Queen of 10’s

STORY

10 is such a beautiful number. The Queen loves 10.

She is always thinking of different ways to make 10 from smaller numbers.

When she can’t think of a way she sometimes pretends to be a certain number just so she can make 10.

You’ll see when you play this game.

GOALS

MATH GOAL: PRACTICE FINDING PAIRS OF NUMBERS THAT ADD UP TO 10.

GAME GOAL: WHOEVER FINDS THE MOST CARDS ADDING UP TO 10, WINS THE GAME.

SETUP

- Take out all face cards except the Queens. Aces count as 1.
- Give 4 cards to each player.
- The 4 cards are put in a row with numbers showing.
- The rest of the cards are put in a pile in the center.

HOW TO PLAY

HOW A TURN BEGINS. A player finds 2 cards in their row that add up to 10, or they can choose a 10 card.

THE QUEEN CARD is special because it can be used as any number from 1 to 10. So, the Queen can be combined with any other card to add up to 10. After choosing the cards, the players put them in their own pile of saved cards.

HOW A TURN ENDS. After choosing the cards, the players put them in their own pile of saved cards. When the player does not have any way of making 10, the player discards one card from their row of 4, and puts it at bottom of the center pile of cards. At the end of each turn, the player fills in any empty spaces in their row of 4 cards by taking cards from the top of the center pile.

HOW THE GAME ENDS. The game ends when the center pile of cards is gone or when there are no more ways to make 10 for any of the players. At the end of the game, each player counts their own pile of saved cards. The player with the most saved cards wins.

STORY ENDING

The Queen thanks you for playing the card game with her.

For video card game instructions, please visit:

http://dreme.stanford.edu/mathfest
**HINTS FOR HELPING**

- You could show your child how to look for numbers that add up to 10. For example, select a number card in the child’s row and say: “You have a 6 here. How many more do you need to add up to 10?”

- 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 they put the 5 card to the side. Next, they count up from 5 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.”

- You could try reminding the child of a related **math fact** that you think the child knows. For example, your child might have selected 5 + 5 to make 10 on the last turn. Then, you could say, “You know that 5 + 5 = 10. So, what number needs to be added to 6 to make 10?”

- Sometimes your child will find more than one way of adding numbers to make 10 in a turn. Your child might use three or more number cards on a turn to make 10. This shows the child is thinking hard about numbers. So, your child may be ready to try more than one way of making 10.

**VARIATIONS**

**MAKE IT EASIER**

- Take all the Queens out of the deck.

**MAKE IT HARDER**

- Have players add more cards in their row.

- Look for many different ways of making 10 on each turn.

- Look for cards that add up to totals other than 10, such as different ways of making 7, or 12, or 20.

- Try subtraction. For example, look for numbers that differ by 3 (4-1, 5-2, 6-3 etc.).

**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.