

Pyramid (Make 10, numeral cards)

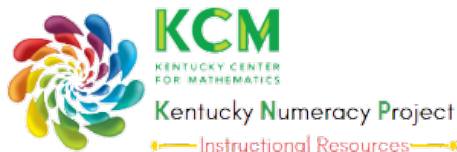
I am learning to tell 2 numbers that go together to make 10.

Materials:

numeral cards with numbers 0-10 or 1 to 9 (or use cards from games such as Phase 10 or Rage)

Directions:

1. Get numeral cards, 0 to 10, 4 of each. Shuffle.
2. Take one card from the deck. Set aside as a "mystery card" (don't look at it).
3. Place cards in a pyramid shape (5,4,3,2,1) face-up.
4. Player 1 selects 2 cards that together make 10.
5. Player 1 replaces the open spaces with cards from the deck.
6. Players take turns.
7. When there are no more cards in the deck, play continues until only 1 card is remaining.
8. Players should predict the number on the mystery card based on the card left in the pyramid.



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