

CAPTURE THE ALIEN

Objective: Use doubles plus 1 and doubles minus 1 as a strategy for finding sums within 20

Players: 2-3

Materials: game board, 1-6 die, pencil, paper clip, at least 13 number cubes in two or three colors for each player, white board or paper for recording

Directions:

1. Player rolls a die. The number on the die is doubled.
2. Player then uses a pencil to hold a paper clip to spin the spinner on the board.
3. Player names the doubles fact + or – 1 and records it on the white board or recording sheet. At the same time the other players each model the number sentence using different colored connecting cubes for each addend to verify sum.
4. Play then goes to the next player.
5. Play continues until the winner reaches the alien in the center.

For example:

Player rolls a 2 and spins +1 on the spinner.

The number sentence to record would be $2+2+1 = 5$ or $2+3=5$.

The other players would build a tower to match one of the following:

2 in one color, 2 in another color, and 1 more in a third color to show a sum of 5

2 in one color and a tower of 3 in another color to show a sum of 5

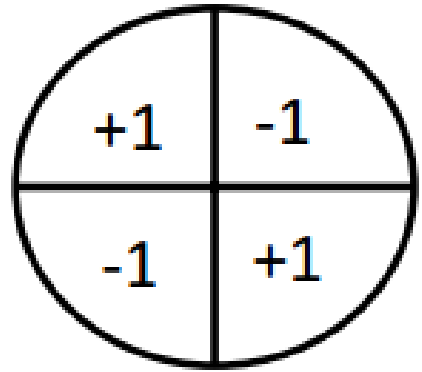
Script:

I rolled _____. The doubles fact is _____ + _____.

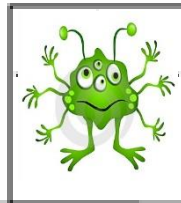
The sum is _____. One more / one less is _____.

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Doubles +/- 1



START	13	11	9	7						
1	1			5						
3	3			3	1	13	11	9	7	
5	5									5
7	7		9	7	5	3	1			3
9	9		11					13		1
11	11		13					11		13
13	13		1					9		11
1	1		3	5	7			7		9
3	3							5		7
5	5	7	9	11	13	1	3			5
7										3
9	11	13	1	3	5	7	9	11	13	1



Name _____



CAPTURE THE ALIEN

Recording Sheet

1. _____ + _____ ○ _____ = _____
2. _____ + _____ ○ _____ = _____
3. _____ + _____ ○ _____ = _____
4. _____ + _____ ○ _____ = _____
5. _____ + _____ ○ _____ = _____

Name _____



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Recording Sheet

1. _____ + _____ ○ _____ = _____
2. _____ + _____ ○ _____ = _____
3. _____ + _____ ○ _____ = _____
4. _____ + _____ ○ _____ = _____
5. _____ + _____ ○ _____ = _____