

Memory Doubles

Purpose:

The purpose of this activity is to help your child to instantly recall doubles facts to 10+10. For example, $4+4=8$, $9+9=18$, $2+2=4$.

Link to Number Framework:

Number Facts, Stage 4.

What you need:

- Game cards. You can print these or make your own. Put a dot or pattern on the back of the answer cards to help your child match the facts with the answers.

What to do:

Use the doubles cards to play memory. The aim of the game is to find as many matching pairs as possible by remembering where the cards are.

- Spread out all the cards face down.
- Turn over 2 cards. If the cards match, players get to keep the pair. For example “4 + 4” and “8” are a matching pair. If the cards don’t match, players replace the cards face down.
- Take turns to try and find a matching pair.
- The winner is the player with the most pairs at the end of the game.

You can also use the game cards as flash cards.

- Put the cards in a pile face down.
- Ask your child to turn over the top card and call out the answer or doubles fact as fast as possible. For example, if $4+4$ is turned over, they call out 8; if 18 is turned over they call out $9+9$. Cards they have trouble with are returned to the bottom of the pile, while they get to keep the cards for the questions they answer quickly and correctly.

What to expect your child to do:

Be able to instantly give the answer to all doubles from 1+1 to 10+10. Be able to tell you the doubles fact for any even number up to twenty.

He Kupu Māori

doubles addition facts	meka tāpiritanga rearua
matching cards	kāri taurite
turn over	huripokia

He Whakawhitinga Kōrero:

- Horahia ngā kāri, ko ngā mata ki raro. (*Spread out the cards, face down.*)
- Huripokia kia rua ngā kāri. Mēnā e taurite ana ngā kāri e rua, ka riro i a koe aua kāri. Ki te kore e taurite ngā kāri, huripokia anō ko ngā mata ki raro. Hei tauira o te kāri taurite: ‘4 + 4’ me te ‘8’. (*Turn over two cards. If they are matching you get to keep those cards. If they don’t match, turn them face down again. As an example of a matching pair: ‘4 + 4’ and ‘8’.*)
- Your turn first. (*Kei a koe i te tuatahi.*)
- My turn now. (*Kei a au ināianei.*)
- Kei a wai ngā kāri taurite maha rawa atu? Ko koe te toa! (*Whose got the most matching pairs? You win!*)
- Tangohia tētahi kāri i te pūkei. Mēnā he tāpiritanga, karangahia te otinga. Mēnā he tau (pērā i te 18) karangahia te tāpiritanga rearua e hāngai ana (hei tauira, ‘e iwa tāpirihia te iwa’). (*Take a card from the pile. If its an additon double, call out the answer. If it’s a number (like 18), call out the corresponding addition double (for example 9 + 9.)*)

$3+3$

6

$2+2$

4

$1+1$

2

$4+4$

8

$5+5$

10

$6+6$

12

$7+7$

14

$8+8$

16

$9+9$

18

$10+10$

20