

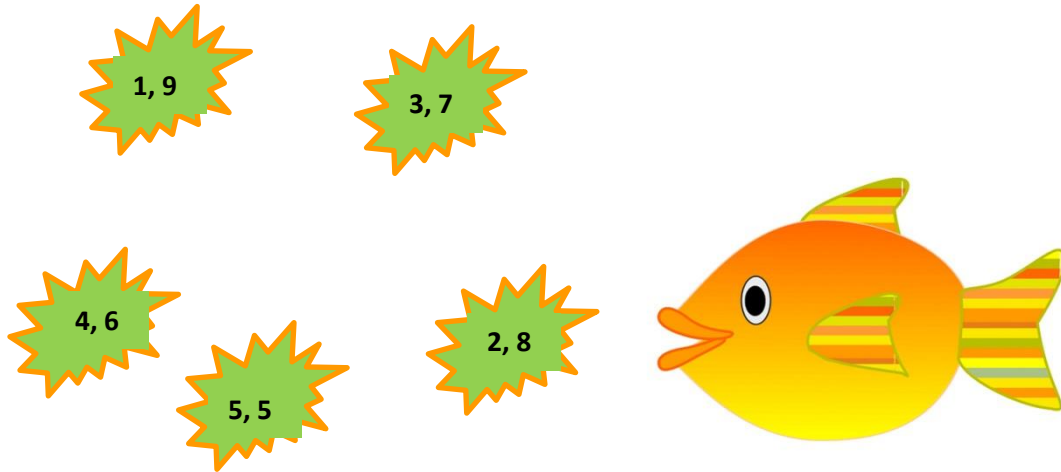
# PYRAMID SOLITAIRE

## Number Bonds of 10:

1. Use a deck of cards with the face cards removed.
2. Shuffle and place 21 of the cards face up in a 6-row pyramid (or less rows for younger students).
3. Each row overlaps the previous row. See below.
4. The remaining cards become the *draw* pile.
5. Follow these rules:
  - Only fully exposed cards can be played at any time. That means to start, only the bottom row can be considered until you start removing bottom cards.
  - You can only remove cards that equal 10, and only up to 2 cards at a time. (Example: Allowed—6 and 4. Not allowed—2, 2, 6).
  - When you remove cards from the pyramid, place them in a discard pile (face up).
  - When you can't make any more matches from the pyramid, draw a card from the *draw* pile. If you can make a match, great! If you can't, place this card face up in the discard pile.
  - You can use the top card of the discard pile for any future matches.
  - Goal: Get rid of all of the cards in the pyramid.



# FISH FOR TEN



1. Use a deck of cards with the tens and face cards removed.
2. Shuffle the cards and deal 5 cards to each player (can also be 6 or 7). This is played similar to "Go Fish."
3. The object is to make pairs that equal 10.
4. When it is your turn, ask your partner for a card that could go with one of your cards to make 10. If he/she has the card, you get to keep it and you have a match. If he/she does not, then he says, "Go Fish for Ten," and you take a card from the deck (or the "pond").
5. Lay your matches in front of you on the table.
6. The player who runs out of cards first is the winner.

# MYSTERY CARD

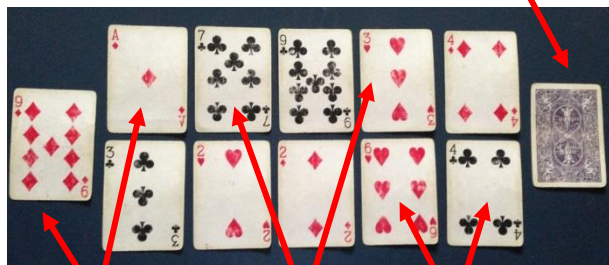
## Materials:

- Deck of playing cards with tens and face cards removed.
- This is a solitaire game, or one that can be shown to an audience. The object is to match 2 cards together that equal 10, and predict the number on the mystery card.

## Directions:

1. Shuffle the cards.
2. Lay out 11 cards face up (like in picture).
3. Set aside 1 card face down (no peeking). This is the mystery card.
4. Use the rest of the cards to cover every pair of cards that combine to equal 10: ace + 9, 2 + 8, 3 + 7, 4 + 6, 5 + 5
5. Repeat until you have no more cards left.
6. Then pick up all of the piles in which the top 2 cards equal 10. You should have 1 pile left.
7. To guess the mystery card, name the # that goes with the number on the card showing to make 10. That should be your mystery card! Example: If the card on the top of the last pile is a 7, then you would predict the mystery card to be a 3.

Steps 2 & 3: Lay out 11 cards . . . and 1 mystery



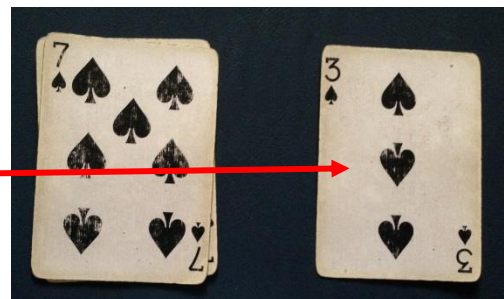
Step 4: With cards from your hand, cover every combin. of 2 cards that equal 10. Continue until all cards in hand are gone.

Step 6: After all cards from your hand are gone, pick up the pairs of piles that equal 10: 9+Ace (x2); 5+5; 6+ 4; and 8+2. You should be left with 1 pile and the mystery card. In this example, the pile with a 7 is left over.



Step 7: To predict the mystery card, subtract the card showing from 10.

$$10 - 7 = 3$$



# Tic-Tac-Ten



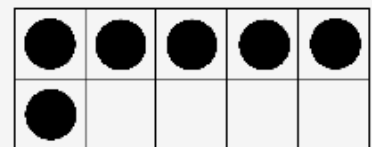
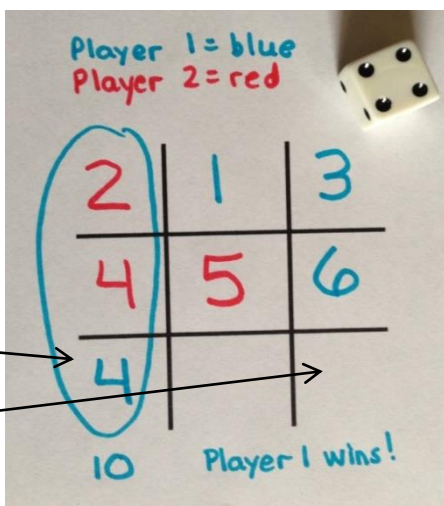
## Materials:

- tic-tac-toe grid
- 2 players
- 1 number cube / dice
- Each player needs a different color magic marker or crayon
- Ten-frame and tokens (optional)

## Directions:

1. Create a tic-tac-toe grid (or laminate one to be used multiple times).
2. Instead of 3 x's or o's in a row, the winner is the player who can write 3 numbers in a row that equal 10, and block the other player from getting 10.
3. Player 1 rolls a number cube and decides where to write that number in the grid (using their colored magic marker).
4. Player 2 rolls a number cube and decides where to write their number in the grid (using a different color marker).
5. Continue taking turns and placing their number in a place where they can get a sum of 10 (horizontally, vertically, or diagonally).
6. Winner is the player who completes the sum of 10.

**Tip #1:** When 2 numbers are showing on the grid, it is helpful for each player to determine what # on the dice would be needed to make 10 so they know in advance what to look for. Player 1 might say: "2 + 4 = 6. I need a 4 in this spot to win." Or, "3+6 =9, so I need a 1 in this spot to win."



**Tip #2:** Each player can use a 10 frame and some tokens to keep track of total or number needed to make 10.

