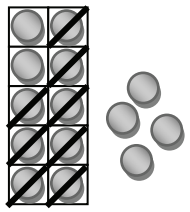
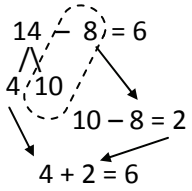
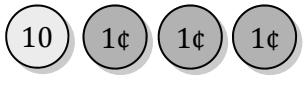
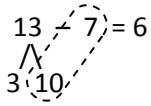
Write the expression **10 – 8** and have students supply the answer. Now write the expression **14 – 8**. Illustrate 14 with the grid and counters. Ask for suggestions on how to subtract 8. Point out that that we cannot take 8 from the 4 ones because there are not enough ones, but we can take it from the ten. Remove 8 counters and ask how many are left. There are 2 from subtracting 8 from 10, and 4 ones that we started with, so there are 2 + 4 = 6 counters left. So 14 – 8 is 6. Show the process with a number bond as well, splitting the 14 into 4 and 10. Ask for alternative strategies. We can also mentally subtract in 2 steps. We can first take away the 4 ones. Ask how many more we still need to take away. Since 8 – 4 = 4, we need to take away an additional 4, leaving 6. So we can find the answer by first subtracting 4 from 8, and then subtracting that answer from 10. Repeat with other examples as needed.	10 – 8 = 2 14 – 8   14 – 8 = 14 – 4 – 4 (8 = 4 + 4) = 10 – 4 = 6
Reinforcement	
Show students a dime and 3 pennies. Ask how much money you have and write down 13 cents. Then tell students that you want to buy something that costs 7 cents. How would you pay for it? Show that you would use the dime, get 3 pennies change, so the total money you have left is 3 + 3 = 6 pennies.	 
Mental math	Mental Math 5-8

Class game

Material: Cards with facts being practiced that the teacher can hold up in front of the class. Cards with answers, enough so that each student gets 5 cards.

Procedure: Students place their cards on their desks face up. The teacher holds up the fact cards one at a time. In this case, you could use addition and subtraction facts within 20 where renaming occurs. If a student has a card containing the answer to the fact card, he or she turns the card over (to face down). The student that turns over all five cards first wins and can have a turn holding up the fact cards.

Group game

Material: Number cards 1-10, 4 sets for each group of students.

Procedure: Deal out all cards face down.

Game 1: Each player turns over 2 cards and adds the numbers. The player with the greatest total gets all the cards that have been turned over. If the total is the same then the player with the highest card gets the cards. The player with the most cards after all cards have been turned over wins.

Game 2: Each player turns over 2 cards and adds 10 to the number on the first card to get a number between 10 and 20. The player then subtracts the value on the second card from this number. The student with the lowest answer gets all the cards that have been turned over. If the answer is the same for both players, the player with the card with the lowest number gets the cards. The player with the most cards after all cards have been turned over wins.