

# Go Fish

## "Make Ten" Edition



The object of the game is to get as many pairs of cards that total 10.

Before beginning the game:

- Take out all 10's, Jacks, Queens and Kings from the deck
- Aces have a value of 1
- Each player is dealt five cards. The remaining cards are placed face down in a deck in the middle of the players.

If you have any pairs that total 10 in your first hand, put them down in front of you.

On a turn, ask one of the other players for a card that will go with a card in your hand to make 10.

For example, if I had a "2" in my hand I would ask another player "Do you have an 8?"

If the other player does not have the card you need to "make 10" then you have to "Go Fish" for another card.

If you do get a card from another player that makes 10, put the pair of cards down.

If there are no cards left in your hand but still cards in the deck, take two cards.

The game is over when there are no more cards left unpaired.  
Whoever has the most pairs of cards that made "ten" wins!

# Pig

## A dice game

### Learning benefits:

- mental addition
- strategic thinking
- probability



### What you need:

- two dice
- pencil & paper

### What to do:

Player 1 rolls the dice.

The player rolls the dice as many times as she/he wants, mentally keeping a running total of the sum. When you stop rolling, record the total. The player will keep adding to her/his score during each round.

If a 1 comes up on *one of the dice*, the player scores 0 for that round and it's the next player's turn.

If a 1 comes up on *both* dice, the turn ends *and* the player's entire accumulated total becomes 0.

The first player to reach a total of 100 points wins.

*After playing the game, discuss the strategies you used to decide whether to keep rolling or to stop.*

# WAR



## Classic War

(Comparing Numbers)

There are two players and you use a standard deck of 52 cards. Cards rank as usual from high to low: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

Deal out all the cards, so that each player has 26. Players do not look at their cards, but keep them in a packet face down. The object of the game is to win all the cards.

Both players now turn their top card face up and put them on the table. Whoever turned the higher card takes both cards and adds them (face down) to the bottom of their packet. Then both players turn up their next card and so on.

If the turned up cards are equal there is a **war**. The “tied” cards stay on the table and both players play the next card of their pile face down and then another card face-up. Whoever has the higher of the new face-up cards wins the war and adds all six cards face-down to the bottom of their packet. If the new face-up cards are equal as well, the war continues: each player puts another card face-down and one face-up. The war goes on like this as long as the face-up cards continue to be equal. As soon as they are different the player of the higher card wins all the cards in the war.

The game continues until one player has all the cards and wins.

## Addition War

Two cards are played at once and added together.  
The highest sum wins the cards.

## Subtraction War

Two cards are played at once, the lower card subtracted from the higher card.  
The highest difference wins the cards.

## Multiplication War

Two cards are played at once and then multiplied.  
The highest product wins the cards.

# Rock and Roll

## Dice Game

### Materials:

2 Dice

1 record sheet for each player

### How to play:

The first player rolls the 2 dice. The player adds the two numbers on the dice.

The next player rolls the dice and also adds the numbers on the dice.

The player with the highest sum (the answer) wins the round and puts a tally on her/his record sheet.

The player that reaches 20 tallies first, wins the game.

\*\*Players can also choose to subtract or multiply the numbers on the dice.



# My Tallies

Place a tally in the box each time you win a round.

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