

## Stamp Game

**Purpose:** The stamp game is a tool for learning and reinforcing knowledge of the four math operations: addition, subtraction, multiplication and division. Typically it is used by children (5 years +) for both static and dynamic (carrying the 1) equations.

**Directions:** This example is for simple static (no carrying) addition. Problem:  $3,245 + 2,312$ . The child writes the problem in their book. The child forms and lays out in columns the quantity for the first addend (3,245) and places a ruler under it. Beneath the ruler, the child forms the second addend (2,312) making sure that the quantity is arranged in columns. The child removes the ruler leaving the two addends/quantities still separate. Starting from the units, the child now moves the second quantity up to join the first. The child counts the number of stamps in each column and notes the answer (5,557) in his book.

**Extension:** This material works in a similar fashion for multiplication, division and is also used for dynamic work. Children learn the concept of carrying, as they literally carry stamps to exchange them.



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