

Players: 2

Children create patterns using the various attributes of cards.

Materials

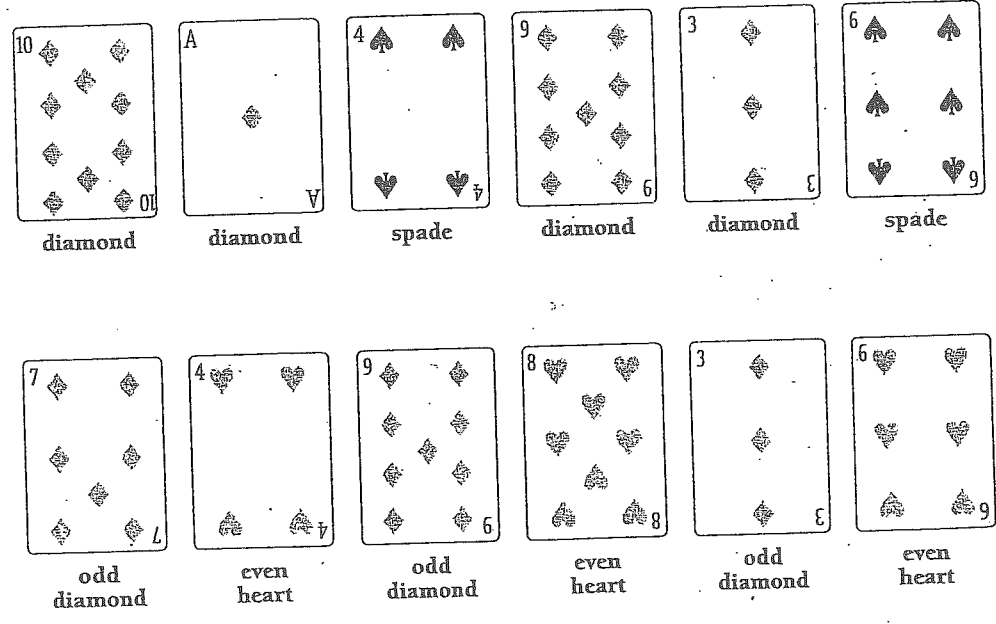
1 shuffled deck of cards

The Way to Play

- 1 One player deals the cards evenly between the two players.
- 2 Player 1 creates a pattern using any six cards from his or her hand. The pattern can be based on color, suit, number, odd vs. even numbers, face vs. number card, and so on.

(NOTE: Students should choose a two- or three-unit pattern so it repeats within six cards. This provides the other player with sufficient information to determine the pattern. Younger children may want to use only one attribute in the pattern, such as suit.)

Older students may want to incorporate more than one attribute in the pattern, such as suit and even and odd numbers.



- 3 Player 2 reads the pattern aloud. For example, the player would say, "The pattern is diamond, diamond, spade, diamond, diamond, spade." (If he or she cannot find the pattern, Player 1 reads the pattern.)
- 4 Player 2 tries to add three of his or her cards to the pattern. If successful, Player 2 earns a point and the turn ends. If unsuccessful, the player earns no points and the turn ends. At the end of the turn, players keep their own cards.
- 5 Players take turns until one player has reached ten points.



Add a Pair



Players: 2 or more

This variation of Concentration reinforces number recognition and visual memory as children practice adding doubles.

Materials

- 1 shuffled deck of cards with face cards removed
- pencils
- Add a Pair Game Sheet, one per player (page 14, optional)
- calculator (optional)

The Way to Play

- Each player takes a game sheet and a pencil.
- Players arrange the cards facedown in five rows.
- To take a turn, a player chooses two cards and turns them over. If the cards do not match, the player turns them back over and the turn ends. If the cards match, the player adds the numbers on the cards and records the addition problem on the game sheet (page 14) or another sheet of paper. The player keeps the cards and takes another turn.
- Players take turns until all cards have been matched.
- Each player adds all the sums in the right-hand column of the game sheet and writes the total sum in the box at the bottom of the page. (Players can also use a calculator for this step.) The player with the greatest number wins.

