

Activity: Card Match

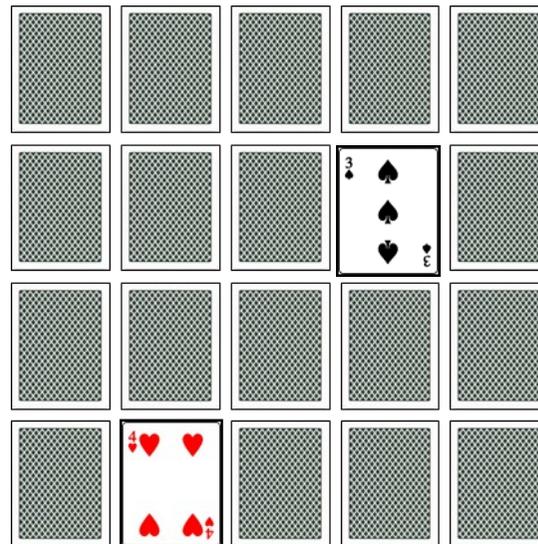


You will need: A pack of playing cards

Before you start: Remove jacks, queens, kings and jokers. Remove all diamonds and clubs.

Instructions:

- Decide on a target for the round e.g.:
Total 10
Difference of 3
- Shuffle the pack of cards (1-10 hearts and spades) and place them face down on the table in 4 rows of 5.



- Players take turns to choose two cards to turn over, placing each card back into the same place but face up when chosen.
- If chosen cards match the target for the round, the player removes the cards and keeps these in front of them.
- If the chosen cards do not match the target, they are turned face down again.
- The first player to hit the target three times wins that round.

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- What is the total/difference of the cards you have turned over? Have you hit the target?
- What card do you want to find now? Why?
- Have we already had a card of that value in this game? Can you remember where?
- Tell me some pairs of cards that would match our target. How do you know?

The mathematics

This activity encourages children to build fluency in recall of number facts. Children may rehearse calculation strategies such as counting on or back.

It allows children to rehearse the use of vocabulary such as ‘total’ and ‘difference’.

This activity also encourages children to focus on cards played and remember the position of cards already seen.

Simplifications:



Set accessible targets such as ‘total 10’ or ‘difference of 1’.

Provide resources such as number lines to support children with calculations.

Challenges:



Set more challenging targets such as ‘total 15’ and allow children to choose more than 2 cards each time.

Play multiplication version where children get to keep both cards if they can give the answer when the numbers are multiplied (product) within 5 seconds.