






Instructions for the Trading Game - Addition






Students start with 8-10 bears for each column.

Column 4	Column 3	Column 2	Column 1
			

Trading 3 for 1







Student rolls die.

Example:  Five bears are brought down in the first column only.

Column 4	Column 3	Column 2	Column 1
			
			

Students are asked, “Can you trade?” “yes”

Student places 3 of the bears from the 1st column back in the pot. Student takes down 1 bear in the second column.

Column 4	Column 3	Column 2	Column 1
			
			

Next student rolls die and brings down bears. Trade if possible.

When 3 bears are in the 2nd column, student trades for 1 bear in the 3rd column. And so on. Winner is student who reaches 3 bears in the 4th column. Option: Students can play until 1 bear in the 4th column if a quicker game is needed.





Points to remember:

- Bears are brought down in the first column ONLY, then traded for the next column.
- Have students count each bear separately when beginning this game. Be sure all rules are understood.
- Some students may roll a 3 and simply take down 1 bear in the second column. Allow them to do this if they are doing it correctly. Do NOT suggest that they do it.
- Do not call the columns “ones”, “tens”, “hundreds”, “thousands”. Because we are trading 3 for 1, these labels do not apply.
- At different points in the game, ask: “Who has more bears?” Show students that they must start comparing the leftmost columns first as these bears are worth more points.
- Advanced students can play with 2 dice when trading 7 for 1 and higher.


In subsequent weeks, trade 4 for 1, 5 for 1, 6 for 1 and so on up to 10 for 1.

Instructions for the Trading Game - Subtraction





Approximately 15 bears are needed for each column 1 and 2. To begin the game, all students bring down 4 bears in the 2nd column and 9 bears in the 1st column. (These numbers can be changed for future games.)

Column 4	Column 3	Column 2	Column 1
			
			

First roll.



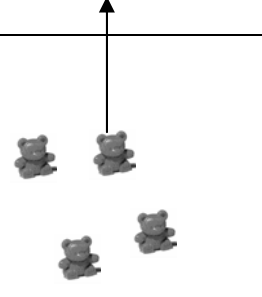
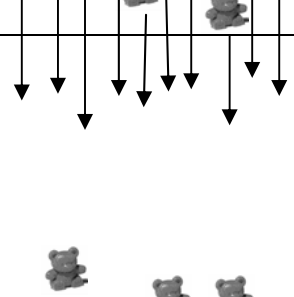
Example: 

Player moves 6 bears back up in the pot.

Column 4	Column 3	Column 2	Column 1
			
			

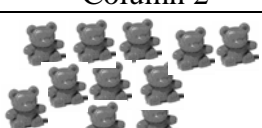
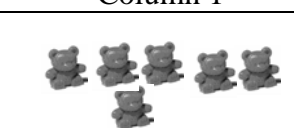


There are only 3 bears in the first column so 4 cannot be taken away. Show students they must “trade back” or “regroup”.

1. Move 1 bear from the 2nd column back up.
2. Move 10 bears from the 1st column back down. (*Common error: Students think they need to bring down enough bears to make a total of 10. This is not correct. Students must keep what they have in the 1st column, and then bring down 10 MORE bears.*)

Column 4	Column 3	Column 2	Column 1
			
			

3. Now, subtract the correct number of bears from the 1st column.

Students will be left with 3 bears in the 2nd column and 9 bears in the 1st column.

Column 4	Column 3	Column 2	Column 1
			
			

Students must always do the following:

1. Decide if regrouping is necessary.
2. If so, move 1 bear from the 2nd column back up.
3. Move 10 bears from the 1st column back down. (*Common error: Students think they need to bring down enough bears to make a total of 10. This is not correct. Students must keep what they have in the 1st column, then bring down 10 MORE bears.*)
4. Subtract the correct number of bears from the 1st column.