

KINDERGARTEN – CONTENT STANDARD #1

ACTIVITY H

Permission Waived
per 2-27-02 Phone Conversation

2,4,6

You will need the red cards (hearts and diamonds) numbered 1-10 from a pack of playing cards.

- Shuffle the cards and arrange them face down on the table.
- The first player should turn over two cards. You are looking for a 2.
- If you have a 2, keep it to begin your pattern. Remember the numbers on the cards that you have to replace, you may need them later.
- Then the second player picks up two cards and tries to begin their pattern.
- Take turns. Once you have found a 2 you will need to look out for a 4.
- The first player to get a 10, by collecting the cards in order, 2, 4, 6, 8, and 10, is the winner.
- The same game can be played beginning at 10 and going back in twos. You could use the jokers to represent 0.

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