

## Subtraction

Here are some examples of activities, games or puzzles which can be used to support mathematics learning.

These examples are taken from the subtraction pack. The mathematical demand increases as you work through the pack. The complete packs can be downloaded at

<https://www.stem.org.uk/rxzhj>

Answers to cards can be found at <https://www.stem.org.uk/rxxo5>

### Differences Game

*This is a game for two or more.*

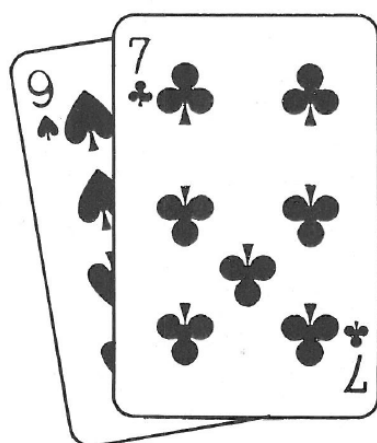
Deal 6 cards to each player.

Sort your cards into pairs and find the differences.

Add up your score.

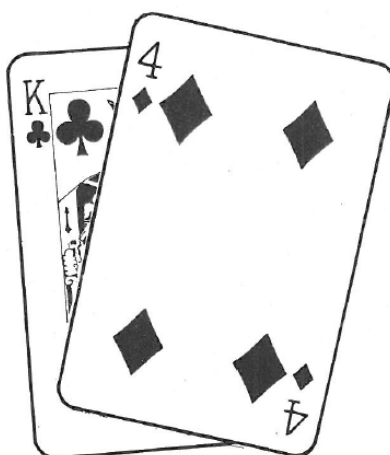
example:

The first to reach **100** wins!



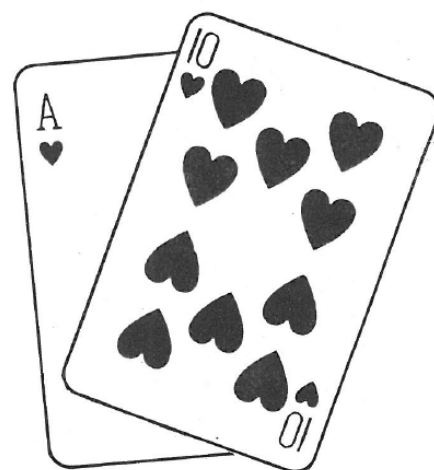
2

+



6

+



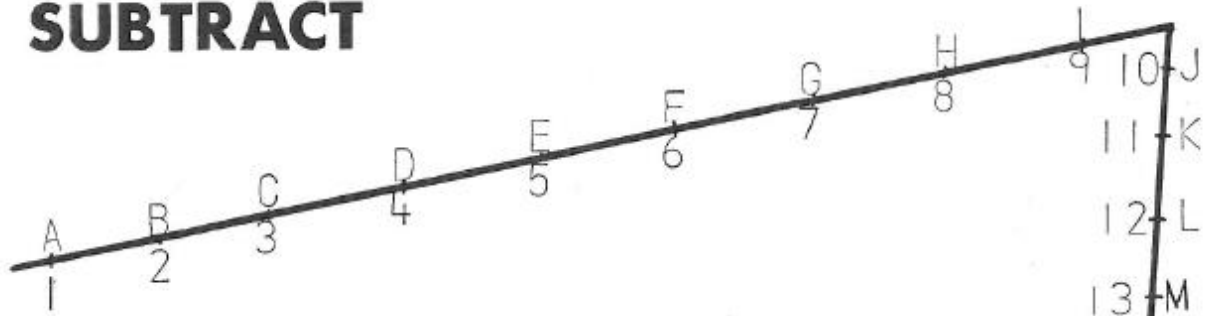
9

= 17

Here's another way to play ..... first to 100 loses!!

# 0467

## SUBTRACT



Look:-

$$\begin{array}{r} 20 \\ -1 \\ \hline 19 \end{array} \quad \begin{array}{r} 30 \\ -9 \\ \hline 21 \end{array} \quad \begin{array}{r} 57 \\ -55 \\ \hline 2 \end{array} \quad \begin{array}{r} 30 \\ -10 \\ \hline 20 \end{array} \quad \begin{array}{r} 35 \\ -17 \\ \hline 18 \end{array} \quad \begin{array}{r} 50 \\ -49 \\ \hline 1 \end{array} \quad \begin{array}{r} 63 \\ -60 \\ \hline 3 \end{array} \quad \begin{array}{r} 21 \\ -1 \\ \hline 20 \end{array}$$

**S U B T R A C T**

De-code these:-

(1)

$$\begin{array}{r} 56 \\ -48 \\ \hline \end{array} \quad \begin{array}{r} 42 \\ -37 \\ \hline \end{array} \quad \begin{array}{r} 24 \\ -12 \\ \hline \end{array} \quad \begin{array}{r} 43 \\ -27 \\ \hline \end{array}$$

(2)

$$\begin{array}{r} 70 \\ -69 \\ \hline \end{array} \quad \begin{array}{r} 52 \\ -34 \\ \hline \end{array} \quad \begin{array}{r} 92 \\ -73 \\ \hline \end{array} \quad \begin{array}{r} 46 \\ -41 \\ \hline \end{array} \quad \begin{array}{r} 51 \\ -37 \\ \hline \end{array} \quad \begin{array}{r} 100 \\ -99 \\ \hline \end{array} \quad \begin{array}{r} 48 \\ -36 \\ \hline \end{array}$$

(3) Make up one for a friend.



Smile 1713

# Subzero

– a game for two players

Starting with 123, players take turns to subtract numbers. The winner is the first player to reach zero.

*I'LL TAKE AWAY 88...*

$$\begin{array}{r} 123 \\ -11 \\ \hline 112 \\ -22 \\ \hline 90 \\ -9 \\ \hline \end{array}$$

*YOU CAN'T USE 88. THERE ISN'T AN 8 IN '123'.*

*OK. I'LL SUBTRACT 11.*

*I'LL SUBTRACT 22.*

*I DON'T HAVE ANY CHOICE. IT'S GOT TO BE 9.*

...

The first player could choose 33 or 2 or 111 or ... The numbers which are subtracted must be made from **one** of the digits in the last answer.

You are not allowed to subtract 0.

Play a few games. Try starting with different numbers.