

35 To the Top

Objective

Count to the top of the card pyramid.

Materials

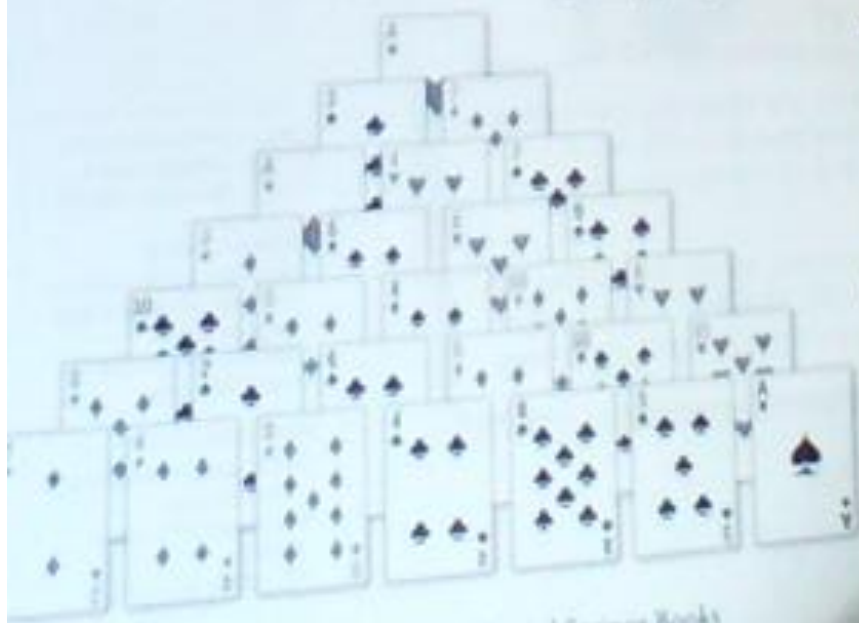
Deck of cards with face cards removed

Directions

Read directions to student players as needed.

- 1 Build a pyramid of cards, placing them faceup. Start with one card at the top, then two cards in the next row. These two cards should overlap the first card. Place three cards in the next row, overlapping the two cards above.
- 2 Keep going until the pyramid has seven overlapping rows. Hold the rest of the deck in your hands.
- 3 Turn over the first card in the deck and set it off to the side to start a pile. Using the cards in the pyramid, count up or down from the number on this card. Ace equals 1 in this game.
 - Start at the bottom row.
 - Pick up the cards as you count them and place them on top of the card off to the side.
 - It's okay to count up and down and then up again, for example 3-4-5-6-5-4.
 - It's not okay to pick up a card that still has another card overlapping it.

- 4 If there are no cards to pick up, turn over the next card in the deck, place it on the pile to the side of the pyramid, and begin counting again.
- 5 Keep going. If you pick up the top card in the pyramid, you win! If there are no cards left in the deck, the game is over. Try again!



Objective

Find sums of 10.

Materials

Deck of cards with 2 suits of number cards (Ace-10) and all 4 suits of face cards.



Cover pairs of cards that equal 10 until all the cards are used.

Directions

Read directions to student players as needed.

- Deal the first 12 cards faceup in a 3×4 array, as shown in the illustration.
- Pick up any face cards (king, queen, jack) and put them on the bottom of the deck. *This is essential!* Replace the face cards with number cards. Keep doing this until only number cards are turned up. In this game, aces equal 1.
- Now look for any two cards that equal 10. Cover each of them with a card from the top of the deck. For example, 1 (ace) plus 9 equals 10, so cover the ace and the 9 with two other cards. Place the new cards faceup. If you see a 10 card, cover that with another card, too, because 10 plus 0 makes 10. If a face card appears during this part of the game, leave it showing. Do not put it at the bottom of the deck.
- Keep looking for pairs that equal 10. Cover them with cards from the deck. When you play a face card over another card, that pile is finished. Don't add any more cards to it.
- If you've played correctly, the array will be all face cards when you draw the last card. You won! If not, the deck may have missing cards. Or maybe you didn't put the face cards on the bottom of the deck, or you chose number pairs that did not add up to 10. Shuffle the cards and give it another go!

16 Tens Go Fish

2-4 Players

Objective

Using 2 cards, create combinations that total 10.

Materials

Deck of cards with face cards removed

Directions

Read directions to student players as needed.

- 1 One player deals five cards to each player. The dealer places the rest of the cards in the middle as the "pond." In this game, an ace equals 1.
- 2 Players look at their cards. If any combinations add up to 10, or if a player has a 10 card, they place the card(s) face up on the table. Then they draw cards from the pond to replace the cards laid down.
- 3 The player to the right of the dealer asks another player for a specific card that will complete a 10 with a card in her hand. For example, if the player has a 3, she asks another player for a 7 to make a sum of 10.
- 4 If the player who was asked does not have the card, he says "Go fish," and the player who asked draws a card from the pond.
- 5 The next player takes a turn.
- 6 The game ends when no more cards are left in the pond or when no one can make another combination of 10. The winner is the player with the most combinations of 10.