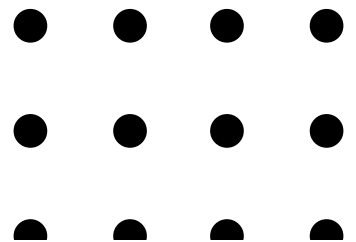




Savvy Subitizing Cards

CARDS BUILT TO IMPROVE YOUR STUDENTS' NUMBER SENSE



ABOUT THE CARDS

I designed these cards in order to build children's sense of numbers in four areas (Van de Walle, 2013):

- 1) **Spatial Relationships:** recognizing how many without counting by seeing a visual pattern and seeing the relationships between different visual patterns.
- 2) **One and Two More & Less:** this is not the ability to count on two or count back two, but instead knowing which numbers are one and two less or more than any given number.
- 3) **Benchmarks of 5 and 10:** ten plays such an important role in our number system (and two fives make a 10), students must know how numbers relate to 5 and 10.
- 4) **Part-Part-Whole:** seeing a number as being made up of two or more parts.

For more explanation on those areas watch this video:

<http://www.therecoveringtraditionalist.com/number-sense-essential/>

HOW TO USE THE CARDS:

These cards were designed to be used to play a game I call Savvy Subitizing (<http://www.therecoveringtraditionalist.com/savvy-subitizing-activity/>). However, any game your students are playing with a normal deck of cards can be given new life by changing the cards to Savvy Subitizing Cards.

Games like Go Fish, Memory, and War are so much more fun with the Savvy Subitizing Cards. There are two instruction cards in this document that give you the details on how to play Savvy Subitizing along with other games you can play with the cards.

For pre-made decks that come in card boxes go here:

<https://buildmathminds.com/product/savvy-subitizing-cards/>

Hi! I'm Christina

IT'S MY PASSION TO HELP TEACHERS AND CHILDREN LEARN TO LOVE MATH

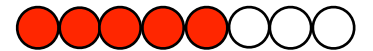
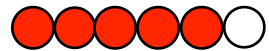
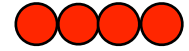
Teaching math isn't easy and for a lot of teachers, it isn't fun...like AT ALL!! Especially in this era of education, there is a lot of unknowns about what and how we should be teaching. You are NOT alone.

With the implementation of new standards, assessments, and (for some) new curriculum, teachers are feeling bogged down and yet left out on their own to make sense of it all. I'm here to help with that.

I am a former middle school math teacher who learned, and taught, math the traditional way. That was until I realized that many of my students did not learn math the same way I did. So, I embarked on a journey to increase my understanding of mathematics in order to teach it to my students. Now I am a Recovering Traditionalist and a teacher educator who gets the pleasure of helping other teachers learn what I learned about how children think about mathematics.

I work with schools and districts to help teachers focus on the math content that is THE MOST IMPORTANT and how to weave that into instruction if it isn't already in their curriculum (which most of the time it isn't). I vlog about some of the issues that come up during the PD I do over at The Recovering Traditionalist.









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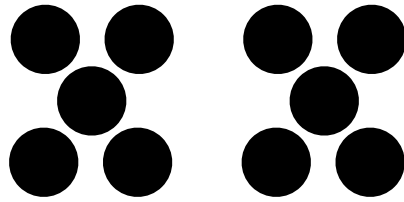
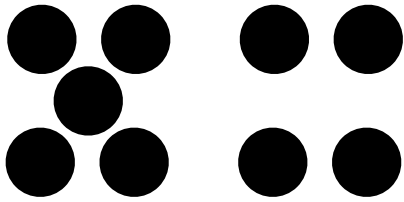
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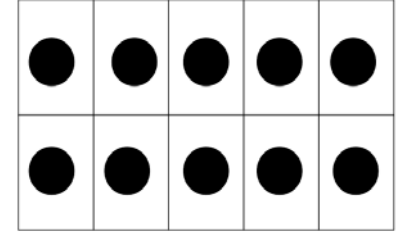
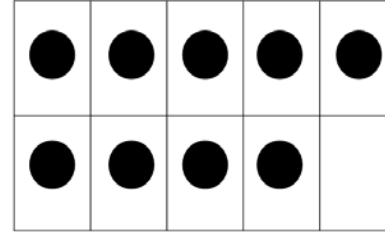
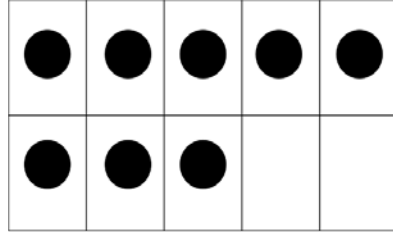
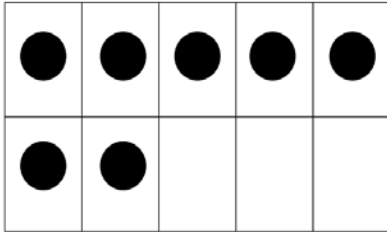
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Savvy Subitizing

Materials: Pack of Savvy Subitizing cards for every group of 3

1. Deal out 3 cards to each player and put the rest of the deck face down in the middle as a draw pile.
2. There are NO TURNS in this game, so keep an eye on all the stacks that are created and play whenever you can. You can modify to taking turns if the pace is too fast.
3. To start playing, anyone with a "1" can start a stack by laying it out on the table. As you play a card, make sure to take a card from your draw deck so that you always have 3 cards in your hand.
4. You can add cards from your hand to any pile out on the table IF you have a card that is one more than the top card of that pile.
5. When a "10" gets played on a stack, the person playing the 10 card grabs the stack and puts the cards in their "score pile."
6. If you have trouble getting rid of a card in your hand, you can place it facedown in your "discard pile" and draw a new card from the draw pile.
7. Keep playing until someone runs out of cards, they shout "DONE!" and everyone stops playing.
8. To score, count the number of cards in your "score pile" and subtract the number in your "discard" pile.

Other Games

Here are some other games you can play with these subitizing cards:

- **Fast Flash:** Use the cards like flash cards by flashing a card for a few seconds. Put the card down so the child cannot see it anymore, and ask "How many did you see on the card?"
- **Memory:** Use only two cards for each number 1 - 10. Place the cards face down in an array. The children flip over two cards, if the cards have the same amount they get to keep those cards. If not, they flip the cards over and the next child gets a turn.
- **Which is More (or Less):** Flip over two cards, then ask "Which card has more?" As children get better at subitizing you can flash the two cards, hide them, then ask "Which had more?"
- **Combat:** Two children deal the entire deck out between the two of them, creating a pile for each child that is face down. Each child flips over the top card off their pile. The child with the largest amount on their card gets to take both cards. In the case of a tie, they each flip over another card, and the card with the largest amount takes all four cards.
- **Combat Addition:** Played like Combat, but instead of flipping over only one card, each player flips over two cards. The winner of that round is the player whose two cards add up to create the largest sum.