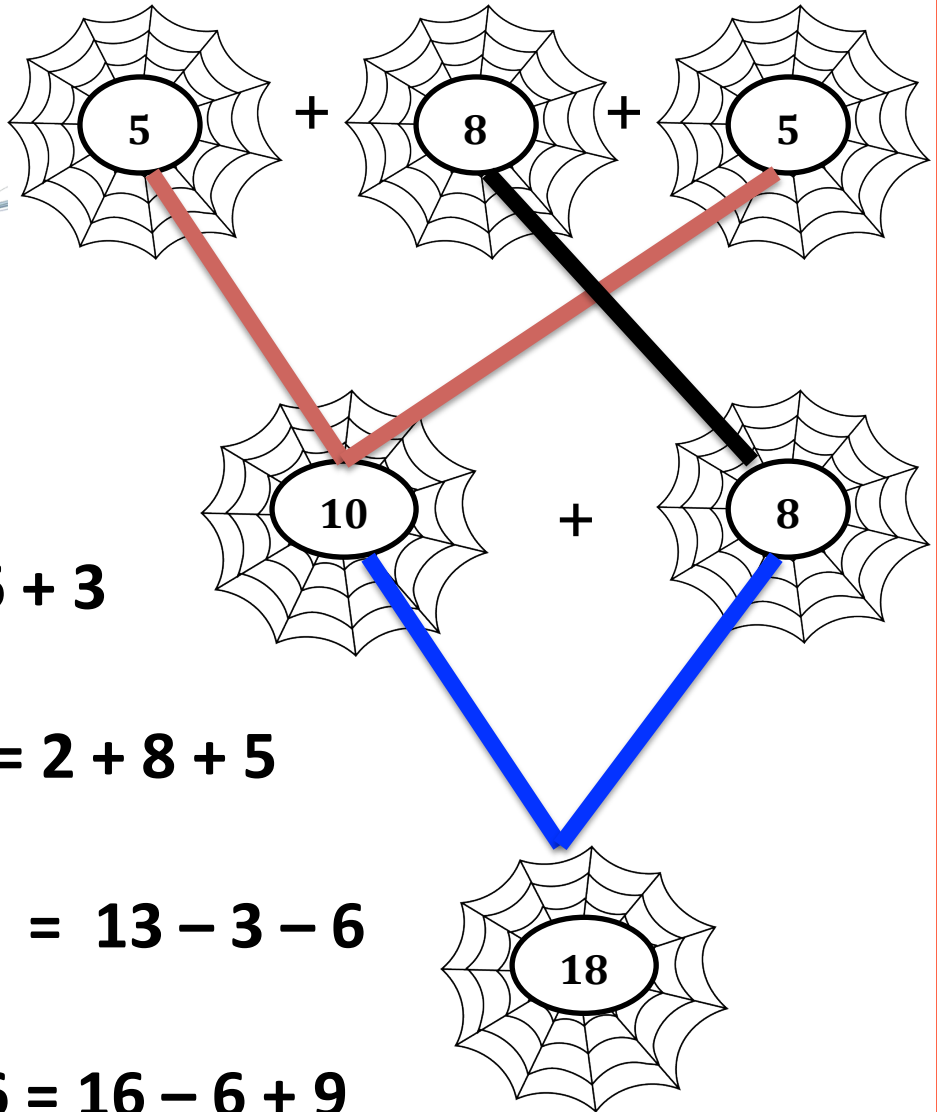




# Spider-Man Shuffle




  $3 + 6 = 6 + 3$

  $2 + 5 + 8 = 2 + 8 + 5$

  $13 - 6 - 3 = 13 - 3 - 6$

  $16 + 9 - 6 = 16 - 6 + 9$

  $7 + 2 + 3 + 5 + 8 = 10 + 10 + 5 = 25$

Spider-Man shuffles the numbers around to make it easier to add and take-away.



Reordering Strategy

# Flash Through Ten



$$7 + 3 + 3 = 13$$

$$\text{⚡ } 6 + 7 = 6 + 4 + 3$$

$$\text{⚡ } 23 - 8 = 23 - 3 - 5$$

Flash knows when a number is close to ten or is a multiple of ten. This makes it easy for him to add and take-away.



**Bridging Through Ten**



# Wonder Doubles



$$5+6$$

Double 5 and add one more or  
double 6 and take-away one

$$5 + 5 + 1 = 11$$

$$6 + 6 - 1 = 11$$

- ★  $14 + 15 =$  double 14 and add 1 or  
double 15 and take-away 1
- ★  $30 + 29 =$  double 30 and take-away 1
- ★  $18 + 16 =$  double 18 and take-away 2 or  
double 16 and add 2.

Wonder Woman knows her doubles and  
this helps her to add and take-away quickly



**Doubles/Near Doubles Strategy**

# Hulk Breaks Apart



$$\begin{aligned} & 20 + 38 \\ = & 20 + 30 + 8 \\ = & 50 + 8 \\ = & 58 \end{aligned}$$



$$68 - 30 = 60 - 30 + 8$$



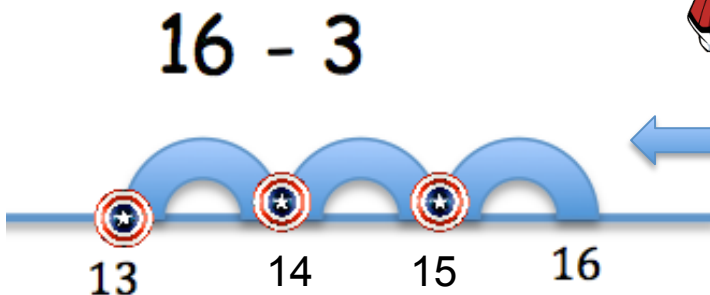
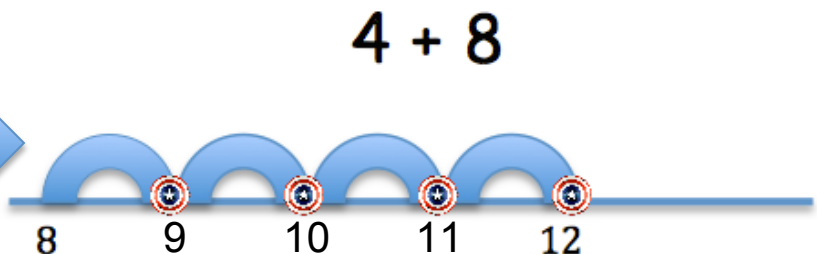
$$\begin{aligned} 35 + 14 &= 30 + 5 + 10 + 4 \\ &= 30 + 10 + 5 + 4 \\ &= 49 \end{aligned}$$





The Hulk can break numbers into tens and ones. This helps him to add and take-away.



Partitioning Strategy

# Captain Count On or Back



-   $4 + 7$  count on in ones from 4 or count on in ones from 7
-   $18 - 3$  count back in ones from 18
-   $18 - 6$  count back in twos from 18
-   $40 + 3$  count on in ones from 40

Captain America can count on to add and count back to take-away.



Counting On or Back Strategy