

## Go Fish Maths Card Game:

The aim of the game is to match pairs of cards to make 10.

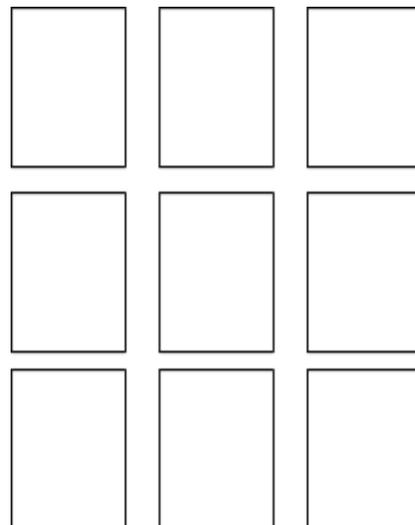
- Take out all the face cards in a deck of cards.
- Make sure the children understand that ace means one.
- Deal out 5 cards per player.
- The rest of the pack sits in the middle as the "Go Fish Pond"
- When all the cards are dealt, match up any pairs in your hand that makes 10.
- Decide who starts. This person asks another player if they have a card that would make 10. For example "Jim, do you have a 6?". If Jim has a 6, he hands it over to Bob who will pair it up with a 4.
- The person who matches all their cards first wins.

## Clear the deck of tens:

A game for one player with a parent helping. This game reinforces all the number bonds of ten.

**Equipment Needed:** A pack of playing cards with all four Aces and all numbers 2-9 (the 10s, Jacks, Queens and Kings need to be removed).

**Rules:** Shuffle the remaining cards and lay 9 of them out in a 3 x 3 array face up. →



Play by clearing away any two cards that add up to 10 and immediately filling the two spaces with new cards from the pack. The aim is to clear away the whole pack of cards.

*(Encourage the player to talk aloud as the pairs are cleared away (eg "Two and eight are ten.")*

## Variation

The target number could be any number between 6 and 10. You just need to discard from the pack any cards that are greater than or equal to the target number. For example, if the target is 6, keep only the numbers 1-5 in the pack and lay five cards face up.

