

**Top-It Games**

- Materials**
- number cards 1–9 (4 of each)
  - 1 *Top-It* Record Sheet for each player (*Math Masters*, p. G2)
- Players** 2
- Skill** Adding, subtracting, multiplying, and dividing
- Object of the Game** To collect more cards.

**Addition Top-It (Advanced Version)****Directions**

- 1 Shuffle the deck and place it number-side down on the table. Each player turns over 6 cards, forms two 3-digit numbers, and finds the sum of the numbers. Players should carefully consider how they form their numbers, since different arrangements have different sums. For example,  $741 + 652$  has a greater sum than  $147 + 256$ .
- 2 Each player says his or her equation aloud. Players compare their sums and each player records both equations and the comparison on his or her record sheet.
- 3 The player with the larger sum takes all the cards. The game ends when there are not enough cards for each player to have another turn. The player with more cards wins.

**Variation**

- Each player turns over 8 cards, forms two 4-digit numbers, and finds the sum.
- To play with 3–4 players, all players compare their sums. The player with the largest sum takes all the cards. Players do not need to record their comparisons.

**Subtraction Top-It (Advanced Version)****Directions**

- 1 Shuffle the deck and place it number-side down. Each player turns over 6 cards, forms two 3-digit numbers, and finds the difference. Players should consider how they form their numbers. For example,  $751 - 234$  has a greater difference than  $517 - 342$ .
- 2 Each player says his or her equation aloud. Players compare their differences and each player records both equations and the comparison on his or her record sheet.
- 3 The player with the larger difference takes all the cards. The game ends when there are not enough cards for each player to have another turn. The player with more cards wins.

**Variation**

To play with 3–4 players, the player with the largest difference takes all the cards.

two hundred seventy-five

**Top-It Record Sheet**

NAME	DATE	TIME



