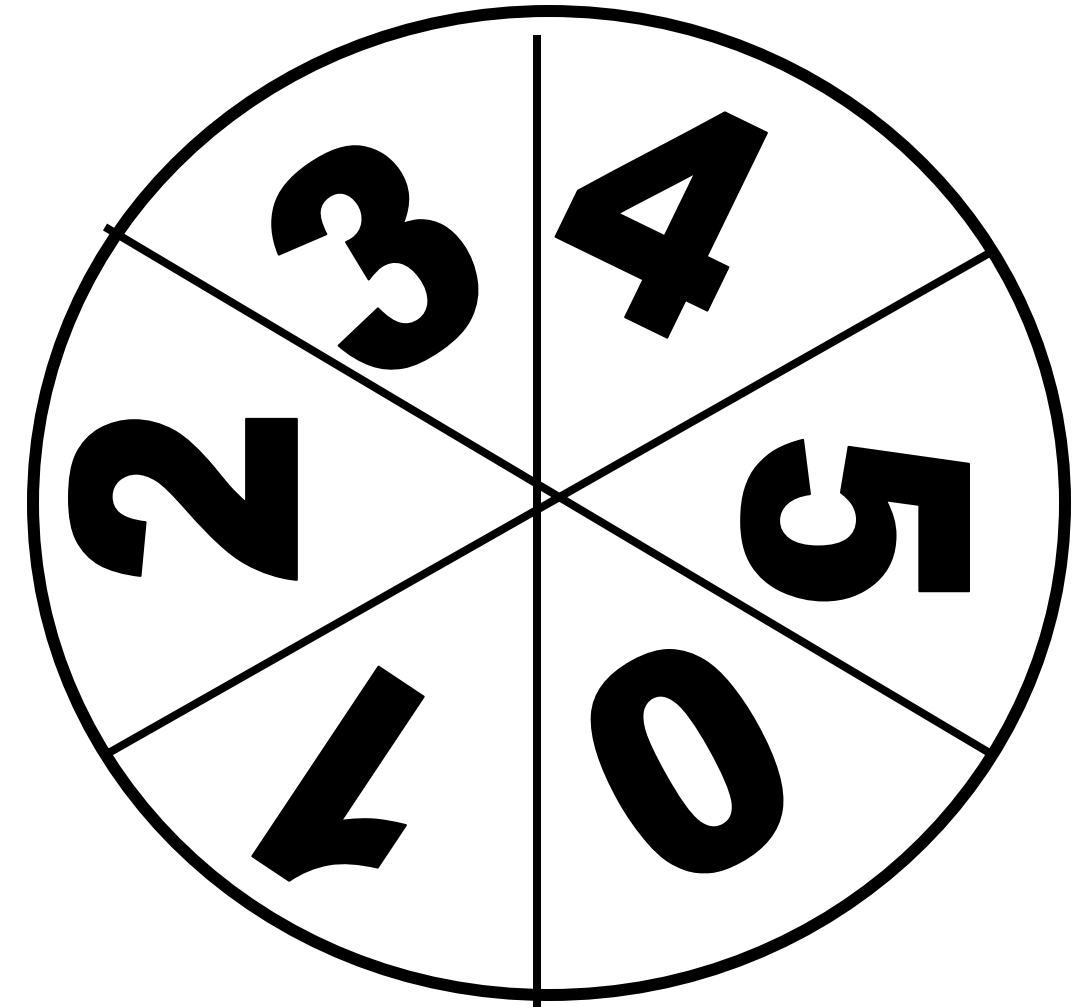
Materials: Spinner 0-5
Coloured markers for each player

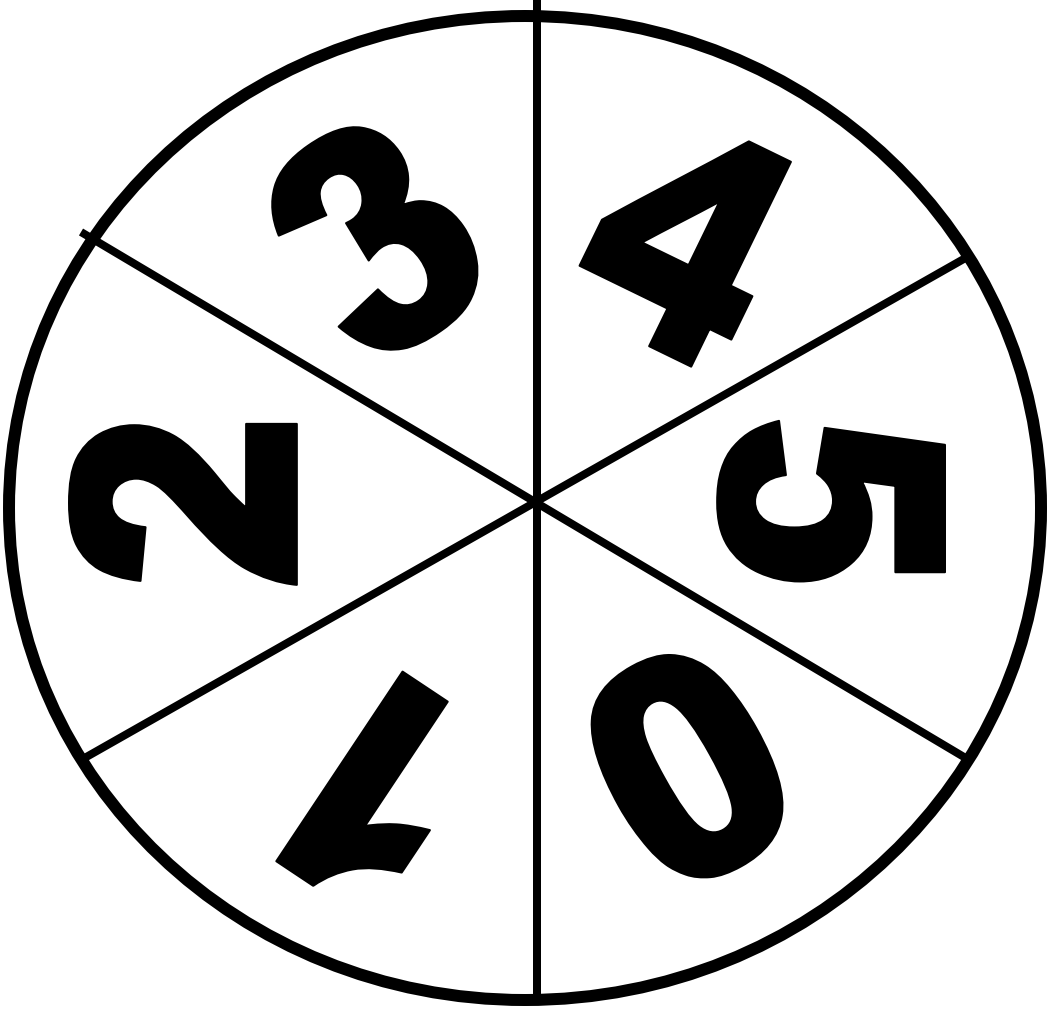
Activity:
Players take turns spinning the spinner twice and finding the sum of the two numbers.

Players cover an expression on the game board that is the same as the sum. The first player to cover a vertical, horizontal or diagonal line of three squares is the winner.

If no squares with the correct value are uncovered, then the player doesn't place a marker for that turn.

11 - 3	13 - 5	17 - 9	8 - 5	14 - 6	12 - 7	7 - 6
11 - 7	15 - 6	8 - 4	10 - 6	18 - 8	5 - 3	13 - 6
3 - 3	1 - 1	14 - 8	15 - 8	16 - 9	8 - 6	10 - 10
14 - 5	8 - 7	11 - 2	5 - 4	17 - 8	10 - 8	18 - 9
6 - 5	19 - 9	12 - 5	13 - 8	9 - 9	9 - 6	11 - 3
12 - 8	13 – 7	15 - 9	16 - 8	7 - 5	11 - 6	9 - 4
14 - 7	17 - 7	7 - 4	13 - 9	15 - 7	20 – 10	10 - 7


4
3
2
5
0
7


4
3
2
5
0
7

Doubles Connect (Add to Subtract)

5 + 5 = _____

_____ - 5 = 5

3 + _____ = 6

6 - 3 = _____

_____ = 8 + 8

16 - _____ = 8

2 + _____ = 4

4 - 2 = _____

1 + _____ = 2

_____ - 1 = 1

4 + 4 = ____

8 - _____ = 4

_____ = 10 + 10

_____ - 10 = 10

6 + 6 = _____

12 - 6 = _____

7 + _____ = 14

14 - 7 = _____

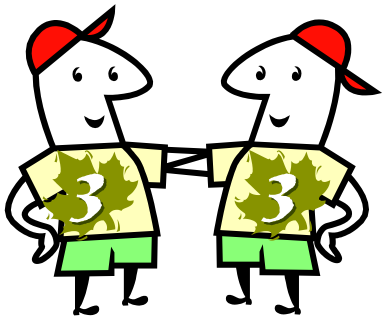
8 - _____ = 4

9 + 9 = _____

18 - 9 = _____

Mixed Doubles

1. 5 + 5 = _____
2. _____ - 7 = 7
3. 3 + _____ = 6
4. 18 – 9 = _____
5. _____ = 8 + 8



6. 8 - _____ = 4
7. _____ - 10 = 10
8. 6 + 6 = _____
9. _____ - 3 = 3
10. 7 + _____ = 14
11. 4 – 2 = _____
12. 1 + _____ = 2
13. _____ = 10 + 10
14. 16 - _____ = 8
15. 10 - _____ = 5
16. 9 + 9 = _____
17. _____ - 1 = 1
18. 4 + _____ = 8
19. 12 – 6 = _____
20. 2 + _____ = 4

Doubles Connect Addition (to Near Doubles)

5 + 5 = _____

5 + 6 = _____

3 + _____ = 6

3 + _____ = 7

2 + _____ = 4

2 + _____ = 5

1 + _____ = 2

1 + _____ = 3

4 + 4 = _____

4 + 5 = _____

_____ = 8 + 8

_____ = 7 + 8

6 + 6 = _____

6 + 7 = _____

7 + _____ = 14

7 + _____ = 15

9 + 9 = _____

8 + 9 = _____

Near-Doubles

1. 5 + 6 = _____
2. _____ - 8 = 7
3. 3 + _____ = 7
4. 17 – 9 = _____
5. _____ = 7 + 8

6. 7 - _____ = 4
7. _____ - 3 = 2
8. 6 + 7 = _____
9. _____ - 4 = 3
10. 5 + _____ = 9
11. 5 – 2 = _____
12. 7 + _____ = 13
13. _____ = 5 + 6
14. 15 - _____ = 8
15. 11 - _____ = 5
16. 9 + 8 = _____
17. _____ - 2 = 1
18. 4 + _____ = 9
19. 11 – 6 = _____
20. 2 + _____ = 5

Make-Ten (+-9)

1. 9 + 6 = _____
2. _____ - 9 = 7
3. 3 + _____ = 12
4. 17 - 9 = _____
5. _____ = 9 + 8

6. 14 - _____ = 5
7. _____ - 9 = 6
8. 4 + 9 = _____
9. _____ - 3 = 9
10. 5 + _____ = 14
11. 15 - 9 = _____
12. 9 + _____ = 13
13. _____ = 9 + 6
14. 15 - _____ = 9
15. 11 - _____ = 2
16. 9 + 8 = _____
17. _____ - 9 = 1
18. 9 + _____ = 16
19. 18 - 9 = _____
20. 6 + _____ = 15

Make-Ten (+-8)

1. 8 + 6 = _____
2. _____ - 8 = 7
3. 3 + _____ = 11
4. 17 – 8 = _____
5. _____ = 8 + 8
6. 14 - _____ = 6
7. _____ - 8 = 6
8. 4 + 8 = _____
9. _____ - 3 = 8
10. 5 + _____ = 13
11. 15 – 8 = _____
12. 8 + _____ = 13
13. _____ = 8 + 6
14. 15 - _____ = 8
15. 11 - _____ = 3

16. 8 + 8 = _____
17. _____ - 8 = 1
18. 8 + _____ = 16
19. 16 – 8 = _____
20. 6 + _____ = 14

Plus/Minus 0,1,2

1. 7 + 2 = _____
2. _____ - 1 = 4
3. 9 + _____ = 9
4. 13 - 0 = _____
5. _____ + 2 = 7
6. 17 - _____ = 16
7. 4 + 2 = _____
8. 12 + _____ = 13
9. _____ - 0 = 8
10. 3 + 1 = _____
11. 11 - _____ = 9
12. _____ + 0 = 13
13. 12 - 2 = _____
14. 6 + 1 = _____
15. _____ - 1 = 8

16. 8 + 2 = _____
17. 9 - _____ = 7
18. 5 + _____ = 7
19. 15 - 2 = _____
20. 10 + 0 = _____

Make-Ten (+-7)

1. 7 + 6 = _____
2. _____ - 7 = 7
3. 3 + _____ = 10
4. 17 - 7 = _____
5. _____ = 7 + 7
6. 13 - _____ = 6
7. _____ - 7 = 6
8. 4 + 7 = _____
9. _____ - 3 = 7
10. 5 + _____ = 12
11. 15 - 7 = _____
12. 7 + _____ = 13
13. _____ = 7 + 6
14. 15 - _____ = 7
15. 10 - _____ = 3

16. 7 + 7 = _____
17. _____ - 7 = 1
18. 7 + _____ = 16
19. 16 - 7 = _____
20. 6 + _____ = 13