

Addition and Subtraction Hangman

When students work with addition and subtraction within 100 ([Outcome](#)), they learn many tools. Some words describe their thinking. They might picture a problem. They might use a **strategy** (a plan). They might find the difference between two numbers. They might regroup tens and ones to make math easier ([Resource](#)). Students investigate addition and subtraction within 100.

How to play

One player thinks of a hidden word. The other player guesses one letter at a time. Each correct letter appears in its place. Each wrong guess adds a part to the hangman drawing. The guesser wins by finding the word before the drawing is complete. Take turns being the word keeper and the guesser.

Puzzles

Round 1 (7 letters)

R _ _ _ _ _ _

Clue: To trade ten ones for one ten, or ten tens for one hundred, when adding or subtracting.

Wrong guesses: _ _ _ _ _ _ _

Round 2 (8 letters)

S _ _ _ _ _ _ _

Clue: A method or plan you use to solve an addition or subtraction problem.

Wrong guesses: _ _ _ _ _ _ _

Round 3 (10 letters)

D _ _ _ _ _ _ _ _ _

Clue: The answer you get when you subtract one number from another.

Wrong guesses: _ _ _ _ _ _ _ _ _

Round 4 (9 letters)

V _ _ _ _ _ _ _ _

Clue: To picture or imagine something in your mind.

Wrong guesses: _ _ _ _ _ _ _ _ _

Answer key

- Round 1: **REGROUP**
- Round 2: **STRATEGY**
- Round 3: **DIFFERENCE**
- Round 4: **VISUALIZE**