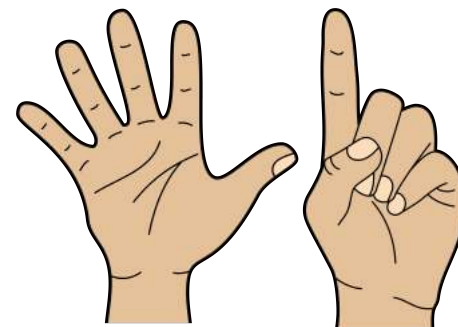
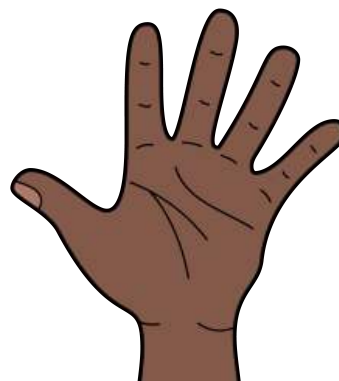
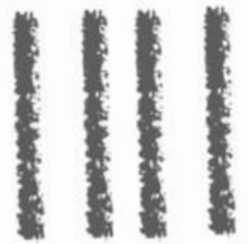
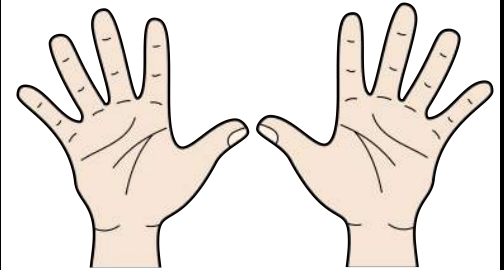
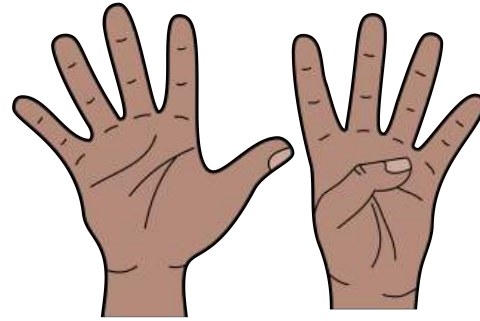
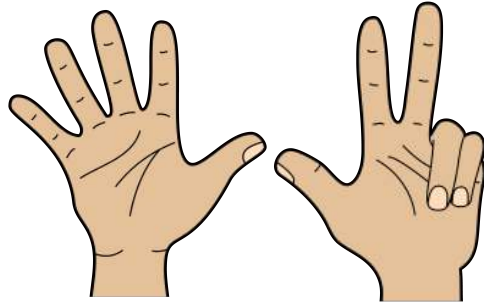
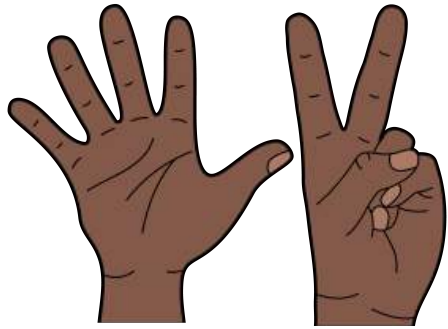


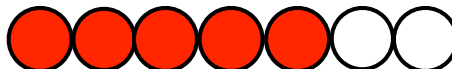
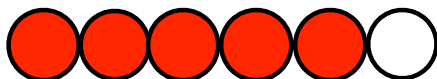
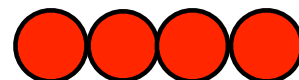
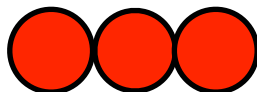
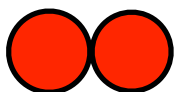


Savvy Subitizing Cards

CARDS BUILT TO IMPROVE YOUR
STUDENTS' NUMBER SENSE







NU

NU I

NU II

NU III

NU IIII

NU NU

I

2

3

4

5

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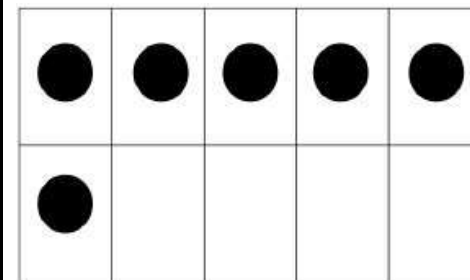
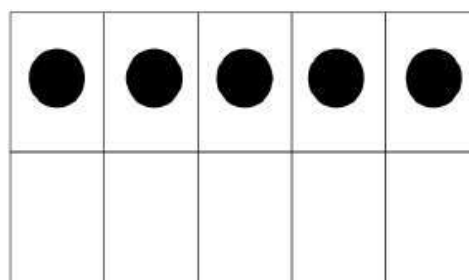
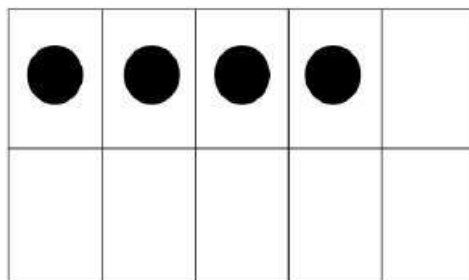
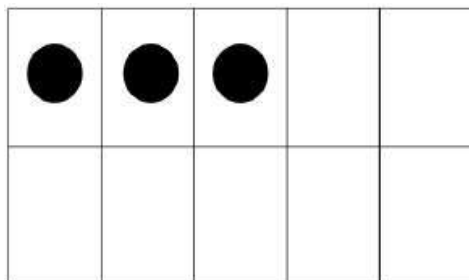
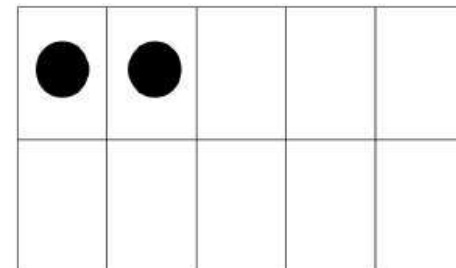
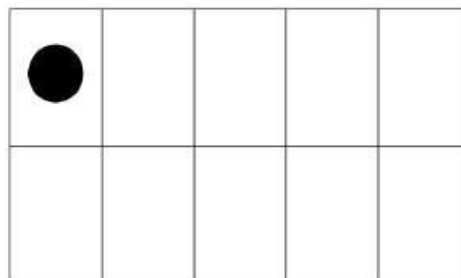
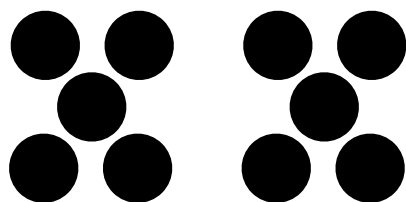
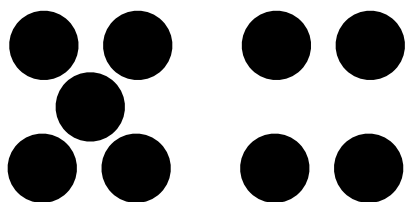
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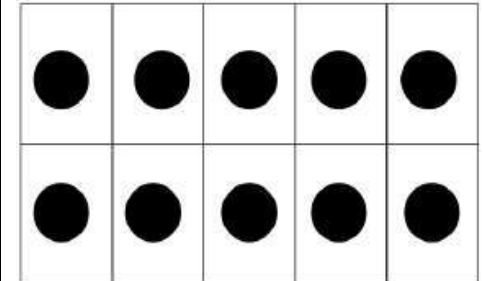
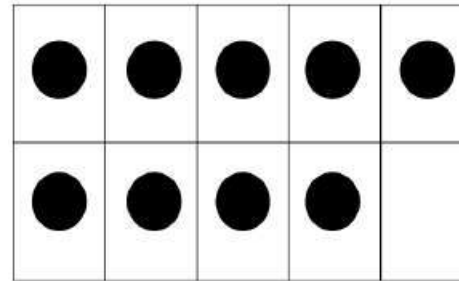
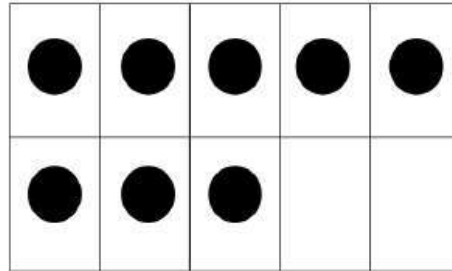
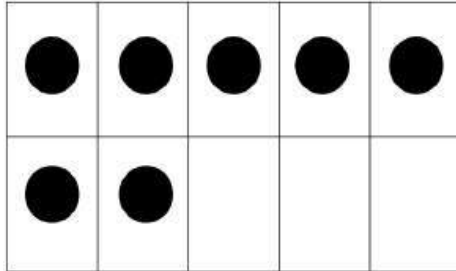
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Savvy Subitizing

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.