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## Save the Sub [Grades 1-2]

Regents' Center for Early Developmental Education

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# Notes for *Save the Sub*

**Level:** 1<sup>st</sup>-2<sup>nd</sup> grade

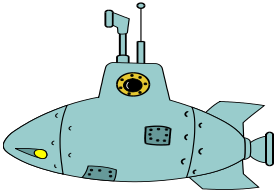
**Recommended # of Players:** 2

**Materials:** Two *Save the Sub* game boards; 2 standard dice; 26 markers

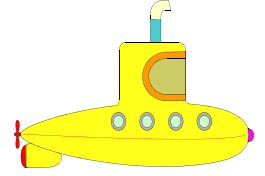
**Math Skills:** Addition and subtraction with numbers 1-6; probability

## **Mathematical benefits:**

*Save the Sub* is a relatively easy game that gives children opportunities to add and subtract numbers from 1-6. Players must both add and subtract the 2 numbers on each roll in order to decide which operation is to their advantage at each turn. With each roll, players will begin to notice the probabilities of different combinations when 2 dice are rolled.



# Save the Sub



2 Dice Version

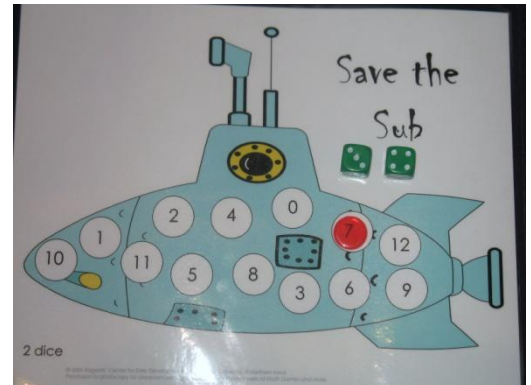
**Materials:** A *Save the Sub* card for each player (make sure it says 2 dice at the bottom), 2 dice, 13 chips for each player

**Number of Players:** 2

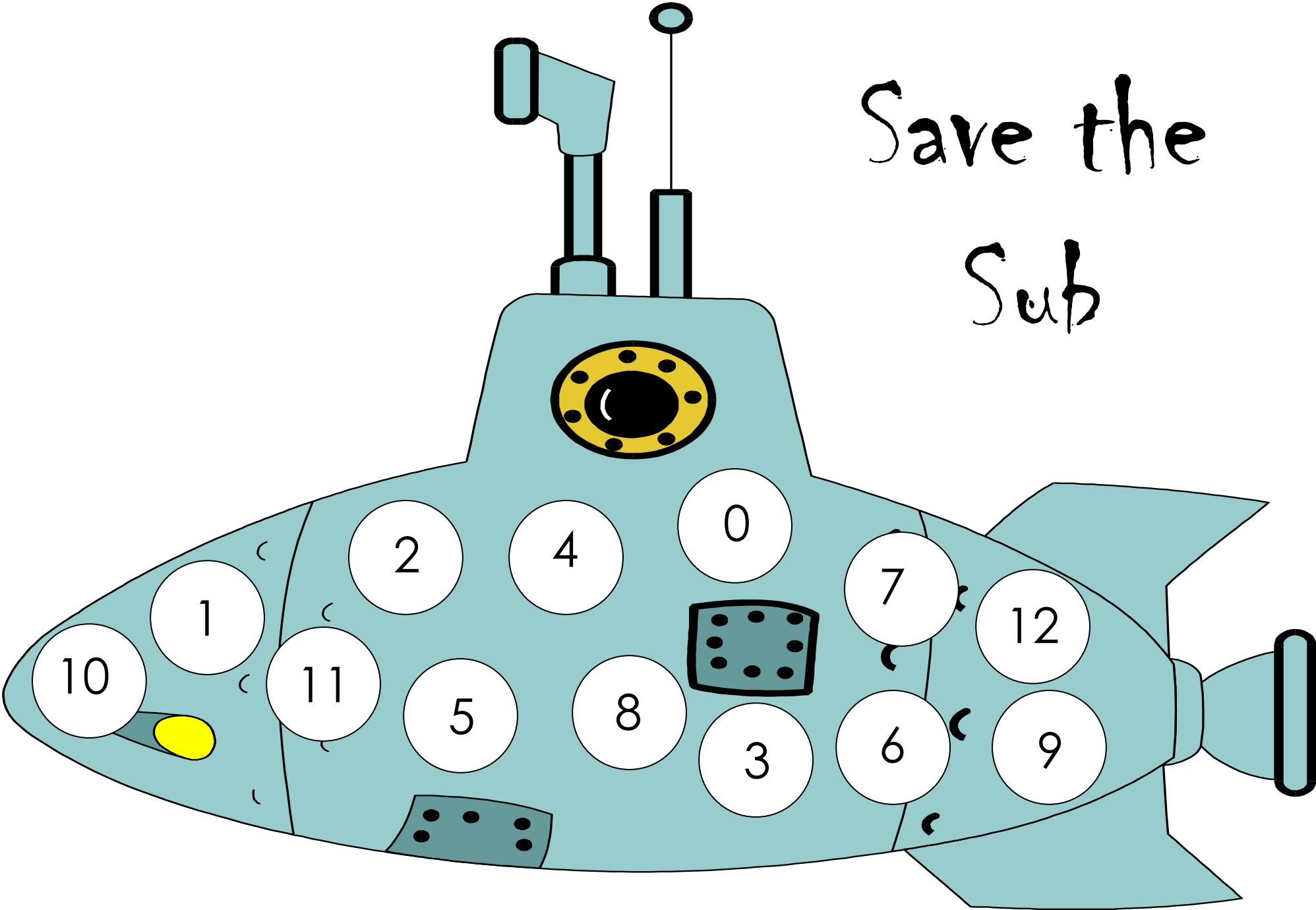
**Objective:** To be the first player to patch the holes in your submarine.

**To play:**

1. Players decide who will go first.
2. Players take turns rolling the dice, adding or subtracting the two numbers on the dice, and covering up that hole on their submarine. Players can only cover up one hole per turn.
3. If players cannot cover a number on their board, their turn is over.
4. The game ends when one player covers all of the holes on his or her submarine. That player is the winner.

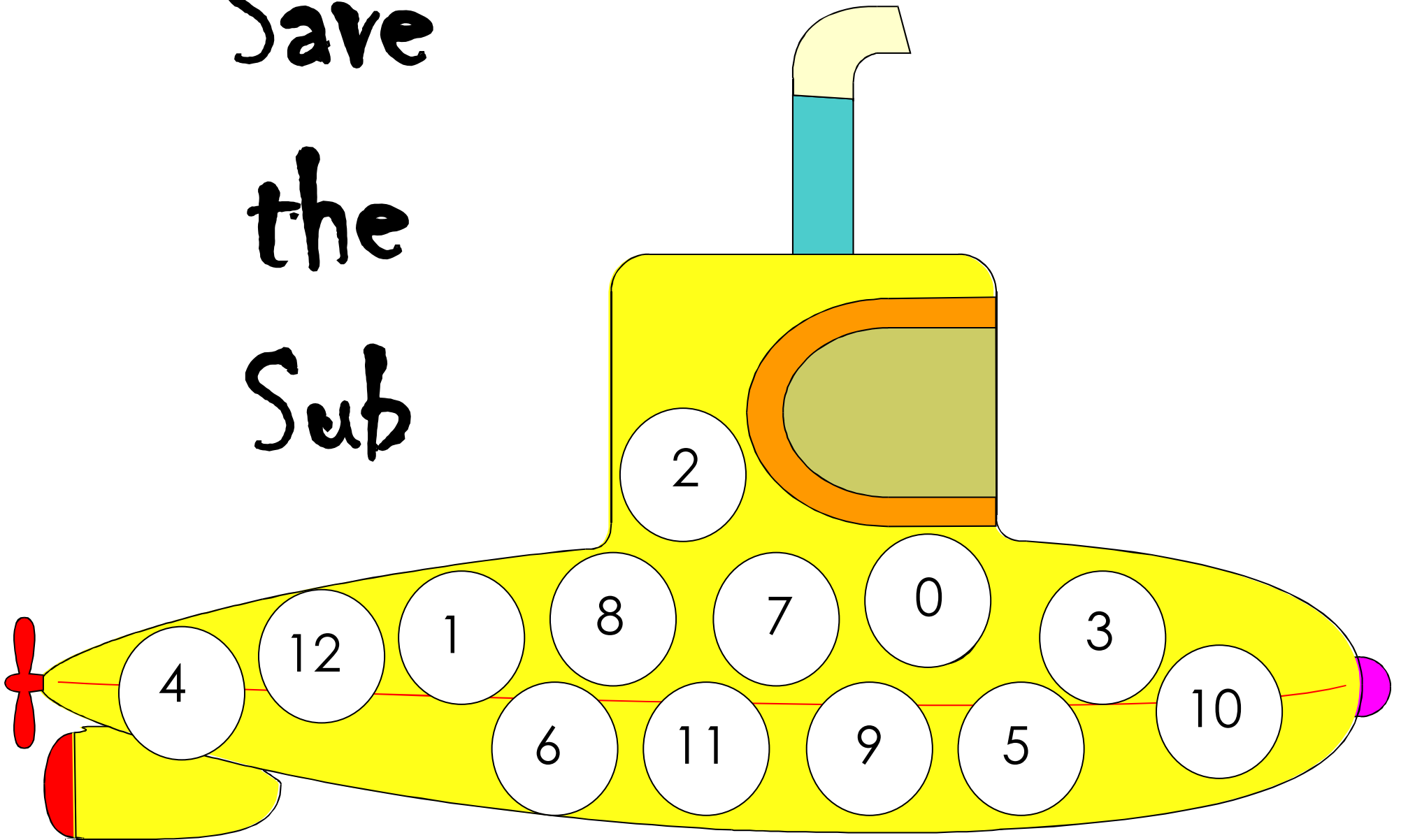


# Save the Sub



2 dice

# Save the Sub



2 dice