The King Pops Up

GOALS

MATH GOAL: PRACTICE ADDING 2 NUMBERS TO SUMS UP TO 20.

GAME GOAL: THE PLAYER WITH THE HIGHEST TOTALS WINS.

SETUP

• Take out all face cards except the Kings. Aces count as 1.

• Pass out all the cards in the deck so that each player has an equal number.

HOW TO PLAY

HOW A TURN BEGINS. Players take 2 cards from their pile and put them in a row number side up. Each player adds their 2 cards together and then says the addition problem out loud. For example, “3+4=7 or 8+10=18.”

HOW A TURN ENDS. The player with the highest total wins all the cards and puts these cards in their own pile of saved cards. If a player gets a King, that player wins no matter what the totals of the other players’ cards are. If two players have the same total or both have Kings, play another round (2 more cards for each player). The person who wins that turn gets all the cards.

HOW THE GAME ENDS. Play until the players have no cards left. The winner is the one with the most cards in their own saved pile.

STORY

In this game, the King likes to pop up when you don’t expect it.

You never know when he will be hiding among the cards.

And when he does, he always wins. You’ll see when we play the card game.

For video card game instructions, please visit:

http://dreme.stanford.edu/mathfest

STORY ENDING The King thanks you for playing the card game with him.
HINTS FOR HELPING

• If your child is having a hard time adding the numbers, you could suggest counting with fingers or counting the shapes on the cards.

• You can show your child a way to count more successfully by counting up from the highest number card, rather than counting all the numbers on both cards.

For example, with 5+3, the child can say “5” then put the 5 card to the side. Next, they count up from five by using their fingers, saying “I start with 5, so three more fingers are: 6,7,8, so the total of 5+3 is 8.”

• Another way to help with adding 2 numbers is to suggest math facts to your child about the numbers on the cards. For example, you could say, “Do you know the rule about adding 10 plus another number? Ten plus a number equals the number with a 1 in front of it. For example, 10+6=16.”

• For children who know some math facts, you can try reminding the child of a related math fact not on the cards that you think the child knows. They can build on facts they do know.

For example, children often know their doubles or tens. So, when trying to add 6+5 you could say, “What is 5+5?” After the child answers “10” say “You have a 6 which is 1 more than 5, so what is 6+5?” For 8+3, you could say, “what is 8+2 then what is 8+3?”

VARIATIONS

MAKE IT EASIER

• Take all the Kings out of the deck.

MIX THINGS UP

• Make the player with the lowest total on the cards (instead of the highest), the winner.

• Have the King be a wild card and be any number the player wants.

MAKE IT HARDER

• Leave all the face cards in the deck (Kings, Queens, and Jacks) and have each of them count as 10 when adding the numbers on the 2 cards to find the total.

• Give each player 3 cards to be added up instead of 2 cards

WHAT GAME TO PLAY NEXT

• When your child can play this game easily, you can go to the chart called Picking a Card Game in the booklet.

• Ask your child the next set of questions on the chart, and it will help you find the next card game to play.