

Tens Go Fish

You need:

*deck of cards (numbers only, no face cards)

*sheet of paper (optional)

1. Each player is dealt 5 cards from the deck.
2. Each player looks for pairs from his or her cards that make 10. Players put down the pairs of cards that make 10 and they draw new cards to replace them from the deck.
3. Players take turns asking each other for a card that will make 10 with a card in their own hands.

-If a player gets the card, he or she puts the card back in the deck. If not, they draw a new card.

Battle

You need:

*deck of cards-no face cards, corners cut off

How to play:

All cards are dealt to the two players and kept face down. Neither player must look at their cards. Both players turn over the top card of their piles and put them face up in the center of the table, beside the other player's card. Whoever has turned over the highest ranking card takes both cards and adds them to the bottom of his pile. This continues until two cards of the same value (i.e. two sevens) are put down together. The game is now in a state of "battle." To continue, both players take two new cards and put one face down on top of the card they have already placed in the middle and one face up. Whoever puts down the higher ranking face up card wins all six. The game is won by the player who collects all of the cards.

****By cutting off the edges or numbers, students are forced to look at the dot patterns and combine/recognize the amounts quickly. This is a foundational skill of number sense.