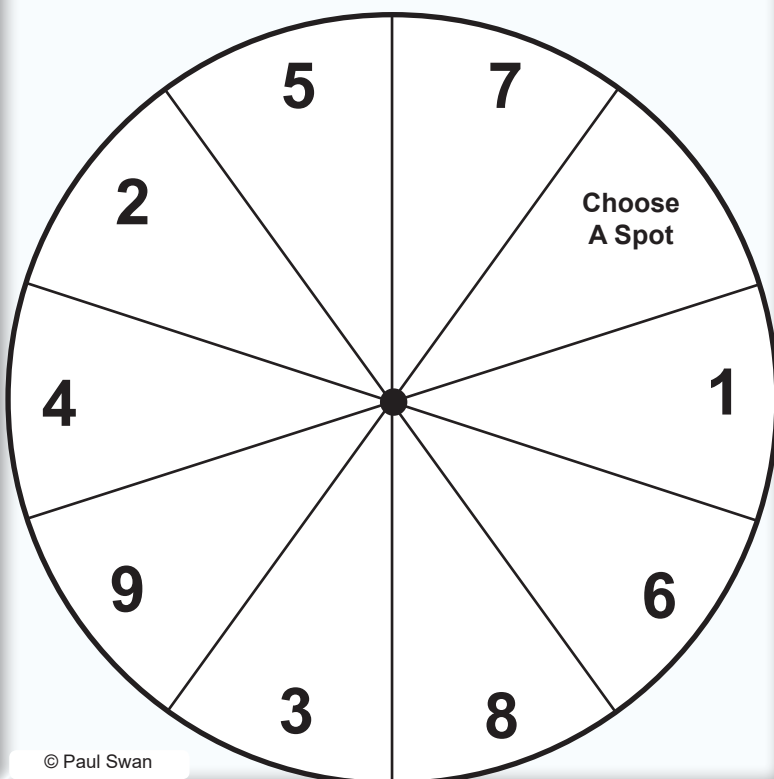


Near Doubles: Doubles + 2

4	8	20	16	10	6
10	16	14	18	4	12
6	18	4	8	12	20
12	8	18	14	20	16
14	4	18	10	6	20
8	16	6	12	14	10

Near Doubles: Doubles + 2



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Doubles + 2:

A game for two players.

Aim: To be the first player to place three counters, next to each other, in a row, column or diagonal.

Materials Required: 36 transparent counters, 18 of one colour and 18 of another colour.

- Players take turns to flick the spinner and place a counter on a spot on the board that is the number shown on the spinner doubled and with two added. For example, if the spinner shows 7, the player would place a counter on 16 ($7 \times 2 + 2$).
- Play continues until one player has placed three counters, next to each other, in a row, column or diagonal.

Variation

- Allow a 'bump off' rule

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Doubles

Initially students would play 'Doubles'. Later students can play 'Doubles add one' and 'Doubles take one'.

Later still students can play 'Doubles add 2' or 'Doubles subtract 2'.

Australian Curriculum Links

Yr 1 (ACMNA015): Solve simple addition and subtraction problems using a range of strategies

Yr 2: ACMNA030 Solve simple addition ... problems using a range of efficient mental ... strategies

Elaborations

Becoming fluent with a range of mental strategies for addition ..., such as commutativity for addition, building to 10, *doubles*, 10 facts and adding 10

Yr 3: (ACMNA055): Recall addition facts for single-digit numbers ... to develop increasingly efficient mental strategies for computation

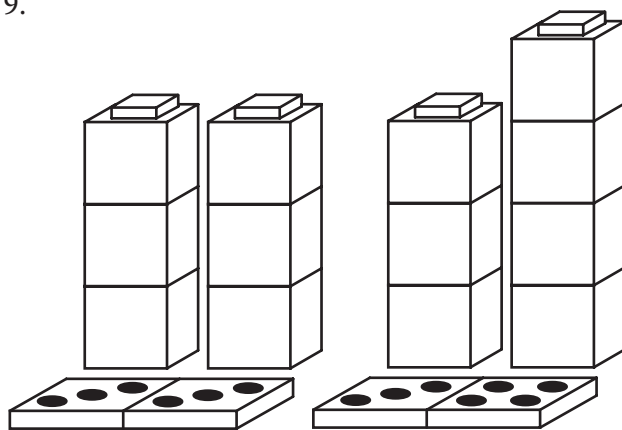
Elaborations

Recognise that certain single-digit number combinations always result in the same answer.

Teacher notes

Prior to learning the 'near doubles facts' students will need to have developed some fluency with doubles facts. Doubles facts (and near doubles facts) may be developed using Unifix materials and Dominoes. Initially students may be exposed to all the doubles and near doubles from a standard double six domino set. Students may be asked to build towers with Unifix that are the same height as the number of dots shown on the domino. One tower should be built in one colour and the second tower built in a different colour. The two towers may be combined (added) and the total number of Unifix counted. Using two colours will help link the initial addition question to the answer.

Later near doubles may be combined and the double nine dominoes may be used to complete all the doubles and near doubles facts to $9 + 9$.



Ten frames are an ideal manipulative that will help children to learn 'doubles and near doubles'. For example,

