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## Why is 6 afraid of 7? [Grades 1-3]

Regents' Center for Early Developmental Education

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# Notes for *Why is Six Afraid of Seven?*

**Level:** Grades 1-3

**Recommended # of Players:** 2-4

**Materials:** Deck of *Why is Six Afraid of Seven* cards

*Why is Six Afraid of Seven?* consists of three of each of the following cards including three Gobble Gobble cards:

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

**Math Skills:** Counting on 1, 2, and 3; Counting back 1, 2 and 3

## Mathematical benefits

*Why is Six Afraid of Seven?* challenges children to think flexibly about adding or subtracting 1, 2, or 3 from the numbers 1 through 10. This game encourages students to count on (as opposed to counting all) by using small addends (1, 2, and 3). Also, without the aid of a physical number line, students become able to navigate up and down quickly. With each turn, students must search their own cards for one that can be played, effectively carrying out several mathematical problems mentally. Strategy is also involved as they must think about which cards they should play to pave the way for future turns, and rid themselves of cards more quickly.

# Why is 6 afraid of 7?

**Be the first one to get rid of all of your cards!**

To play:

1. Decide who is going to be first and who will be the dealer.
2. The dealer shuffles the cards and deals five cards to each player.
3. The dealer puts the rest of the cards face down in a “draw” pile and turns the top card over to make a **play pile** to begin the game. The top card in the play pile decides which card can be played next. The + or - number is added to **OR** subtracted from the larger number on the card to determine what card can be played on top of it.



4. Player one looks at the cards he or she is holding to see what card can be played.

















































For example: if the **play pile card** is **+2 8**, the next card played can be either a large number 6, or 10. Then players look at the corner of the card played. If it is **+3 6**, then the next card played can be either a 3 or a 9. If the player cannot play a card, he or she draws from the draw pile until a card can be played. Then the turn goes to the next player.

5. The first person who plays all their cards wins and announces by saying, “**Stop! Seven just ate Nine!**”




















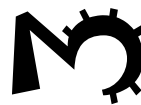












**Gobble Gobble! Cards:** If a player draws a **Gobble Gobble!** card, the player has the chance to lay it down next to the play pile and begin another play pile by laying another card from his or her hand on top of it. From then on, players can choose which pile to play on. There are three **Gobble Gobble!** cards in the game so eventually players can play from four piles.



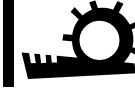






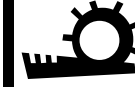




































 +1	 -1	 -1	 -1
 +1	 -1	 -1	 -1
 +1	 +1	 +1	 +1
 +1	 +1	 +1	 +1
 +1	 -1	 -1	 -1
 +1	 +1	 +1	 +1
 +1	 -1	 +1	 +1
 +1	 -1	 -1	 -1
 +1	 +1	 +1	 +1
 -1	 -1	 +1	 -1
 +1	 -1	 -1	 -1
 +1	 +1	 +1	 +1

















 +2	 +2	 -2	 +2	 -2	 +2	 -2	 +2
 +2	 +2	 -2	 +2	 -2	 +2	 -2	 +2
 +2	 +2	 -2	 +2	 -2	 +2	 -2	 +2
 +2	 +2	 -2	 -2	 -2	 -2	 -2	 -2

















-2	+2	-2	-2	-2	+3	+3
						
+2	-2	-2	-2	-2	+3	+3
						

-2	+2	-2	-2	-2	+3	+3
						
+2	-2	-2	-2	-2	+3	+3
						

-2	+2	-2	+2	-2	+3	+3
						
+2	-2	+2	-2	-2	+3	+3
						

+2	-2	+2	-2	-2	+3	+3
						
+2	-2	+2	-2	-2	+3	+3
						



<p>+3</p>  <p>+3</p>	<p>+3</p>  <p>+3</p>	<p>+3</p>  <p>+3</p>	<p>+3</p>  <p>+3</p>
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<p>+3</p>  <p>+3</p>	<p>+3</p>  <p>+3</p>	<p>+3</p>  <p>+3</p>	<p>+3</p>  <p>+3</p>

