

## Quick Image with Subitizing Cards

Develops proficiency recognizing combinations within 10

### Materials

one deck of subitizing cards

2 pieces of paper to use as screens

Number of players: 2

1. Deal out all cards, face down, so that each player has a stack of cards. Stacks are covered with a piece of paper, to hide the backs of the cards.
2. First player flashes their top card *quickly* so that their partner sees only the dot side.
3. The partner tells how many dots they saw, and how they knew.  
Example: I saw a group of 3 and a group of 4, and that makes 7.
4. If the partner is correct, the first player gives the card to them. If incorrect, the first player keeps the card.
5. Play continues until time ends. Player with the most cards wins.