

Seven Card Addition

Number of Students: Pairs or Small Groups

Materials:

- 4 sets of numeral cards (1-9) or deck of playing cards per group
- 1 score sheet per person
- 1 pencil (or whiteboard marker if score sheet is laminated)

Preparation:

Sufficient numeral card sets need to be photocopied / printed.

Numeral cards need to be laminated and cut

If playing cards are used instead of numeral cards, all of the picture cards (King, Queen and Jack) should be removed along with all of the 10s.

Score sheets can be laminated for longevity, although this is not strictly necessary.

How :

Four sets of numeral cards, or modified deck of playing cards, are shuffled and seven cards are dealt out to each player.

Each player places their cards, face up in a row. They identify “pairs to ten” (eg. seven and three) and place these cards together as pairs.

Once all the pairs to ten have been identified and placed together, the player mentally works out the total of all their card numbers.

The player with the highest total is the winner.

Each player writes their own total on their score sheet. The winner also draws a card from the pack, and writes the value of this card down as their score.

The player with the highest score after 7 rounds is the winner.

Students should be encouraged to calculate the total of their cards as quickly as possible. Missed pairs to ten should be gently pointed out. When adding the other card values to their pairs to ten, students should be reminded of other strategies (such as doubles and near doubles and other part-part-whole knowledge) to help them add efficiently. Counting on by ones should generally be discouraged.

Adapted from game presented by Paul Swan at the annual MAV conference, December 2010