# 100

**You will need:** deck of cards-Ace through 10 in all 4 suits (omit face cards)

Deal two cards to each player.  Take turns.  On each turn draw a card first; then place one of the cards face up in the center, saying the sum of the cards thus far discarded.  A ten may be added or subtracted, while all other numbers are to be used as addends.  The first player to hit 100 or over loses.

The game may be varied by using all face cards (and counting them as 0).  Also the number of 100 can be varied 9e.g. 120).
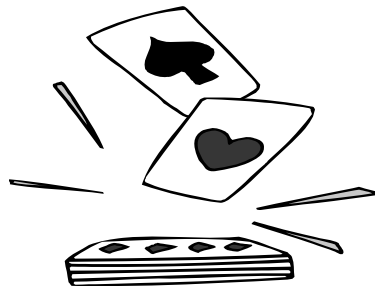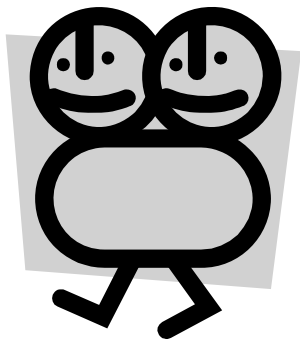
# "Doubles"

Deal out all the cards or cut the deck in half. Each player takes a turn flipping one card over in front of them. There should be two rows of cards in the middle of the players.

Once a player has seen a double (for example a 3 and a 3) he/she covers it with his/her hands and calls out "doubles." Then the player says the equation $3 + 3 = 6$. If the player says it incorrectly, the other player has a chance to say it and the player who says it correctly get the cards (the 3 and the 3).

Jacks = 11     Queens = 12     and     Kings = 13

The one with the most "doubles" wins.
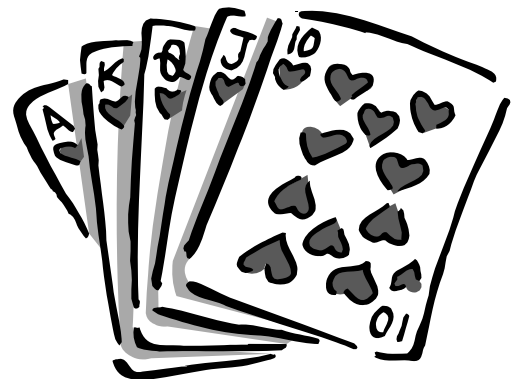
# WAR

All fifty-two cards dealt to two players.  (The teacher many want to eliminate all the face cards at first.)  Without looking at the cards, each player puts his pile face down in front of himself.  The two players then simultaneously turn up the top card of their respective piles.  The person who turned up the card having the larger number takes both.

If there is a tie, this situation is called "War."  Each player in this situation places the next card, face down, on the card that made the tie.  Each player then turns over another card from his pile and places it on the one he just put on the first card.  The person who turns up the bigger number takes all six cards.

The player who collects more cards than the other at the end is the winner.

# DOUBLES

**You will need:**     deck of cards
                       Jacks = 11
                       Queens = 12
                       Kings = 13
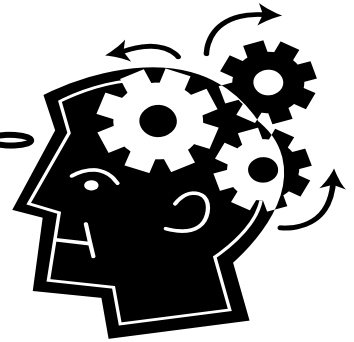
**Place all cards in rows face down.  Players decide who goes first.  The first player turns over any two cards and sees if the cards are doubles.  If the cards are doubles then the player says the equation (6 + 6 = 12), keeps the cards, and goes again.  If the cards are not doubles, then the player turns the cards back over in the same location.  Alternate turns.  Play continues until all cards have been picked up as doubles.  The player with the most doubles wins.**

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# DOUBLE WAR

**You will need:**   deck of cards
                     Jacks = 11
                     Queens = 12
                     Kings = 13

**Deal all cards out evenly face down.  If there are any extra cards put them in the center to be taken by the winner of the first hand.  Players keep their cards in a pile before them (without looking at them).  Players turn over their top two cards and add them up.  The largest sum takes all the turned up cards.  If there is a tie, the people involved in the tie draw two more cards to determine the larger sum.  Play continues until all the cards have been won by a player or until time is called (in which case the player with the most cards is declared the winner).  Each time a player goes through his/her cards he/she should shuffle the winnings and proceed with those cards.  Once a player loses all his/her cards he/she is out of the game.**
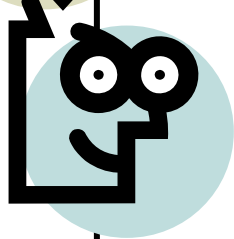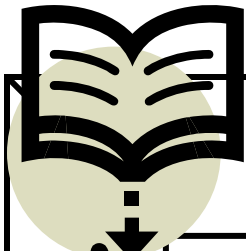
# CONCENTRATION

**You will need:**     **deck of cards**

**Place all cards in rows face down. Players decide who goes first. The first player turns over any two cards. If the cards match, then the player keeps these cards and takes another turn. If the cards don't match, then the player places the cards face down in the same location. Alternate turns. Play continues until all cards have been picked up. The player with the most matches wins.**
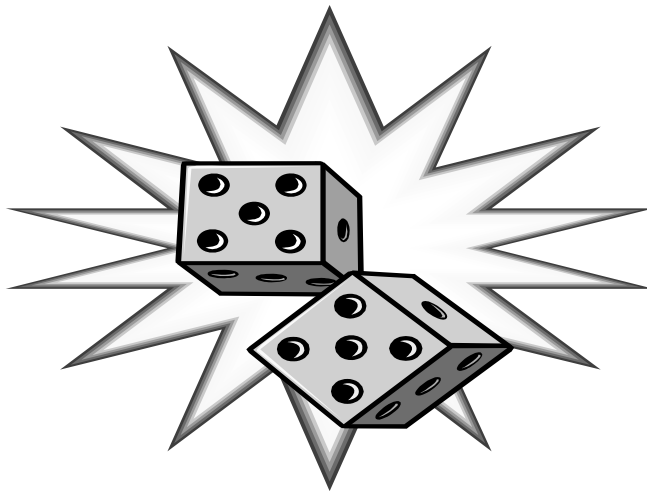
## ROLL to 10

You will need:       pair of dice
                     (Ace through 10 cards for each
                     player)

Players put their tea cards in front of them face up in order Ace, 2, 3, ……..10.  Take turns rolling the dice.  Add the two showing dice numbers.  Then turn down that amount of cards in any form (e.g. roll a f and 2, so you could turn over the 7 or the 6 and 1 or 5 and 2 or 4 and 3 or 4 and 2 and 1).  Play continues until a player is "stuck" or has all cards turned over.

Each player adds the number of the cards face up (e.g. 1, 2, 4, = 7): the LOWEST score is the winner for a variation.