NUMBER RELATIONSHIPS AND DISTANCE FROM ZERO

Name: *Cover the Line*   **Type:** *Game*

Materials: *Cover the Line* game cards, *Cover the Line* game board, counters

About the Game: *Cover the Line* is an opportunity for students to practice locating integers on a number line as well as decomposing integers. Players strategically choose integers to cover on the game board with the goal of being the first to cover all of the integers. For example, if they draw −5 they could cover −5 or they could cover −3 and −2. If they leverage zero pairs they also have the choice to cover −7 and 2. This game also encourages students to reason about the meaning of absolute value. If they pull an absolute value card they pull a second card and can cover either the positive or negative version of that number on the number line since absolute value represents distance from zero, regardless of the direction.

Directions:

1. The goal of this game is to cover all the integers on the number line before your opponent does.

2. Players take turns pulling a *Cover the Line* number card.

3. On their turn, a player covers the number they pull or they can choose to decompose the number into two addends and cover both numbers. If there are no spaces available the player loses their turn.

4. If the player pulls an absolute value card they will draw another card and can cover either the positive or negative version of that number.

5. Play until a player has covered all of the integers on the number line. That player wins.

INTEGER COVER UP

Directions: Draw a card and locate the number on the number line. Decide if you want to cover up that number or decompose it into two numbers and cover those numbers instead. If you draw the absolute value card, draw another card and you can cover either the positive or negative version of that number on the number line. The first person to cover up all of the integers wins.
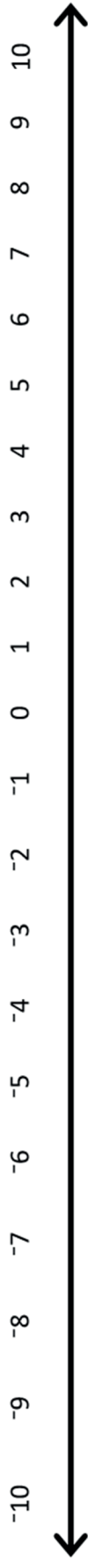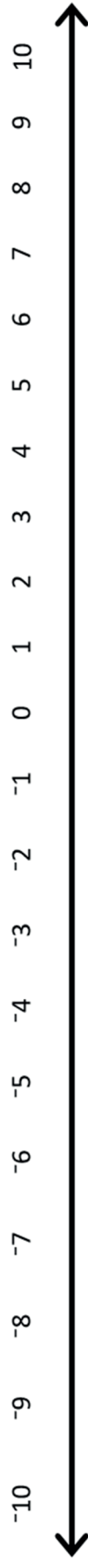
1	2	3	4
5	6	7	8
9	10	⁻1	⁻2
⁻3	⁻4	⁻5	⁻6
⁻7	⁻8	⁻9	⁻10

0	0	Absolute Value	Absolute Value
5	6	7	8
9	10	⁻5	⁻6
⁻7	⁻8	⁻9	⁻10
⁻1	1	2	⁻2