



Montessori House  
Curriculum for the Primary Class  
Second Year of Material

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Sample Math Exercise (next page)

## Stamp Game for Long Addition



This exercise is for children who have already worked extensively with the Golden Bead material in the Banker's Game. Your child should also be comfortable with long addition of large numerals that require changing (e.g. 9876+8969) before starting this exercise.

Here we show how to present the concept of the Stamp Game and work with addition. The unit stamps all have "1" on them, the blue ten stamps have "10" and the red hundred stamps have "100" on them. Finally, the green stamps for a thousand have "1000" on them. All are quite easy to make.

If your child is ready to work with multiplication or division, you can adjust the exercise accordingly. We will also cover it in detail next week.

Material needed:

- Stamp Game set in a box with compartments for each set of objects
- Long addition problem cards
- A mat for floor work or a child-sized table

What to do:

1. Invite your child to join you for this exercise.

2. If you are working on the floor let your child bring the mat and unroll it.
3. Bring the Stamp Game and problem cards to the mat.
4. Open the box, put the lid aside, and take out one of each piece.
5. Tell your child the names of each piece - unit, ten, hundred, and thousand. Compare the stamps to the Golden Bead quantities. If you think your child is unsure about these quantities or terms, bring the equivalent Golden Bead quantities.
6. Make 2 using two units. Tell your child, "This is two."
7. Make 12 by adding a ten. Tell your child, "This is 12."
8. Ask your child to show you 8. And then ask him or her to show you 18, 30, 538, and 1234.
9. If your child is picking everything up easily and quickly, you can proceed to the long addition problem cards. On the other hand, if your child needs extra practice, continue making numbers. Your child might need to spend more time with the Golden Beads.
10. Present the first long addition card. Ask your child to make the first number and then the second number. Let your child count the stamps.
11. Let your child continue alone with additional problem cards. Once your child gets the total, he or she can show it to you.

Once your child is comfortable working with this exercise, introduce the Dot Game.

## **Stamp Game for Long Subtraction**

The Stamp Game is also used for long subtraction, long multiplication, and long division. The stamps help children visualize concepts in these processes before they move to the Dot Game.

When you have a simple subtraction equation that requires no carrying, ask your child to read a problem card. Place the stamps representing the minuend (the number from which the subtrahend will be taken away) on the table. Tell your child, "We are subtracting \_\_\_\_" as you remove the stamps representing the subtrahend.

The movement of the stamps should be your child's primary focus, so very little dialog is used in the presentation here. Your child can write the full equation now, copying it on a separate piece of grid paper. He or she can take the next problem card and perform the actions independently.

When changing or "borrowing" from a higher column is required: If there are not enough stamps in one column, exchange one stamp from the next higher column for ten of the smaller digit stamps. If you need more units, you exchange one ten stamp for ten units, and so forth. Place the stamps you just got in the column in which you need them. Now do the subtraction.