

Game of 10

Objective of game:

Determine a pattern to arrange cards to generate a certain pattern when dealt.

Benefits of the game:

Problem solving and pattern recognition

Materials:

Ace through 10 of one suit from a Standard 52-card deck

How to Play:

Game 1: The cards will be arranged so they are in sequential order when played face up.

Game 2: The cards will be arranged so they are sequential evens and then sequential odds when played face up.

Play the first card face up. The second card is shifted to the bottom of the deck. The third card is dealt face up. The fourth card is shifted to the bottom of the deck. This pattern continues until all the cards have been played face up.

Have students share any patterns they discover.

Extensions of the game:

Include the face cards in the sequencing.

Use 2 suits of ace through 10. Shuffle 2 cards to the back of the deck instead of 1.

Use 3 suits and shuffle three cards to the back of the deck instead of 1.