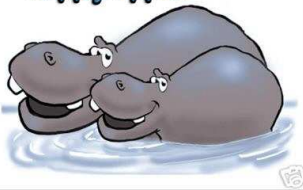
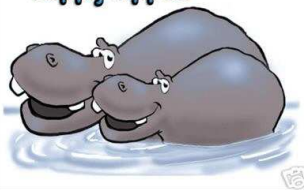


Happy Hippos



Basic Facts to 10 Happy Hippos

Happy Hippos



Basic Facts to 10 Happy Hippos



Basic Facts to 10  
Happy Hippos

$$0 + 5$$

Basic Facts to 10 Happy Hippos

$$5 + 0$$

Basic Facts to 10 Happy Hippos



Basic Facts to 10  
Happy Hippos

$$1 + 4$$

Basic Facts to 10 Happy Hippos

$$4 + 1$$

Basic Facts to 10 Happy Hippos

$$2 + 3$$

Basic Facts to 10 Happy Hippos

$$3 + 2$$

Basic Facts to 10 Happy Hippos

$$5 - 5$$

Basic Facts to 10 Happy Hippos

$$5 + 1$$

Basic Facts to 10 Happy Hippos

$$5 + 2$$

Basic Facts to 10 Happy Hippos

$$5 + 3$$

Basic Facts to 10 Happy Hippos

$$5 + 4$$

Basic Facts to 10 Happy Hippos

$$5 + 5$$

Basic Facts to 10 Happy Hippos

$$6 - 1$$

Basic Facts to 10 Happy Hippos

$$1 + 5$$

Basic Facts to 10 Happy Hippos

$$2 + 5$$

*Basic Facts to 10 Happy Hippos*

$$3 + 5$$

*Basic Facts to 10 Happy Hippos*

$$4 + 5$$

*Basic Facts to 10 Happy Hippos*

$$9 - 5$$

*Basic Facts to 10 Happy Hippos*

$$8 - 5$$

*Basic Facts to 10 Happy Hippos*

$$7 - 5$$

*Basic Facts to 10 Happy Hippos*

$$6 - 5$$

*Basic Facts to 10 Happy Hippos*

$$5 - 0$$

*Basic Facts to 10 Happy Hippos*

$$9 - 4$$

*Basic Facts to 10 Happy Hippos*

# Basic Facts to 10 Happy Hippos



*I am learning to quickly recall basic facts to 10*

**Equipment:** 4 hippo cards, 4 stop cards, a double set of equation cards from the list being practiced (for 2-4 players).

**How to Play:** The object of the game is to collect the most cards

- Add the hippo and stop cards to the mixed up equation cards.
- Play begins by turning all the cards upside down and spreading them around on the table.
- The first player begins by declaring how many problems he thinks he can correctly solve (limit of 1-4) before getting a hippo or stop card. He then chooses one card at a time and answers AS HE CHOOSES IT. His turn continues until he reaches the number declared, misses an equation, or until he draws a hippo or stop card.
- All hippo and stop cards go back onto the table after each turn.
- A stop card automatically ends his turn. The child may keep any cards already earned. A hippo card automatically ends the turn but any cards won in that turn must be spread out on the table again, facedown.
- The game continues until only the hippo and stop cards remain.

$$8 - 3$$

*Basic Facts to 10 Happy Hippos*

$$7 - 2$$

*Basic Facts to 10 Happy Hippos*