

Mouse Math game, numbers 0–20

To make cards: Print pages 3 to the end one-sided, on paper or card stock, in color or black-and-white.

Like 98% of the world outside the U.S., we use the metric system in Laos and these are designed for A4 (metric) paper. If using U.S. letter-size paper, test to be sure everything prints. You may need to have your printer reduce the size slightly.

For school use we cut these apart, laminate, then cut into individual cards.

You do not need to print anything on the backs, but we've put a layout on the next page, if you'd like to use it.

To play: Here are the rules at our Big Brother/Sister Mouse schools in Laos. You may come up with other ideas.

Mix them, then lay out 9 cards in a 3x3 grid. Or more or fewer, to make the game easier or harder.

Then each player tries to make an equation using 3 or more cards, plus whatever they want of the standard arithmetic signs: plus, minus, times, or divided by. Players may not touch or cover the cards as they do this. Except for beginning players, it's best NOT to take turns; everyone is always thinking and can call out a number if they see a solution.

When you've got an equation in mind, announce just one number: The amount that each side equals. Then, pulling out the cards if that helps, demonstrate it for others to check.

If you got it right, you collect those cards, which are

replaced. If you were wrong you give up a card you previously collected, as a penalty.

At the end, the winner is the player with the most cards.

Variations: After one player has shown their equation, and BEFORE new cards are put down, if another player can see another way to make the same number, with the remaining cards, they can show it, then "steal" the cards from the first player and take ALL the cards that were used to make this number.

For a harder game, require that the equation have at least four cards...

...or that it include something other than a single plus or minus sign.

The player who took the last set of cards, must use a harder variation on the next round.

If players are of different abilities, a harder variation can apply to some players, but not others.

We offer other games and activities, as well as Mouse Math decks with different levels of difficulty including a set from 0 to 100 and an introduction to negative numbers, at:

BigBrotherMouse.com | More | Download free games


$$\begin{array}{r} 12-7=5 \\ \hline + \quad - \quad = \end{array}$$


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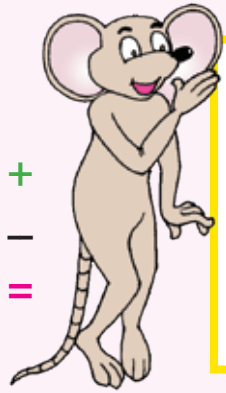

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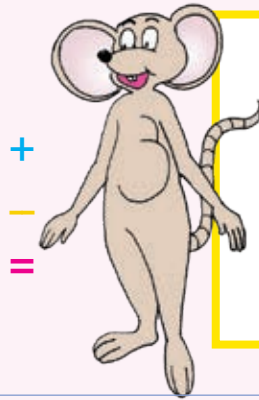

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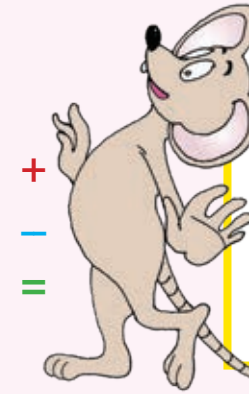

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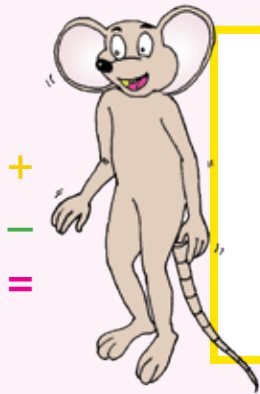
Set B numbers 0-20



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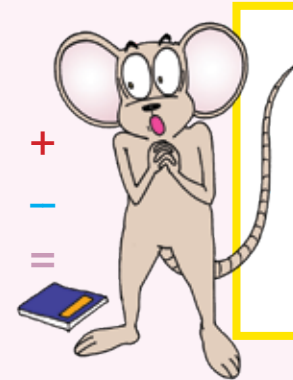
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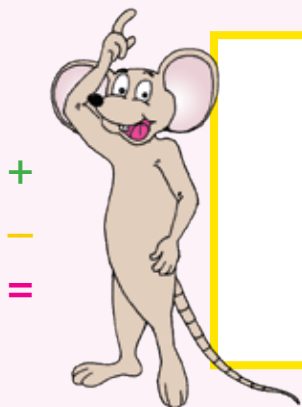
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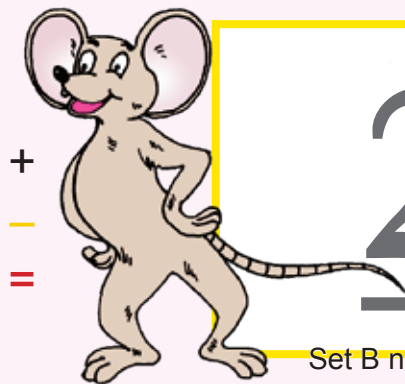
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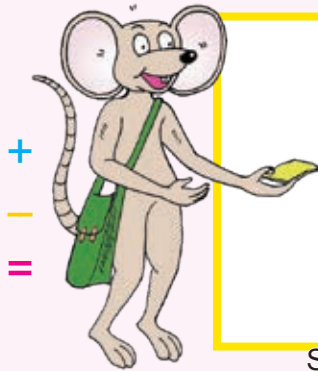


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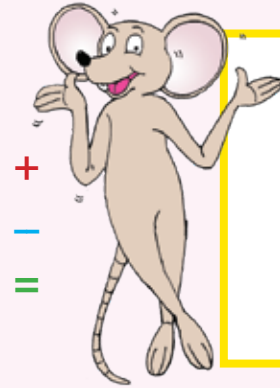
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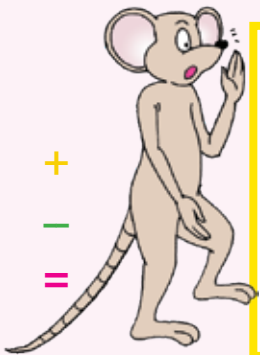
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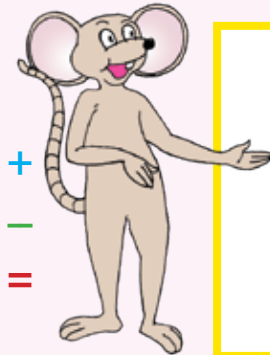
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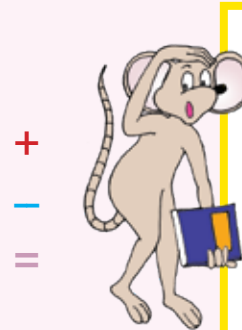
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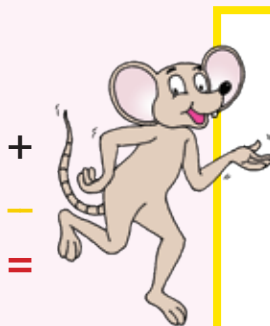
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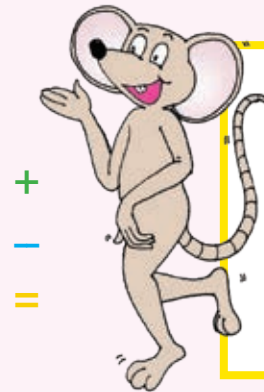
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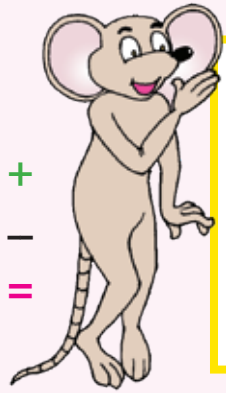
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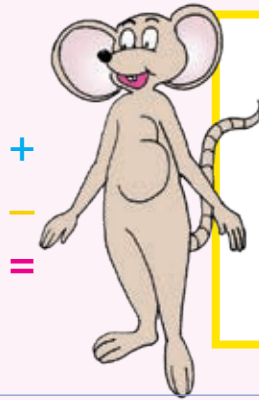


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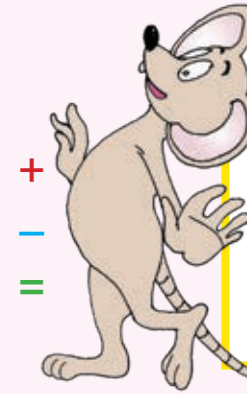
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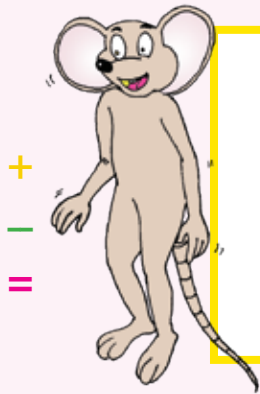
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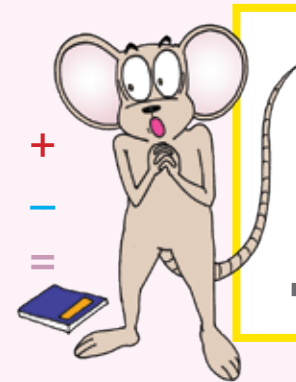
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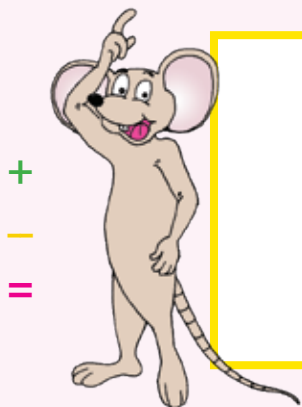
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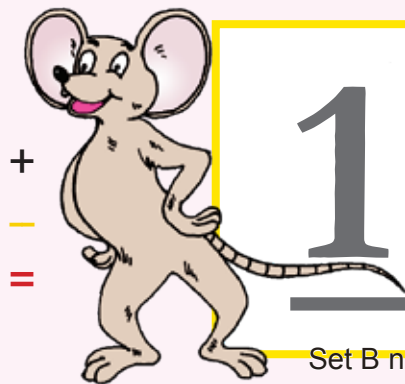
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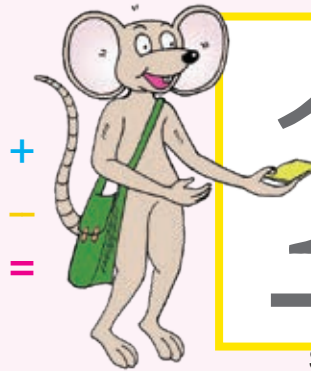


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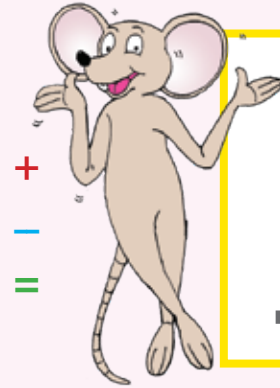
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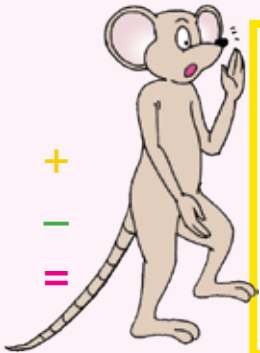
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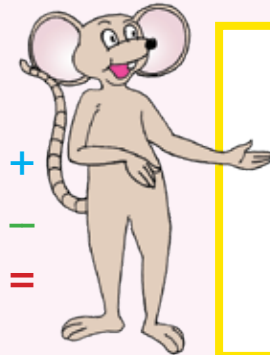
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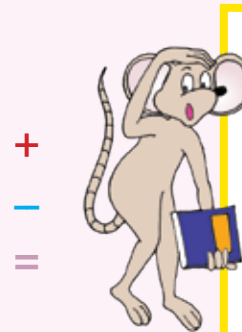
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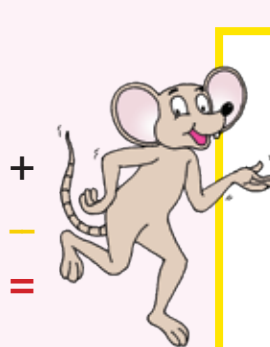
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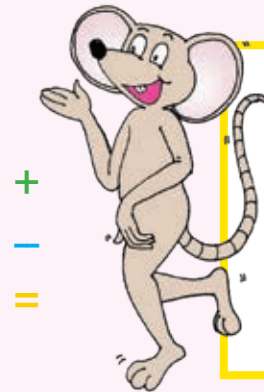
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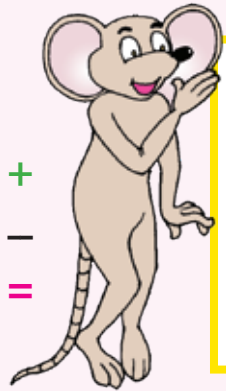
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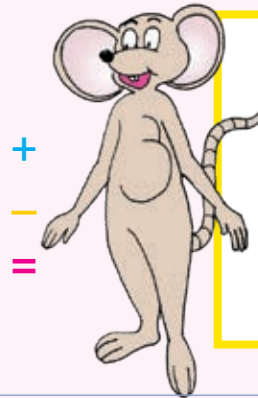
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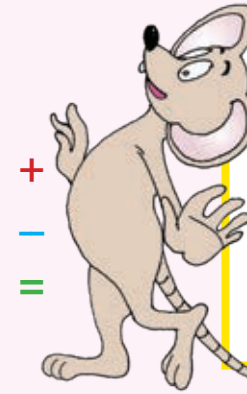
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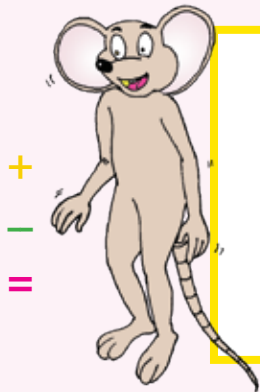
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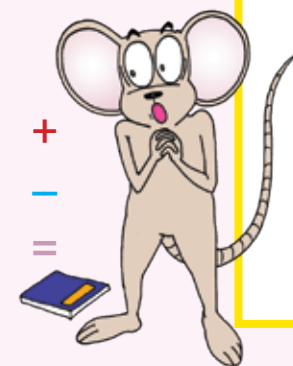
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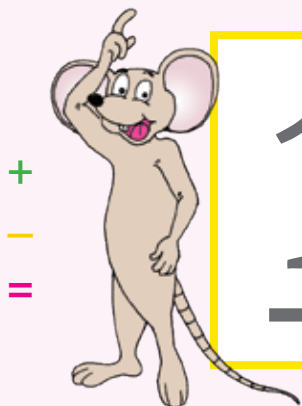
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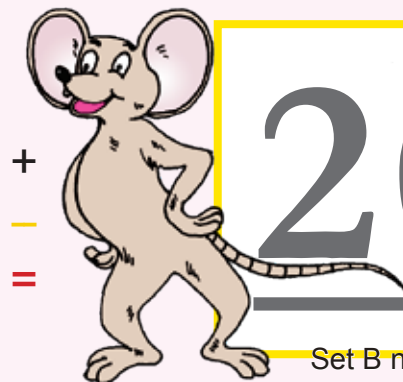
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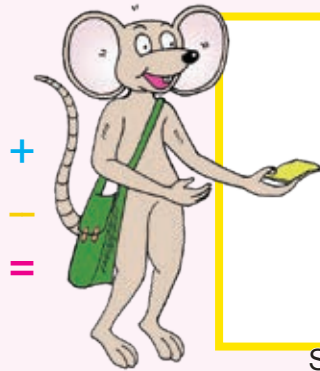
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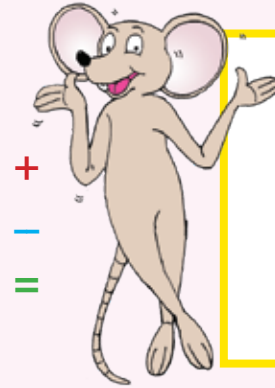
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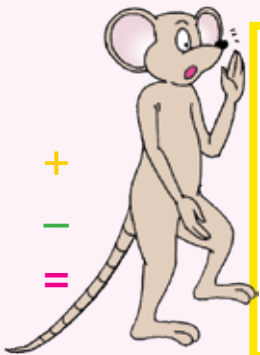
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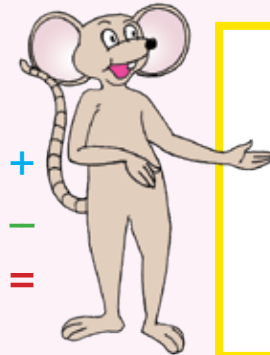
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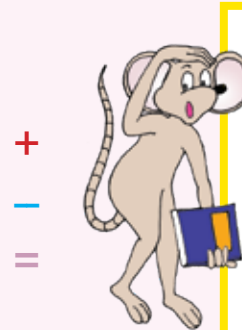
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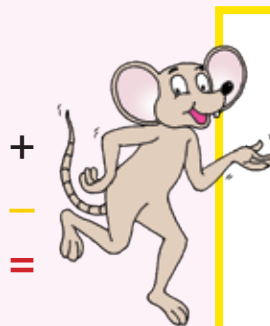
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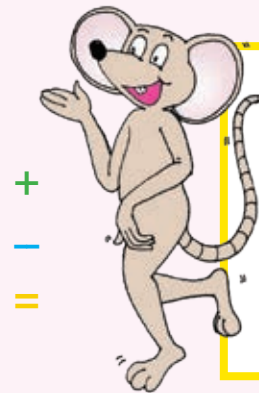
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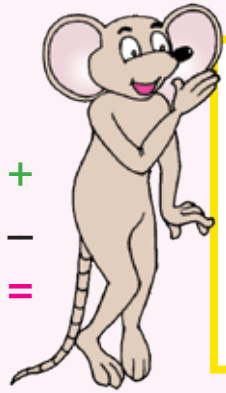
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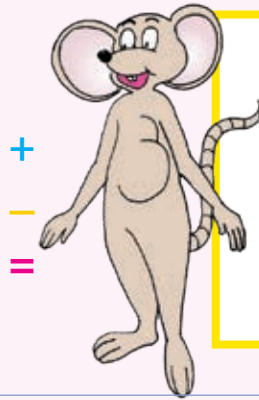


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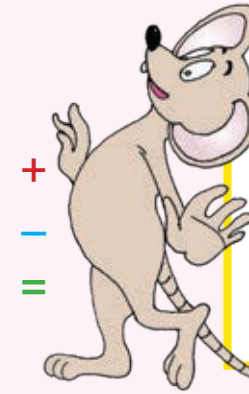
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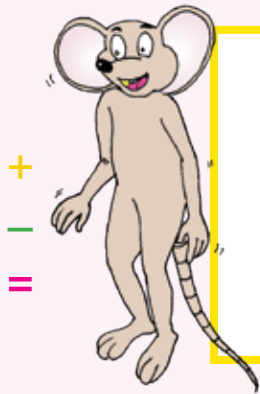
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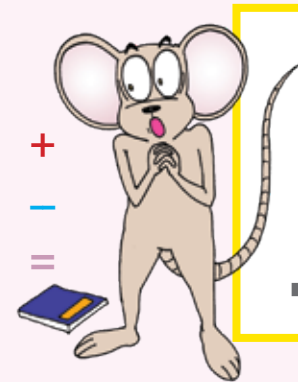
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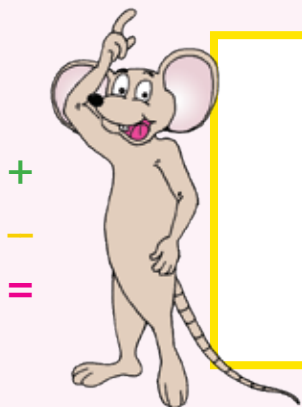
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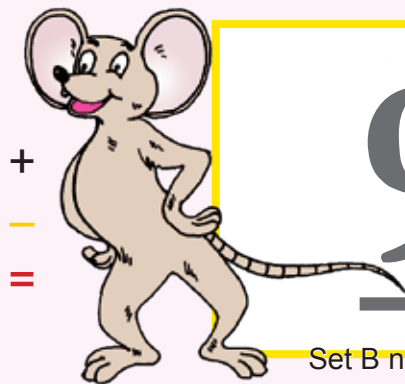
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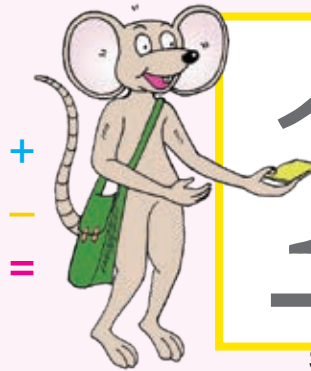


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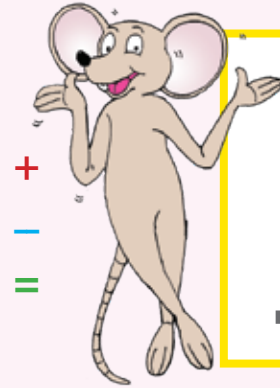
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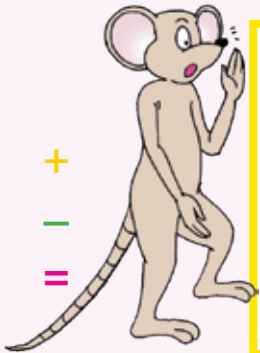
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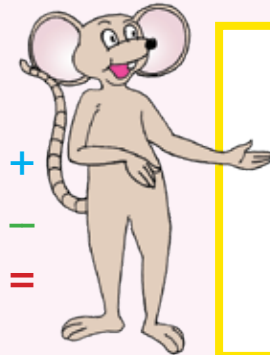
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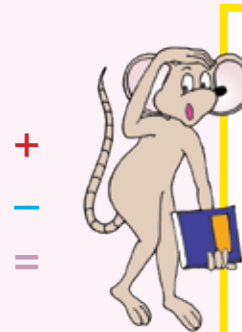
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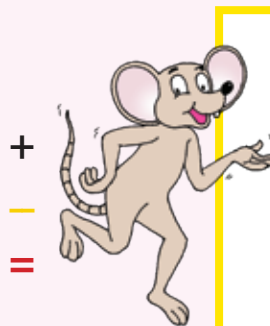
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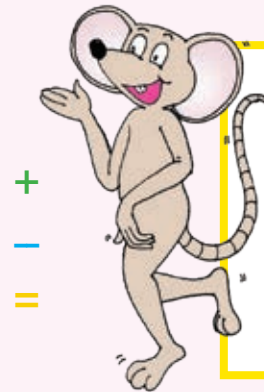
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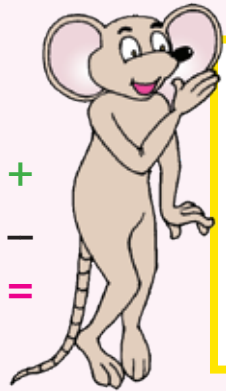
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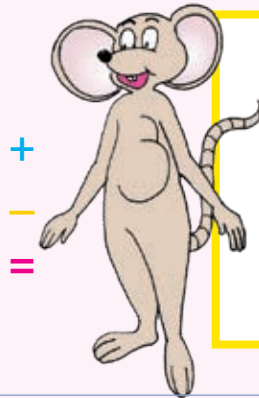
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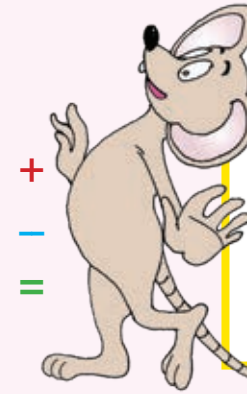
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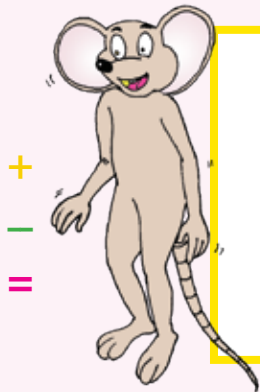
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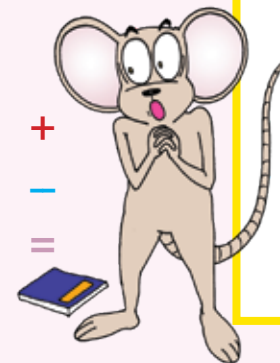
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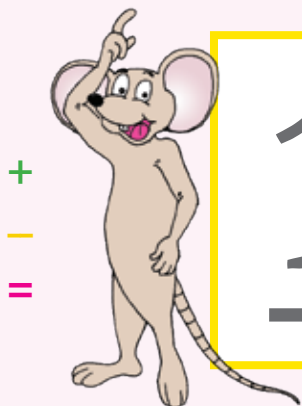
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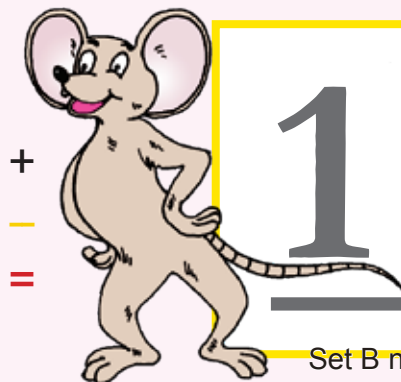
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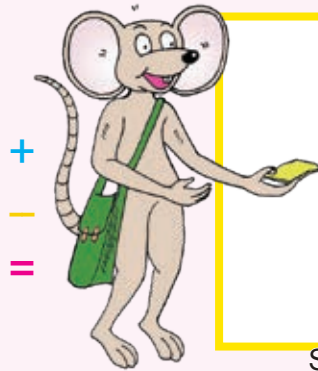
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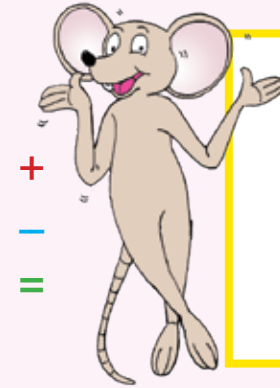
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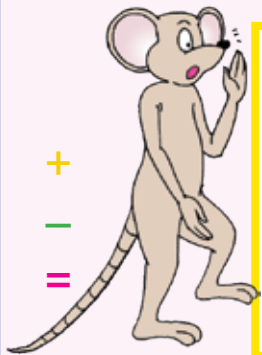
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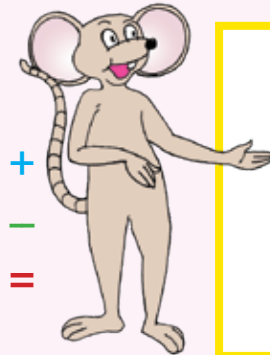
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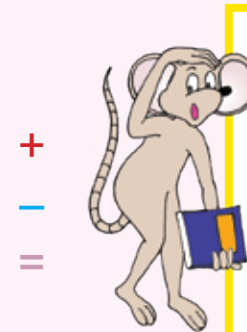
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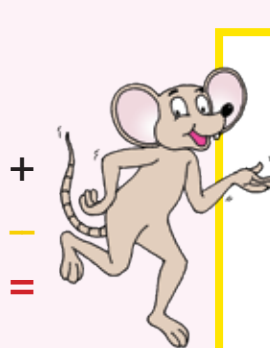
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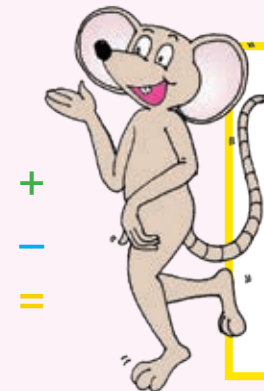
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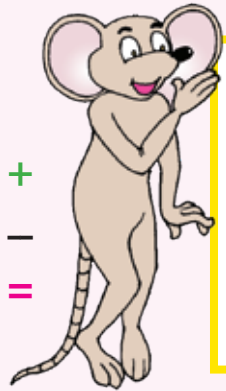
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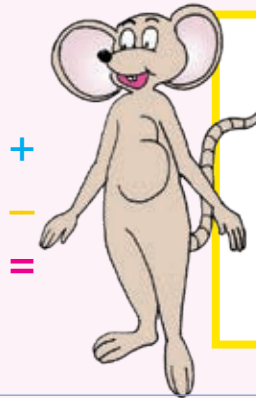
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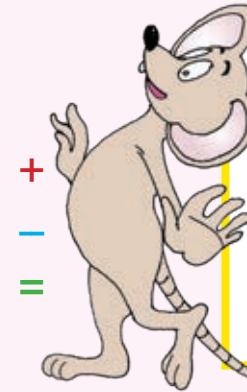
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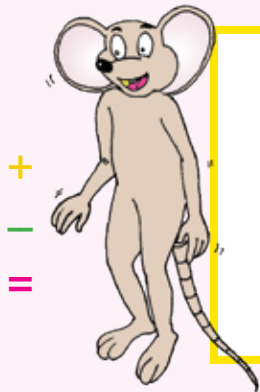
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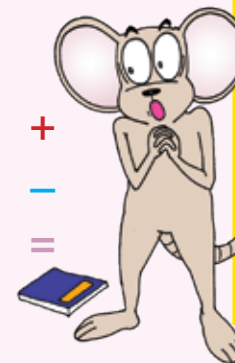
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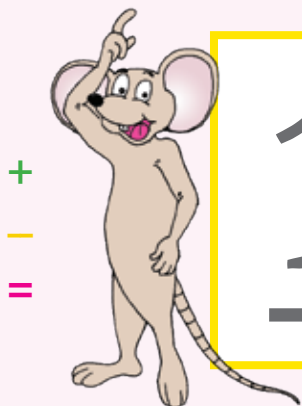
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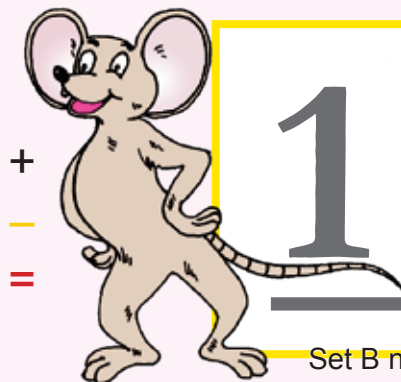
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