

1. Number Snap

2 – 4 players

Getting Ready

All of the cards are dealt out to the players. Players keep their cards in a pile face down in front of them. Before starting the game decide what the total for the game is to be – **10, 11, 12 or 13.**

Play the Game

- Players take it in turns to turn over a card and place it in the centre.
- Cards in the centre are placed on top of each other.
- When the 2 top cards add to the total for the game, players can 'Snap' (slap their hand onto the top card) and call out the total. The first player to do so wins the pile and adds it the bottom of her pile. A player is out of the game if they run out of cards. Last player to have cards left is the winner.

2. Double the Doubles

2 – 4 players

Getting Ready

All of the cards are dealt out to the players. Players keep their cards in a pile face down in front of them.

Play the Game

- Players take turns to turn over the top 2 cards in their pile and add the two values together, telling everyone the answer.
- If a player has two cards of the same value, they double the answer, e.g. if a player has 6 and 6, these are added and then doubled: $6 + 6 = 12$, double 12 is 24.
- The player with the highest answer is given all of the cards from that round. Each player keeps the cards they win in a separate pile.
- The game ends when players run out of cards. The winner is the person who collects the most cards.

3. Take It Away

2 – 4 players

Getting Ready

Remove the 10's from the pack. The dealer deals 4 cards to each player. Players look at their cards.

Play the Game

- Each player makes two 2 digit numbers from their cards.
- Players then subtract their smallest number from their largest number and tell the answer. (Do this mentally or use pencil and paper if necessary.)
- The player with highest number for the answer keeps their cards.
e.g. With 3, 6, 7 and 9 a player could make $97 - 36 = 61$. If this is the highest answer, this player keeps these cards.
- Other players return their cards to the pack. 4 cards are dealt to each player for the new round.
- The game ends when there are no longer enough cards to deal each player 4 cards. Players total the values of the cards they have won. The winner is the player with the highest total.

4. Make My Number

2 - 4 players

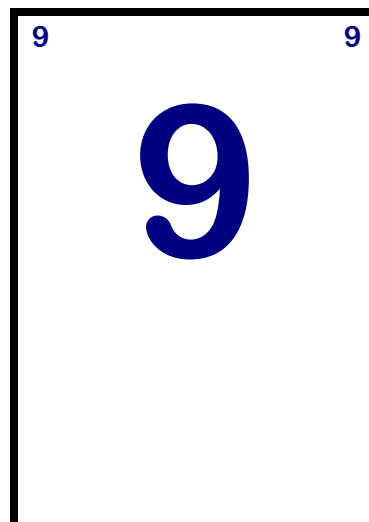
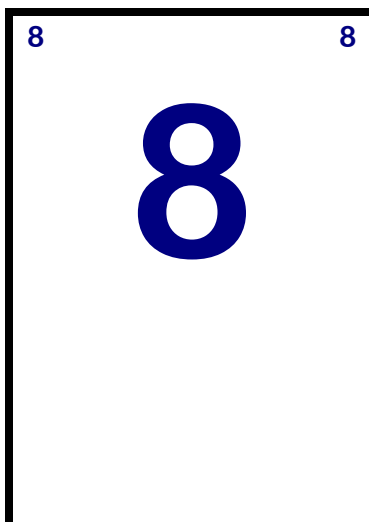
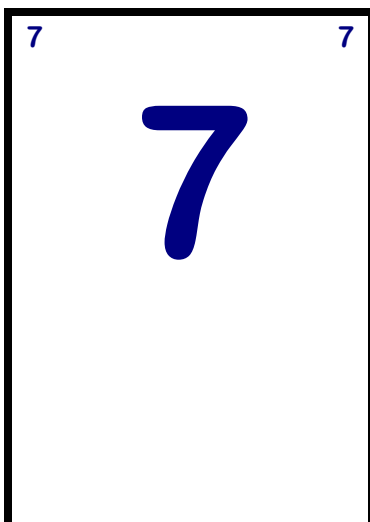
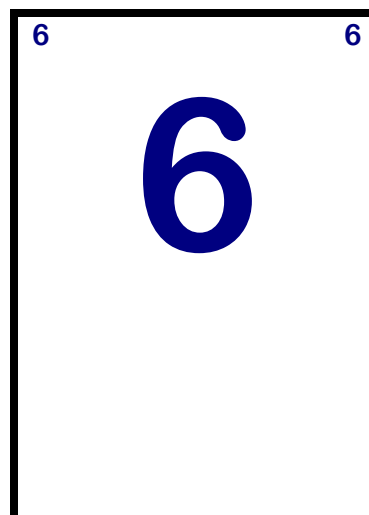
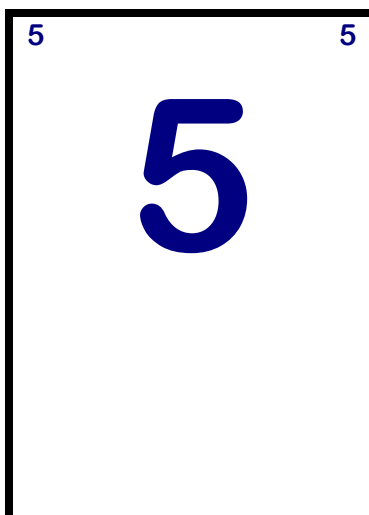
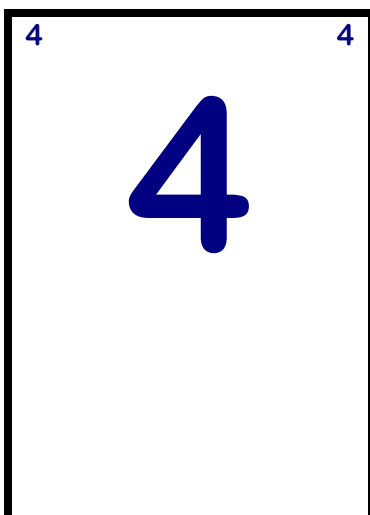
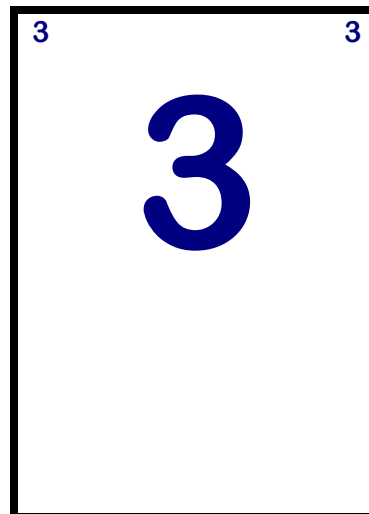
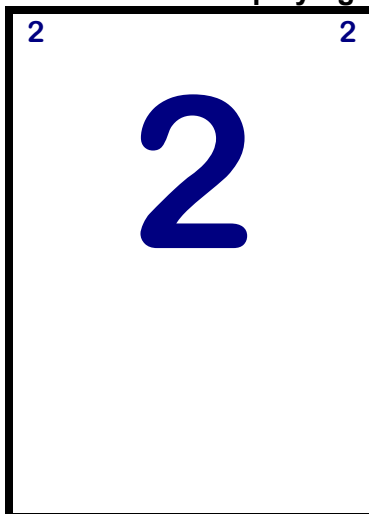
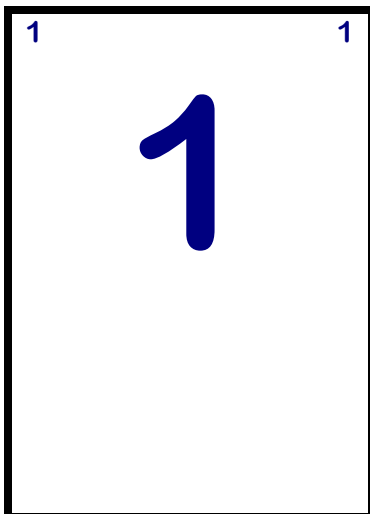
Getting Ready

The dealer lays out five cards, face up, in the center. The rest of the cards are placed in a pile face down.

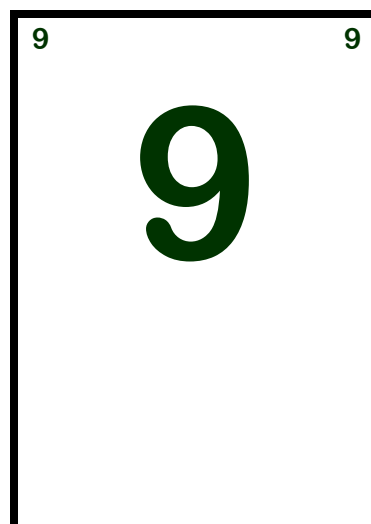
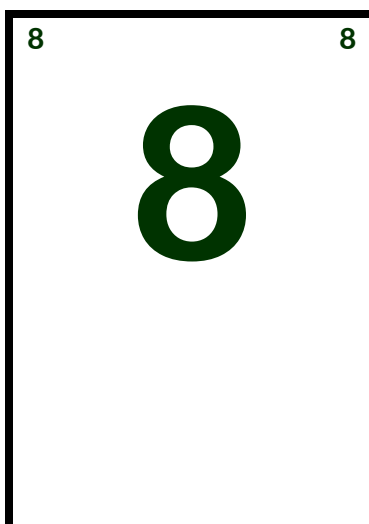
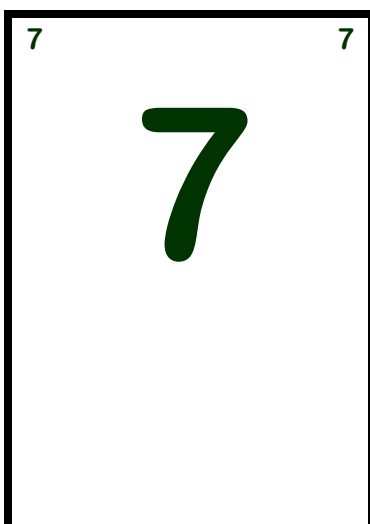
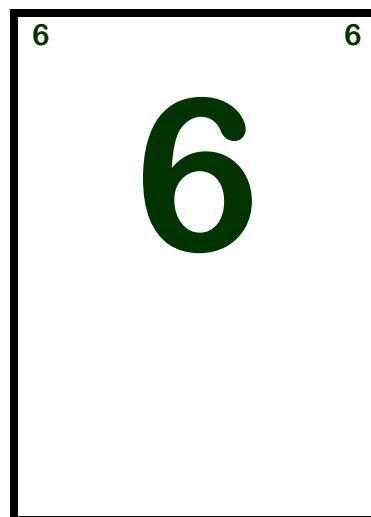
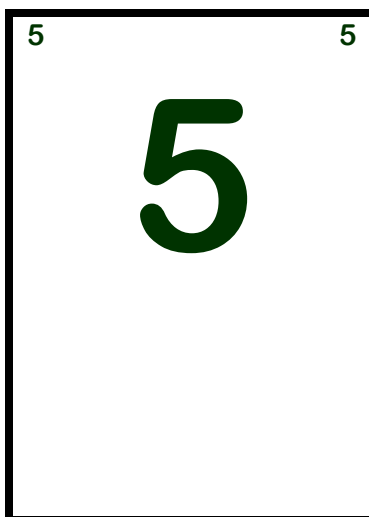
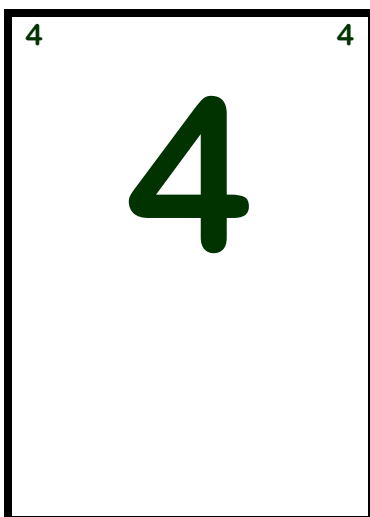
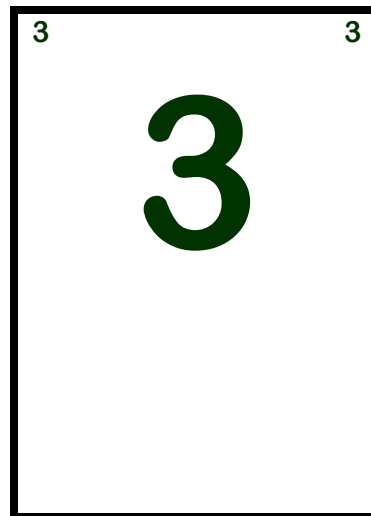
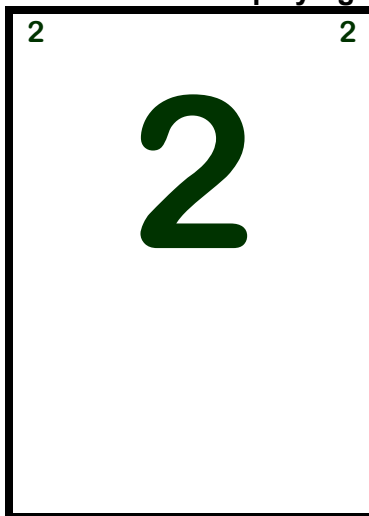
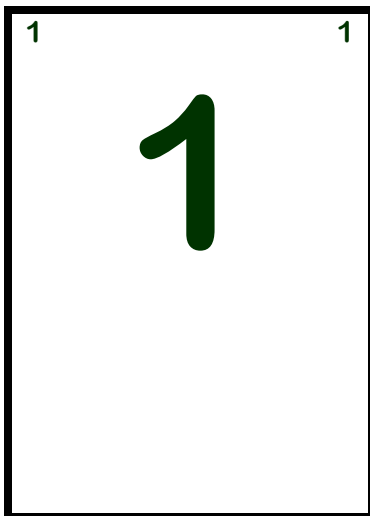
Play the Game

- The first player turns over the top card on the pile and places it beside the pile.
- This player then attempts to create an equation that uses any of the 5 cards in the center to make the number they have turned over. e.g. With the five cards – 2, 5, 6, 3 and 10 in the centre, when 7 is turned over, $5 + 2$ could be used or $10 - 3$ could be used. Players can also use more than 2 cards to create an equation with mixed operations. e.g. If 7 was turned over, $2 \times 6 - 5$ could be used.
- The player calls out, 'Made My Number!' when they have an equation and tells the other players the equation. If the equation is correct the player takes the numbers used in the equation. These are then replaced with new cards from the pile. The player also takes the card that was turned over.
- If the player is unable to Make The Number, the card is returned to the bottom of the pile.
- The next player then draws a card and attempts to make this number.
- The winner is the player who has the most cards at the end of the game.

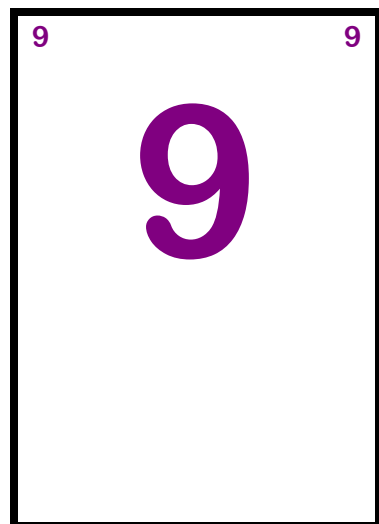
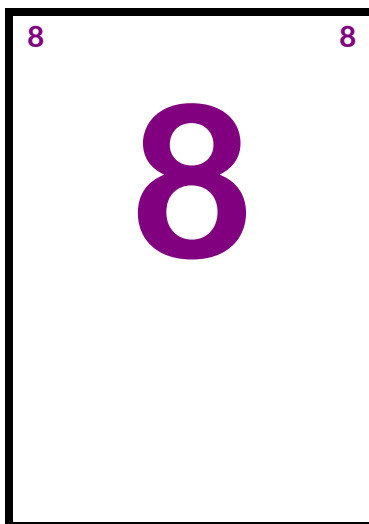
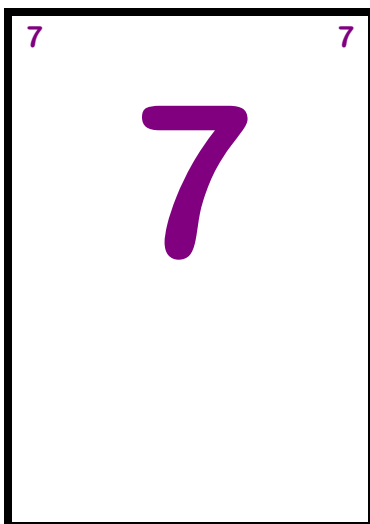
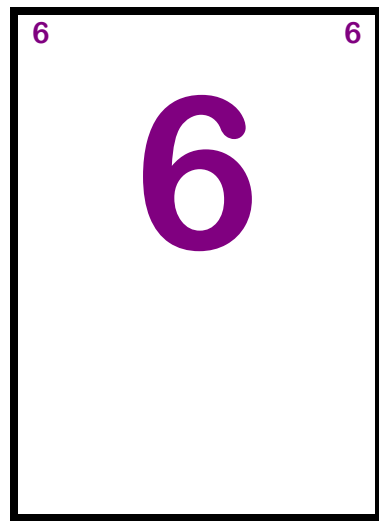
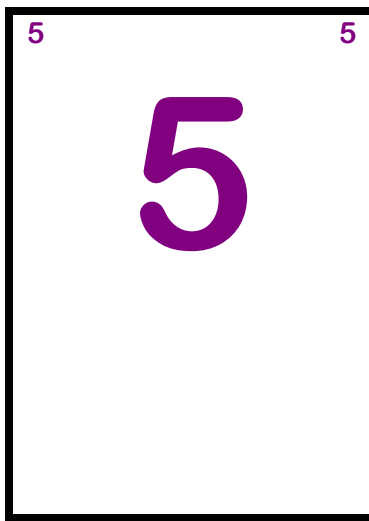
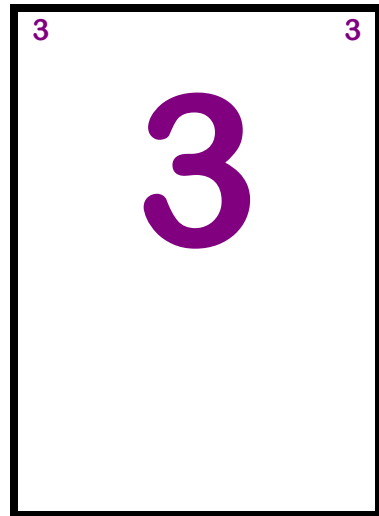
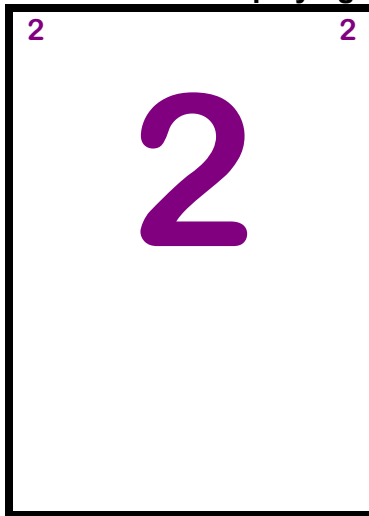
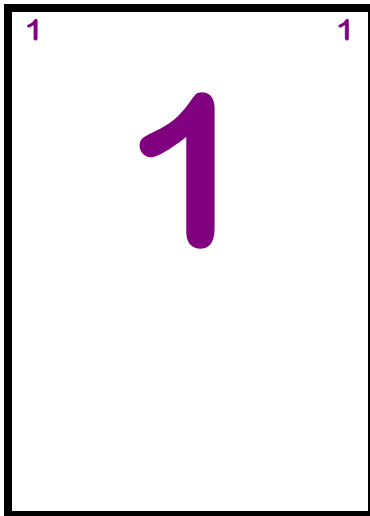
Black Line Master 1
Cut out cards to make playing cards.



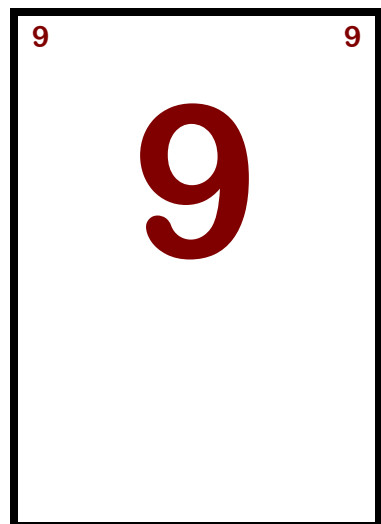
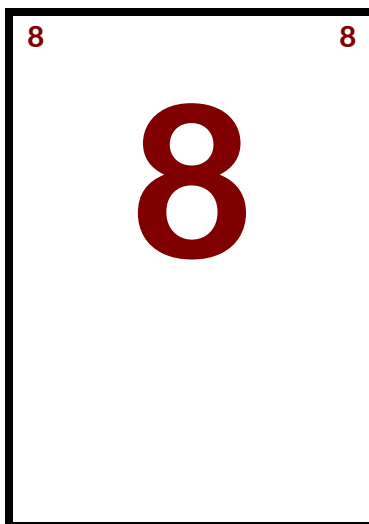
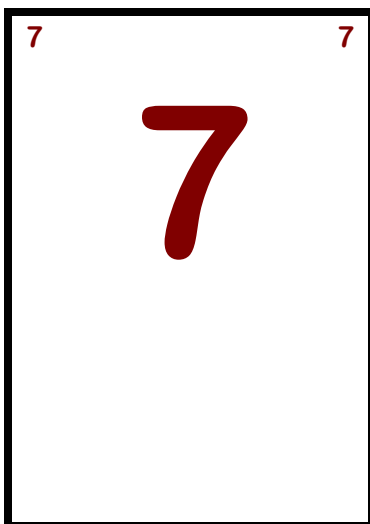
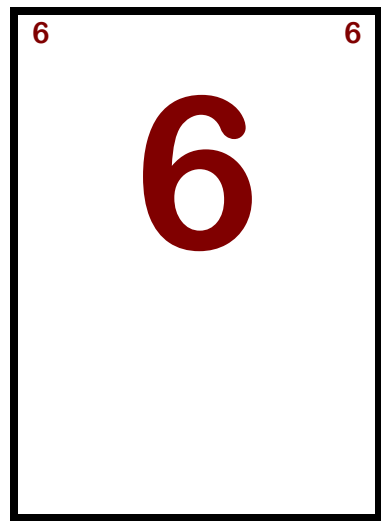
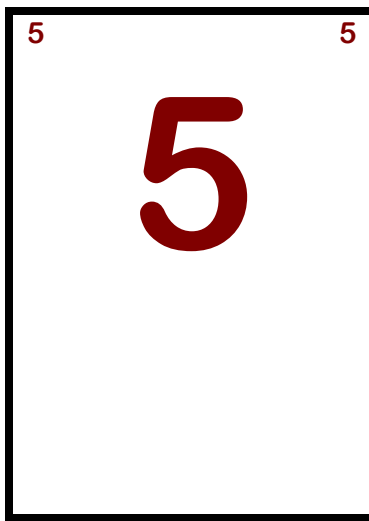
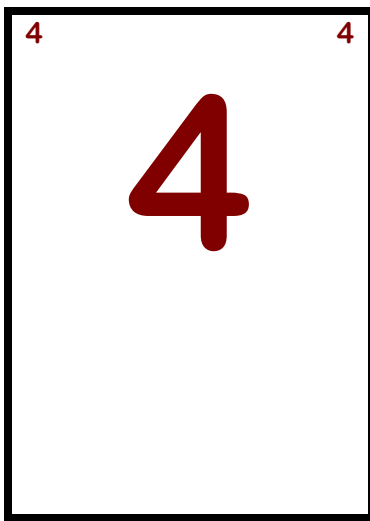
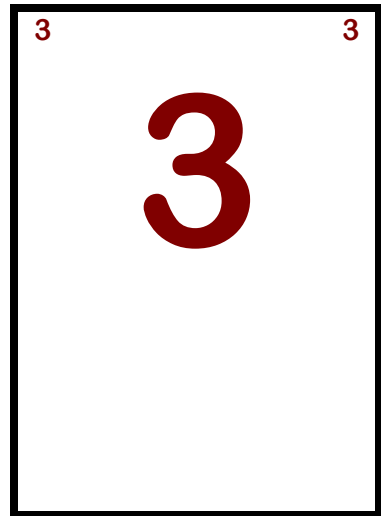
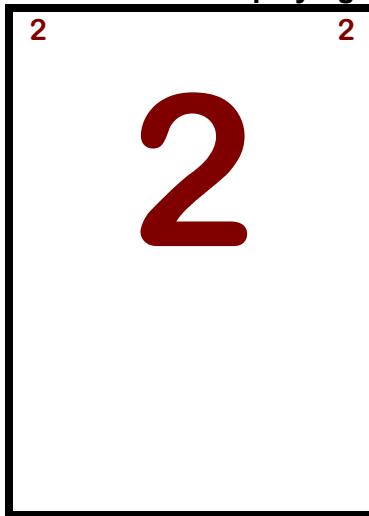
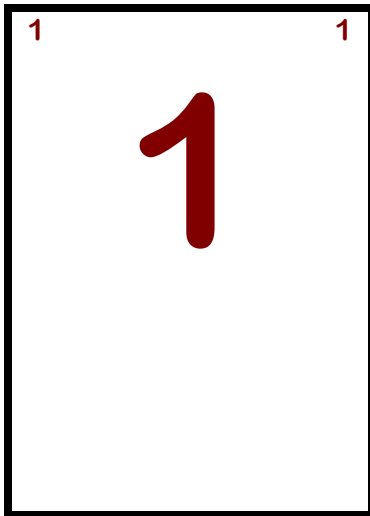
Black Line Master 2
Cut out cards to make playing cards.



Black Line Master 3
Cut out cards to make playing cards.



Black Line Master 4
Cut out cards to make playing cards.



Black Line Master 5
Cut out cards to make playing cards.

