

Activity: Aim for Twenty One



You will need: A pack of playing cards (or 4 sets of 1-12 number cards)

Before you start: Shuffle the cards

Instructions:

- In this game, cards are worth the following values:
 - Aces are worth 1 or 11 (players can choose)
 - 2 to 9 are worth face value
 - 10, jack, queen and king are worth 10
- First deal each player two cards face down.
- Players look at their cards, adding up the total in their head.
- Players take turns to be dealt an extra card if they want to increase their total ('twist'). These cards are dealt face up one at a time.
- Once a player does not want another card, they 'stick'.
- If a card takes a player's total over 21, that player is 'bust' and out of the game.
- Play continues until all payers have decided to 'stick' or they have gone 'bust'
- The remaining players reveal their cards, the winner is the nearest to 21.





- What is your total? How did you work this out?
- How could you check that?
- What would you need to get 21?
- What card are you hoping to get next?
- What is the easiest way to work out the total of your cards?
- Which cards did you add first?
- How many ways can you think of to make 21 exactly?

The mathematics

This activity encourages children to build fluency in recall of addition facts. Children may draw on a range of strategies to find totals, including counting on and using known facts. This game encourages children to consider the difference between two numbers by counting on.

Simplifications:



Deal all cards face up so that children can support each other in checking totals.

Provide number lines for children to keep track of their total.

Remove tens and above and play 'Aim for eleven'.

Challenges:



Give jacks a value of 11, queens 12 and kings 13.

Change the target number to 25 or 30.