

Tens

(ages 6 to 9)

Goals

- Effectively and happily memorize and manipulate all statements adding up to ten.
- Maximize interest and focus on mental arithmetic practice.

Materials

- Full deck of standard 52 playing cards.

Preparation

- Shuffle and deal cards.
- Deal 4 cards per player, face up visible to all, and 2 sets of 5 face up in middle.
- Put all other cards in face-down pile within reach of all players, between the 2 sets of 5 up cards.

Play

- Aces count as ones. Jacks, Queens and Kings count as zeros.
- Turns circle the table. Each player, at your turn:
 - 1st, you pick which group of 5 you want to use while other players together silently count a 5 second limit using visible fingers,
 - 2nd, you take as much time as you need to pick a combination of cards adding up to 10,
 - 3rd, using 1 of your cards and as many cards as you can use from the group of 5 you chose, put your finger on each card as you add numbers aloud for other players to hear.
 - 4th, when others agree you've made 10, pick up those cards and keep them, place the cards you pick up in a face-down pile near you. Each card is 1 point.
 - 5th, replace (1st) the center cards you picked up and (2nd) your own card that you used, picking new cards from the top of face-down center-pile of unused cards.

- Continue turns until (1st) center-pile cards are gone and (2nd) each player has had to drop out when none of the cards they have left can be made to add up to 10 using either of the 2 groups of 5 up cards.
- When no player can make another Ten, game is over.
- Put all unused cards in center of table.
- Each player counts their own pile of point cards.