

# Double Dribble

## Australian Curriculum Links

Yr 2: (ACMNA030) Solve simple addition problems using a range of efficient mental strategies.

Yr 3: (ACMNA055) Recall addition facts for single-digit numbers.

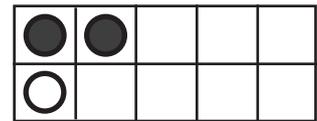
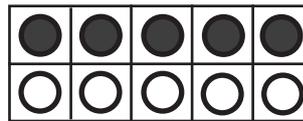
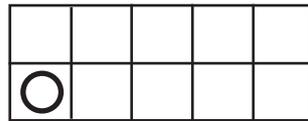
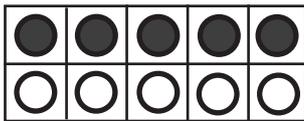
## Teachers Notes

Students may progress from:

- 'doubles add one' using a six-sided dice, to
- 'doubles take one' using a six-sided dice, to
- 'doubles add one' using a ten-sided dice (0-9), to
- 'doubles take one' using a ten-sided dice (0-9)

When playing with a ten-sided, 0 - 9 dice, a player may roll zero (0), in which case, doubling zero is 0, and subtracting 1 would mean that the students would need to go back 1 (-1). Note that the yellow pass squares work both ways, so if you land on a yellow square you may go forward or backward along the arrow.

A near double fact such as  $5 + 6$  may be modelled using two ten frames. However, the aim is that students become fluent with near doubles facts.



$5 + 6$  may be thought of as  $5 + 5$  and one more

$7 + 6$  may be thought of as  $7 + 7$  take one.

Near double facts may be extended to 'doubles add two' and 'doubles take two'.

## Monitoring the Play

One player may be allocated the role of 'The Referee' and is in charge of checking all calculations.

 <h2>Double Dribble Rules Manual</h2> 	
Double 0 add 1 = 1	Double 0 take 1 = -1
Double 1 add 1 = 3	Double 1 take 1 = 1
Double 2 add 1 = 5	Double 2 take 1 = 3
Double 3 add 1 = 7	Double 3 take 1 = 5
Double 4 add 1 = 9	Double 4 take 1 = 7
Double 5 add 1 = 11	Double 5 take 1 = 9
Double 6 add 1 = 13	Double 6 take 1 = 11
Double 7 add 1 = 15	Double 7 take 1 = 13
Double 8 add 1 = 17	Double 8 take 1 = 15
Double 9 add 1 = 19	Double 9 take 1 = 17