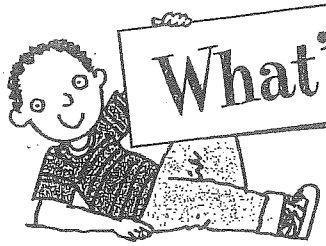


What's Next?

Players: 2

This game reinforces visual memory, number recognition, and number order as children collect a sequence from 1 to 10.

Materials

20 cards of any suit (2 each of the numbers 1–10. Ace = 1)

The Way to Play

1. One player shuffles the cards and places them facedown in four rows (five cards per row).
2. The object is to be the first player to collect ten cards of any suit in order from 1 (ace) to 10.
3. Player 1 chooses any card and turns it over.
   - ♠ If the card is not a 1, the player turns the card back over and the turn ends.
   - ♦ If the card is a 1, the player keeps it and chooses another card.
   - ♥ If the second card is not a 2, the player turns the card back over and the turn ends.
   - ♣ If the second card is a 2, the player keeps it and chooses another card.

   A player continues to choose cards as long as the numbers are drawn in sequential order.
4. Player 2 takes a turn in the same way as Player 1, building his or her own sequence starting with 1.
5. Players continue to take turns. On each turn, a player continues to build the sequence from where he or she left off on the last turn.
6. The first player to collect the cards 1–10 in sequential order wins.

♠ Variation ♣

Challenge children to play "Blast Off" by collecting cards in reverse order from 10 to 1.

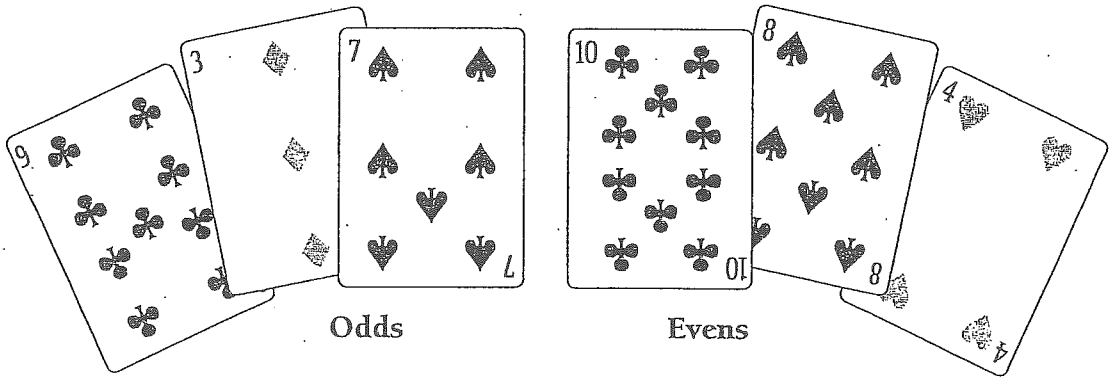
Odds and Evens

Players: 2–4

This guessing game reinforces the concepts of even and odd numbers and involves chance.

Materials

1 shuffled deck of cards with face cards removed

The Way to Play

1. Stack the cards facedown in a pile.
2. To take a turn, a player guesses whether the top card in the pile is odd or even and then turns it face-up. If the guess is correct, the player keeps the card and takes another turn. If the guess is incorrect, the player places the card in a discard pile. A player continues to turn over cards until a guess is incorrect.
3. Players take turns until there are no more cards in the pile.
4. The player with the most cards wins.