

Salute!

Mathematical Understanding:

- Numeral recognition, number quantity, number order and the counting sequence.

**Classrooms may provide manipulatives to support student problem solving.

Grade Level: PreK-K

Number of Players: 2

Materials Needed: Deck of cards and number lines as needed

Notes: Aces act as 1, face cards are removed.

Object of the Game: To correctly identify numeral names and then to build a number line from 1-10 in the correct numerical sequence. The player who places the last number in the 1-10 number line and is able to point to and say, in correct order, all the numbers in the number line wins the game.

Directions:

Player 1 and Player 2 split the deck into two equal piles and place them face down.

Player 1 calls “Salute!” Player 2 takes a card off the top of his/her pile and places it against his/her forehead, number side facing out, without looking at the card’s value.

Player 1 names the numeral on the card.

Player 2 then confirms that Player 1 named the numeral correctly and, if so, gives the card to Player 1 who begins to build a number line from 1-10. (When building the number line, the Players put the cards face up and off to one side so both can see and build on the number line without either of them having to look at the numbers upside-down.)

If Player 1 names the numeral incorrectly or does not know the name of the card, Player 2 gets a chance to name the numeral, win the card, and place the card in number line in the appropriate place. If neither Player can name the numeral, they are told the numeral name and the card is placed on the bottom of the player’s pile who was saluting and the play is repeated with the next card from the same pile.

Play is then repeated with Player 2 calling “Salute!”

Play continues with each Player naming and adding a card to the number line until a player identifies and places in the number line the last card to complete the sequence 1-10. That Player then has an opportunity to point and name all the numerals in the number line in sequence and win the game.

If the child cannot point and name all the numeral cards correctly, then the other Player get a chance to point and name all the numerals in order and win the game. If neither Player can

name all the numerals then a helper reads the number line with the Players and the game is started from the beginning again.

Guiding Questions:

What do you know?

Where do you think you will begin?

Where are you stuck? What is confusing? What are you wondering about?

What are you going to try?

What did you think about to come to your answer?

Differentiation:

The game can be played with only the numerals 1-5 for children who do not yet have the 1-10 sequence.

Players may also build the quantities shown on the numeral cards using objects to show the value of the numeral instead of building the number line. Player 1 “Salutes!” Player 2 builds the value of the numeral. Player 1 guesses his/her number. If Player 1 can name the value correctly he/she puts the card in his/her pile. If the Player 1 cannot name the quantity correctly, the child who built the quantity gets the card in his/her pile. The child with the most cards at the end of the game is the winner.

Game Trajectory:

Pre K-K: 2 players, deck of cards containing values 1-5 or 1-10 only (Aces are 1). Game can be played focusing on either numeral recognition and order or numeral recognition and value.

K-2: 3 players, deck of cards may have face cards removed or consider them to be values of 10. Game is played using sums.

3-5: 3 players, played using multiplication or addition. Deck of cards uses face cards as 10s when playing multiplication version. A special deck containing values 1-20 may be used for addition.

5-6: 3 players, played using multiplication or addition. The special deck containing values 1-20 may be used for multiplication and addition versions.

Clean up Checklist for Game Bag:

Laminated Master of Salute! Directions

Salute! directions copies (extras)

Specially made decks of cards

Number lines (extras)

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----