

Mix-Freeze-Match
Purpose:
This game gives students an opportunity to use $2^{\text {nd }}$ grade mathematical vocabulary and apply mental math skills to solve addition and subtraction problems from the Operations and Algebraic Thinking \& Numbers and Base Ten Domains.

How To Play (whole group or small group):
*Pass out one card to each student.
*Teacher says "Mixl" \& students stand up, walk around and trade cards with other students. Before they can trade cards they must read their cards aloud to their partner (EX: I have "The unknown value is 98."). This will help develop fluency with reading and using these mathematical terms. They must continue to trade cards with as many students as possible until teacher says "Freeze!"
*When teacher says "Freeze!" all students stop.
*Teacher says "Match!" \& students need to find the card that corresponds with their card. When they have found their partner, the pair of students will sit down together.
*Quick check...have student pairs stand up and share their cards, the rest of the class determines if their pairing is or is not accurate and discuss why/why not.

Add this Game to your Math Workshop!!!
**Addition \& Subtraction Memory

1-4 Players
Print playing cards and back them with 2 different colors of construction paper (i.e. blue cards on blue, green cards on green) \& laminate for durability.

Have students put all the cards face down in an array. The student will turn over one card in each color (i.e. one blue card and one green card). They are trying to find the cards that match. If they make a match they get to keep both cards and it is the next player's turn. If they do not make a match, the player turns the cards face down again and it is the next player's turn. The player who has the most cards at the end wins... they can go first on the next round.

This memory game is great practice for your students who are still using tools and/or scratch paper for solving problems, or just need more practice building mathematical fluency.
















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