

# Number Words #3

## Solve the code - Solve the sum



### 5-digits

## 30 Boom cards

Click [HERE](#) for a playable preview

Number Words is a fun code-breaking game to help exercise mental arithmetic and basic addition.

Why make simple addition practice boring, when it can be turned into a fun code-breaking challenge that all kids will 'want' to do?

This is an exercise in both code-solving and the adding of **five** numbers each between 1-26. The code key at the top depicts each letter of the alphabet in order with a numerical value assigned to each. A=1, B=2, C=3, and so on all the way to Z=26. Using that code key, determine the value of each of the letters of a **5-digit** word and then add up those three numbers to find the total. Type in the value of each letter as well as the sum of all three to solve the card and advance to the next.

The 30 5-letter words chosen for this series of fun exercises have been specially chosen. This combination of words ensures that every letter of the alphabet is used at least once and it also ensures a wide range of addition challenges.

Addition sums answers are all between 26-103.

A Boom card for the word "quick". At the top is a code key with letters a-z and their corresponding numerical values: a=1, b=2, c=3, d=5, e=6, f=7, g=8, h=9, i=10, j=11, k=12, l=13, m=14, n=15, o=16, p=17, q=18, r=19, s=20, t=21, u=22, v=23, w=24, x=25, y=26, z=26. Below the code key is the instruction "Add up the values of all the letters". The word "quick" is written in a large, grey, sans-serif font. Below the word is a row of five empty boxes for the letter values, followed by a plus sign, another row of five empty boxes for the letter values, another plus sign, and a final empty box for the sum. The card is framed by a border of colorful pencils.

quick

+  +  +  +  =

A Boom card for the word "fable". At the top is a code key with letters a-z and their corresponding numerical values: a=1, b=2, c=3, d=5, e=6, f=7, g=8, h=9, i=10, j=11, k=12, l=13, m=14, n=15, o=16, p=17, q=18, r=19, s=20, t=21, u=22, v=23, w=24, x=25, y=26, z=26. Below the code key is the instruction "Add up the values of all the letters". The word "fable" is written in a large, grey, sans-serif font. Below the word is a row of five empty boxes for the letter values, followed by a plus sign, another row of five empty boxes for the letter values, another plus sign, and a final empty box for the sum. The card is framed by a border of colorful pencils.

fable

+  +  +  +  =

A Boom card for the word "zebra". At the top is a code key with letters a-z and their corresponding numerical values: a=1, b=2, c=3, d=5, e=6, f=7, g=8, h=9, i=10, j=11, k=12, l=13, m=14, n=15, o=16, p=17, q=18, r=19, s=20, t=21, u=22, v=23, w=24, x=25, y=26, z=26. Below the code key is the instruction "Add up the values of all the letters". The word "zebra" is written in a large, grey, sans-serif font. Below the word is a row of five empty boxes for the letter values, followed by a plus sign, another row of five empty boxes for the letter values, another plus sign, and a final empty box for the sum. The card is framed by a border of colorful pencils.

zebra

+  +  +  +  =

**BOUNCE**  
LEARNING KIDS  
Visual Learning Resources

You may be eligible for a free trial from Boom Learning. Read here for details:  
<http://bit.ly/BoomTrial>. If you choose not to stay on a premium account after your free trial, you will still be able to assign all your Boom Cards to as many students as you see fit using Fast Play pins (which give instant feedback for decks that are self-grading).