

# SEVEN UP

**Objective:** To develop fluency with combinations of 10.

**Materials :** A deck of 40 cards – 4 of each of the cards numbered 1 to 10. (A deck of playing cards with the face cards removed works well.)

**Players:** pairs or small groups

**Directions:**

1. Deal 7 cards face up in a row.
2. Each player takes a turn to remove a ten (pairs of cards that add up to 10 or a card numbered 10).
3. Each time a player removes cards, they replace them with cards from the remaining deck.
4. When it's not possible to remove any more cards, a player deals a new row of 7 cards on top of the ones that are there.
5. The game ends when it's no longer possible to make 10s or all the cards are used up.

Have one person deal the cards and the other keep the cards that are removed. Then switch jobs for the next game.

The game can also be played as solitaire.