

SUBITIZING

FREE!

MATH GAME



# assembly

My preferred way to assemble this game is to use an empty Pringles can. However, you can always use any container you see fit.

There are two ways to create the outside label:

You can wrap the container in a gift wrap of your choice and then cut and glue the individual ZAP label onto it:

Or you can print the page with the background and simply wrap the entire paper around the can and attach with glue:

I print and laminate the cards for durability, but if you print them out on cardstock they will last as well. Cut out the cards, pop them in the can, and you are good to go! 😊

For more info and visuals, check out this blog post:

<http://excitementinelementaryblog.blogspot.ca/2018/02/zap-games-in-classroom.html>

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# a quick note

If you plan on using multiple different versions of ZAP, you have a few options for prepping:

You can have separate cans for each game (i.e. a can for subitizing, a can for addition, etc) – each pack will contain a separate label if you wish to do this

OR

You can have a can of Literacy Zap and a can of Math Zap and simply rotate the content in and out as the year progresses. This will save you prep time, as you will only have to create the cans once. If this is your preferred way, I have also included a label in this that will simply just say “Math”.

For more info and visuals, check out this blog post:

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# how to play

Kids can play individually, or in groups. I find groups of 3-4 work best, but you can always have them work in larger groups.

Students will take turns pulling a card out of the ZAP can. No peeking!



You can differentiate at this point as you see fit – kids can either say the number that they pull out, add a certain number on to it (for example, \_\_\_+5), or illustrate a picture for the number.

If they identify the card correctly, they can keep it in their pile.

If they get it wrong, they put it back.

If they pull out a ZAP card – all of their cards need to go back into the can!



Set a timer (I use 10 minutes) and whoever has the most cards when the timer goes off is the winner!

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# Thank you!

Thank you for supporting my shop on Teachers Pay Teachers. For more ZAP games, check out Math ZAP and Literacy ZAP in my shop. 😊

Please contact me through TPT or at [excitementinelementary@gmail.com](mailto:excitementinelementary@gmail.com) if you have any questions or concerns!

Thank you! 😊

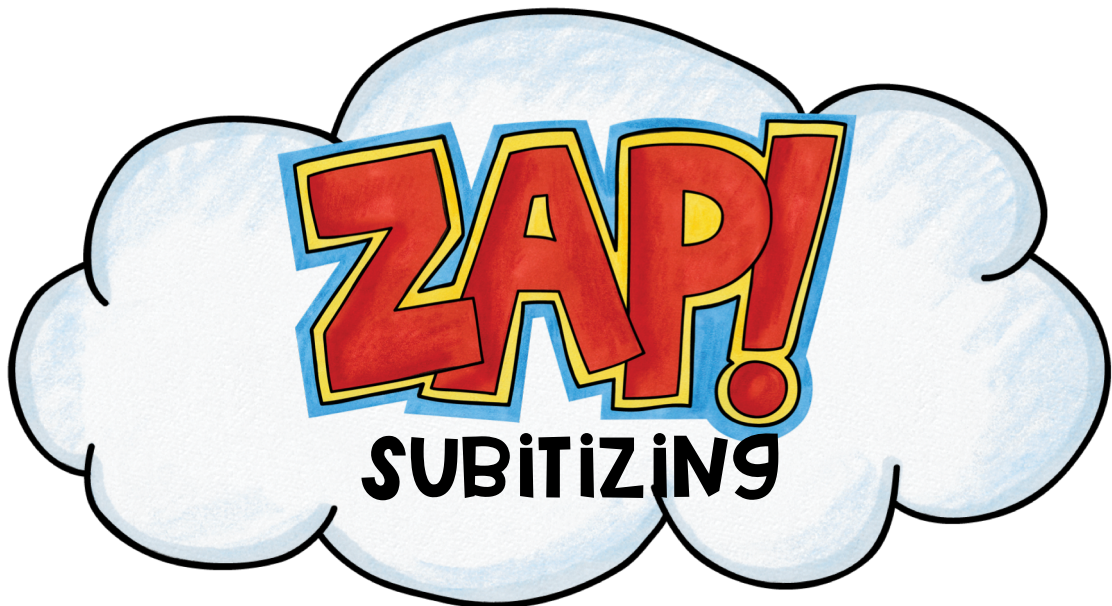
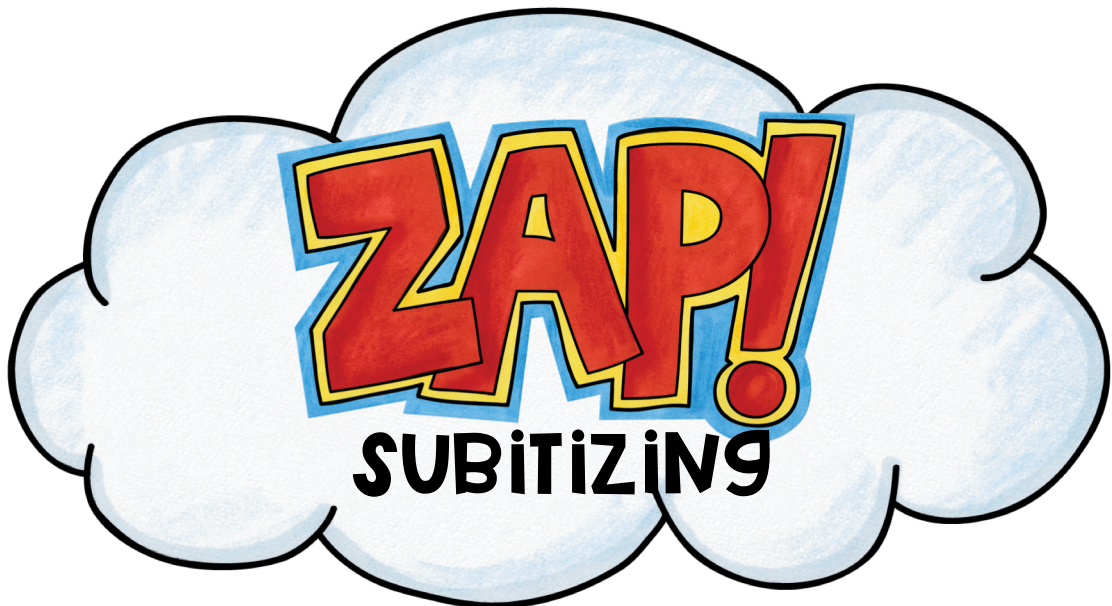
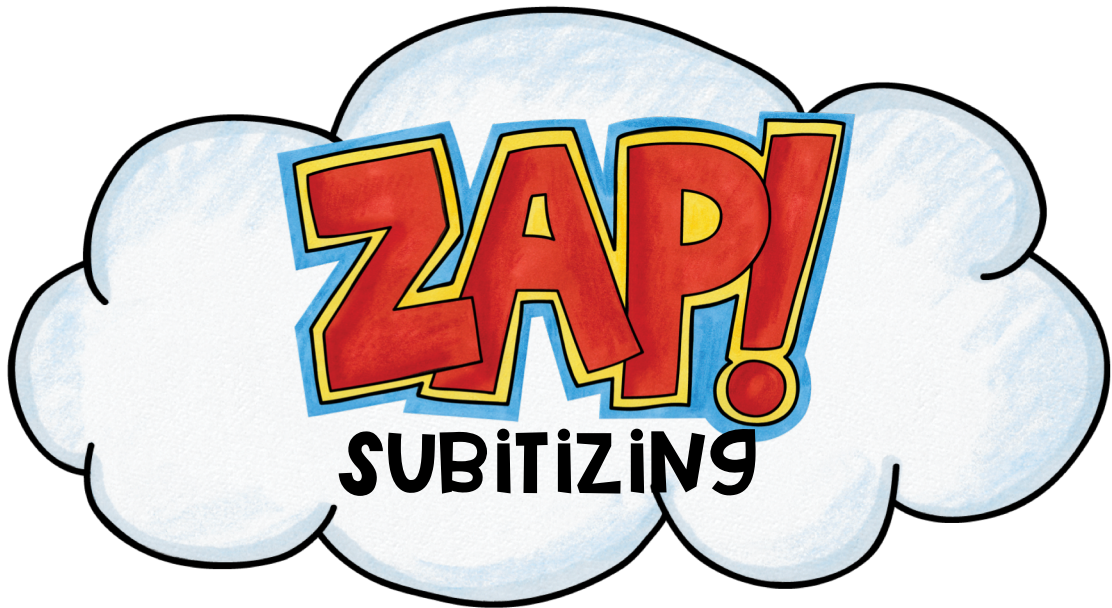


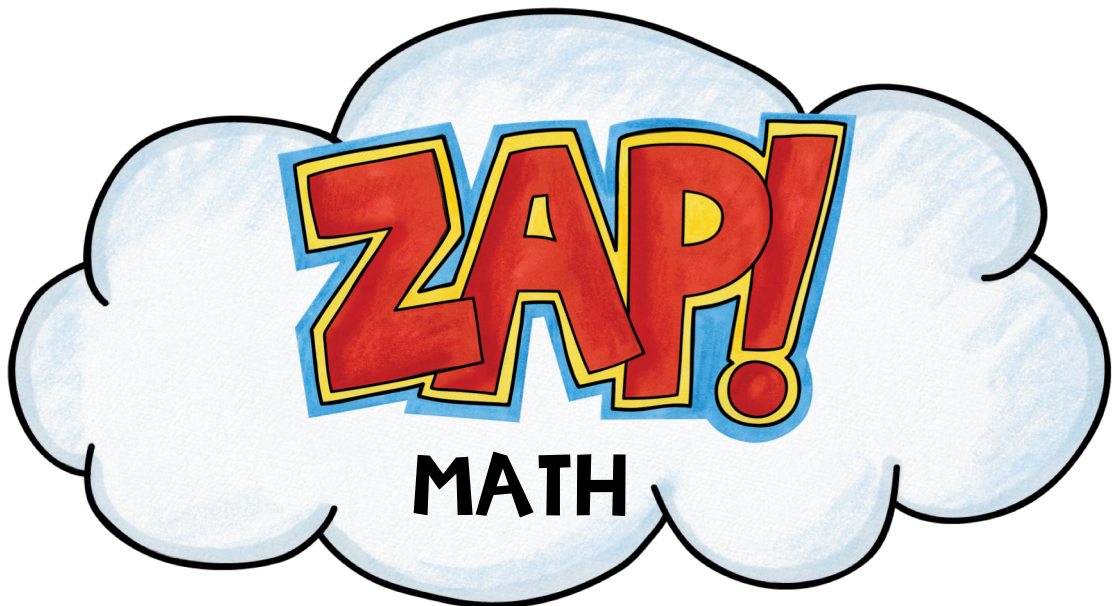
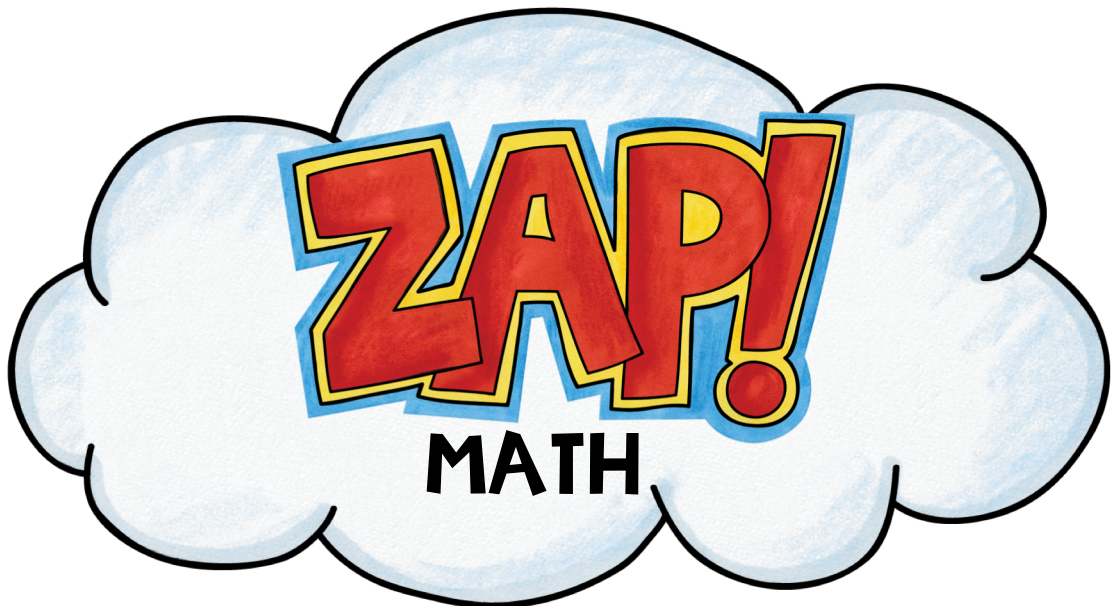
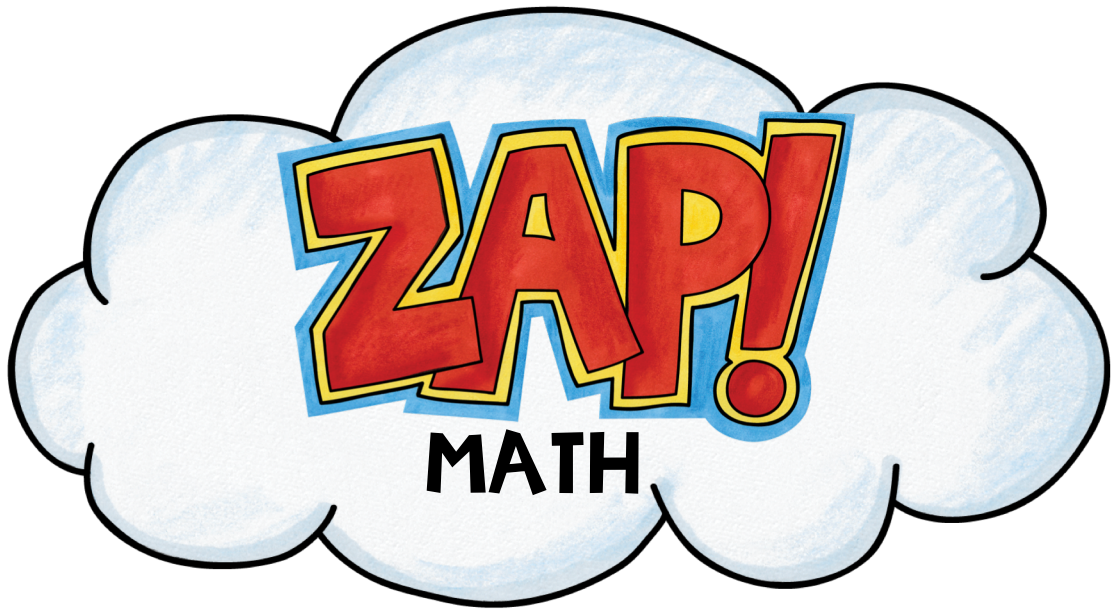
PERFECT BLEND FONTS

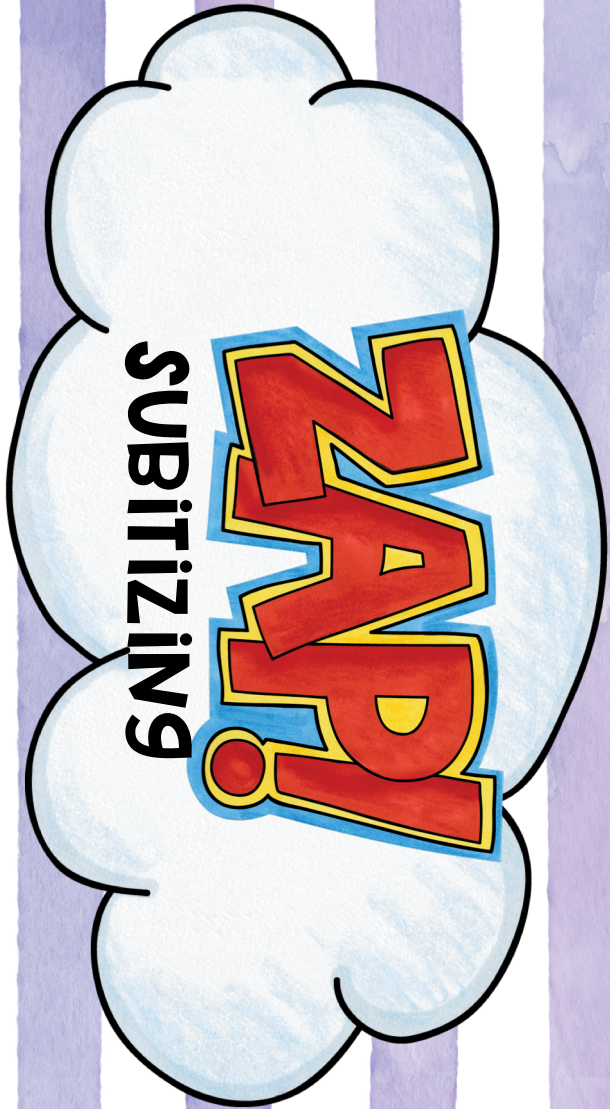


Fonts –  
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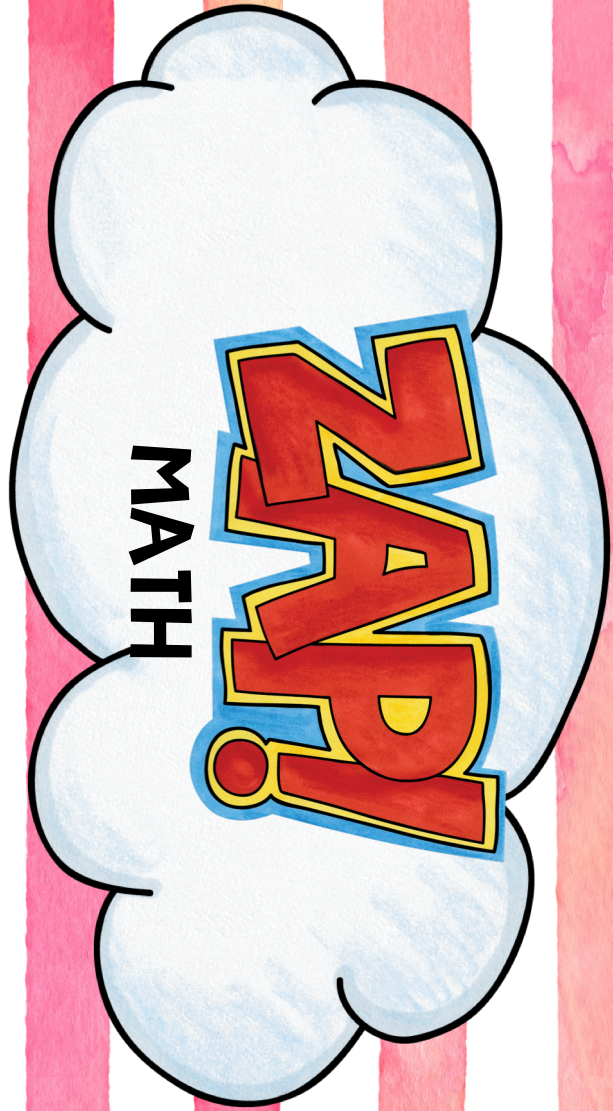
Clip Art – [Salt and Wood](#)  
[Kenna Sato Designs](#)  
[Prettygrafikdesign](#)  
[Digital Cloud](#)  
[Kate Hadfield Designs](#)


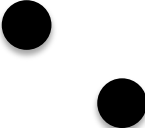
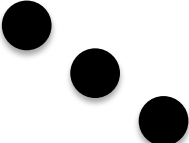
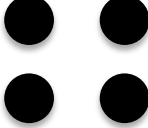
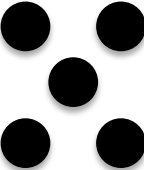
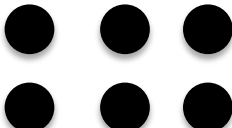



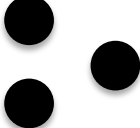


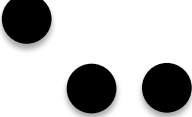


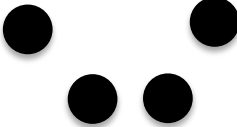




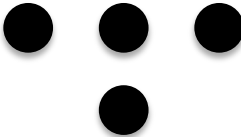
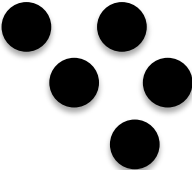
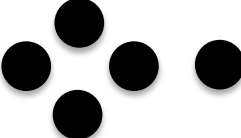
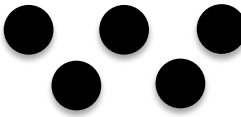
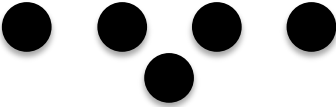
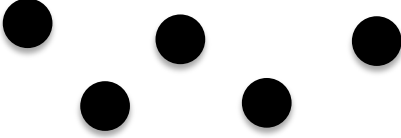
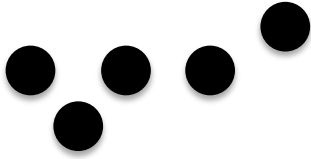
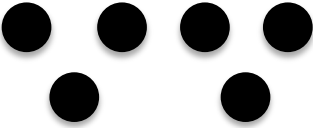
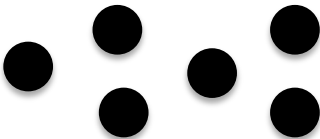
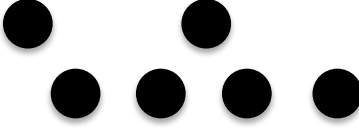


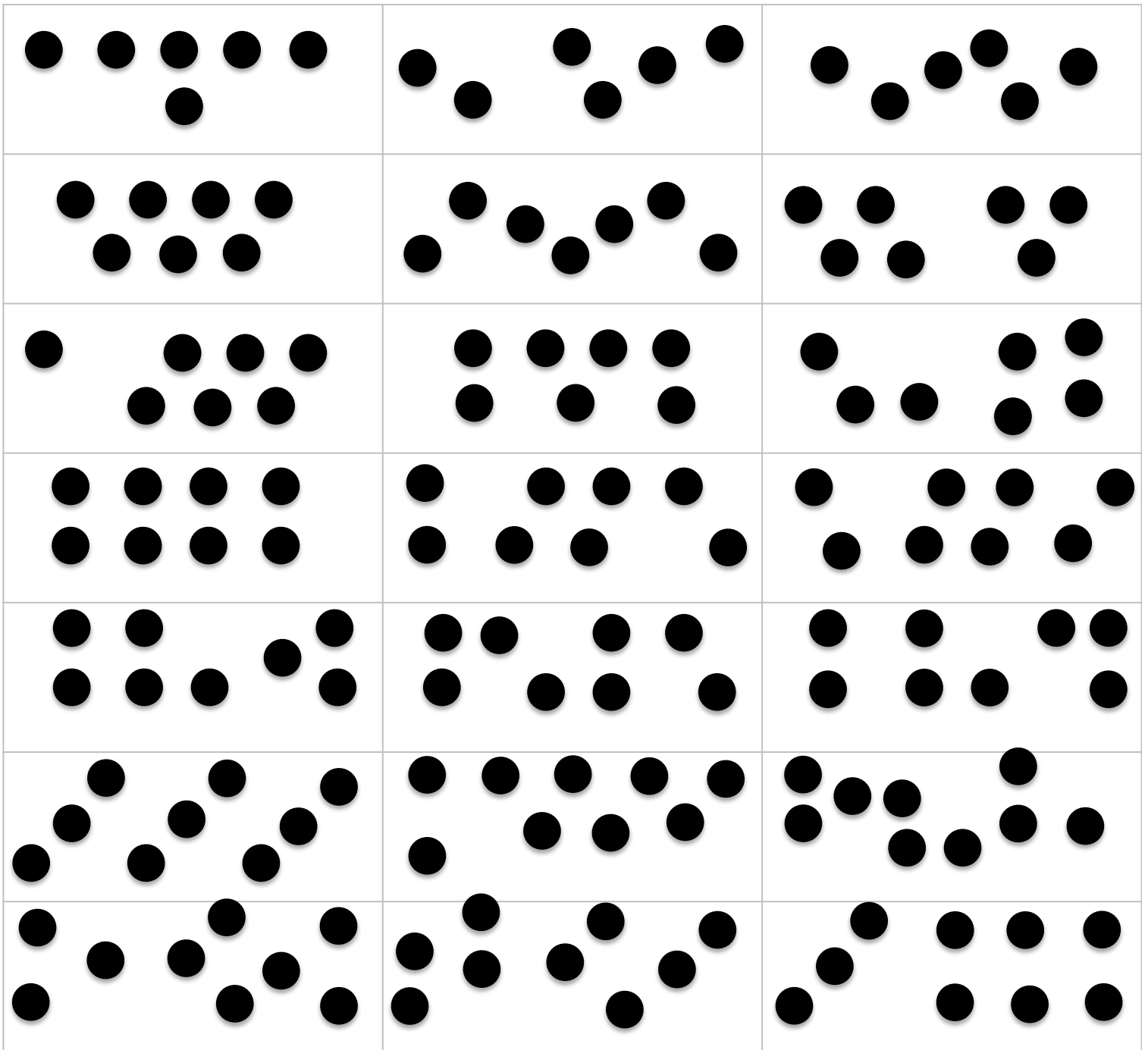










**ZAP!**

**ZAP!**

**ZAP!**

**ZAP!**

**ZAP!**

**ZAP!**

**ZAP!**

**ZAP!**

**ZAP!**