

Addition Snap



Materials

You can play Addition Snap with the following groups.

Group 1: all the numeral cards 0–20, in numerals, with pictures, and in words.

Group 5: all the “Double Number” cards including pictures and the total answers (0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20).

Group 6: all the numeral cards 1–10 with numbers and pictures.

Instructions

1. Deal all the cards out evenly between players.
2. Players place their cards in a pile face down in front of them.
3. Players take turns to flip over one card and place it on the pile in the middle of the table while saying the number or answering the question on the card.
4. When a card is turned up that matches the top card on the pile the first player to say, "snap", and say the answer total on the card wins the whole pile of cards in play.
5. Play continues until one player has all the cards.

Addition Go Fish

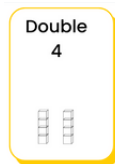
Group 5



Materials

To play Addition Go Fish in Group 5, select the following cards:

Group 5: all the “Double Number” picture cards and the total answer numeral cards (0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20).



Instructions

1. Deal four number or addition cards to each player.
2. Place the remaining cards, face down, in the centre of the table.
3. Each player hold their cards so only they can see them.
4. Players take turns asking one of two questions: “Do you have double _?” or “Do you have number _?”. The aim is to find the matching picture and numeral card. e.g., Double 4 and 8.
5. If the other player doesn't have the requested card, the player whose turn it is must “go fish” and take a card from the top of the pile in the centre.
6. If the other player does have the requested card, they must hand it over. Players place any matching pairs in a pile in front of them.
7. Play continues until all the cards have been paired.
8. The winner is the player with the most pairs.

Addition Go Fish

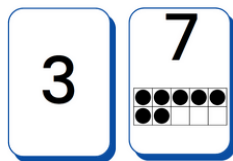
Group 6



Materials

To play Addition Go Fish in Group 6, select the following cards:

Group 6: all the numeral cards (0-10), both numbers and pictures.



Instructions

1. Deal four number or addition cards to each player.
2. Place the remaining cards, face down, in the centre of the table.
3. Each player hold their cards so only they can see them.
4. Players take turns asking, *"Do you have number _?"*. The aim is to find a pair that 'makes 10' e.g., 7 and 3. If the other
5. If the other player doesn't have the requested card, the player whose turn it is must "go fish" and take a card from the top of the pile in the centre.
6. If the other player does have the requested card, they must hand it over. Players place any matching pairs in a pile in front of them.
7. Play continues until all the cards have been paired.
8. The winner is the player with the most pairs.

Concentration



Materials

You can play Concentration with the following groups, select the following cards.

Group 5: all the “Double Number” cards including the pictures and the total answers (0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20).

Group 6: all the numeral cards 1-10 with numbers and pictures.

Instructions

1. Lay the cards out face down in a grid formation (eg. four rows by four columns).
2. Players take turns to flip over two cards.
3. They read both cards.
4. If the cards match (Double 3 and 6, 7 image card with 3 numeral card) the player keeps the pair and has another go.
5. If the cards do not match they are returned to their original positions.
6. The winner is the player with the most cards at the end of the game.