

Paddy Eger

Keep it '10'

Individual
Difficulty Level: Easy
Math Operations: A, S
Time: 10 min

OBJECTIVES: To make combinations that equal '10'.

MATERIALS:

deck of cards

BEST USE: Target number '10'.

RULES:

1. Remove the '10's', the face cards and the Jokers from the deck.
2. Shuffle the remaining cards.
3. Lay out the top 4 cards **face up** on four corners of an imaginary square. Hold the remaining cards **face down** in your hand.
4. Turn over 1 card at a time. Look over your 4 **face up** cards. If you can make '10' with the card you have turned up, lay that new card face up over the card. The new card just added becomes the new number for that corner.
5. If you can not cover a corner card and make '10', discard the card in a **face down** discard pile. You may not use any discarded cards until you have played every card in your hand.
6. Once you have used up your playing card pile, you may pick up the discard file. Keep it face down. Continue playing the game until you can no longer cover a corner card.

OPTIONS:

Add the Jacks. Play to "Keep it 11".

Add the Jacks and Queen. Play to "Keep it '12'".

Add the Jacks, Queens and Kings. Play to "Keep it '13'".

Use the face cards as wild cards. After they are played each becomes a "4".