

Paddy Eger

4 Corners

Individual
Difficulty Level: Moderate
Math Operations: A, S
Time: 10 min (approx.)

OBJECTIVES: To add and subtract cards to practice number facts up to, and including your target number.

MATERIALS:

game board | deck of cards

BEST USE: Addition and subtraction facts through '14'.

RULES:

1. Remove your target number and all cards above your target number. (For target numbers 11-13, use the face cards: Jack = 11, Queen = 12, King = 13 for the numbers below your target number. Set the unused cards aside. Use the Aces as '1'.
2. Shuffle the remaining cards. Lay out 1 card face up on each game board corner. These will be one addend for your fact. Discards will be stacked below the game board. Hold the remaining cards face down in your hand.
3. Turn over 4 cards and lay them on the table in front of you. Using 2, 3 or all four cards to cover one corner. **For example:**

Your square shows

4	7
2	6

You turn up these cards: 9, 2, A, 10

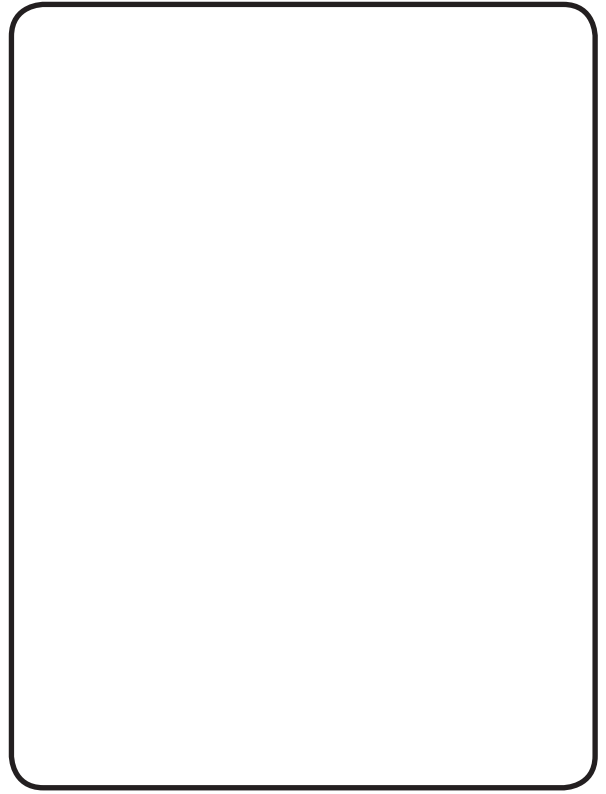
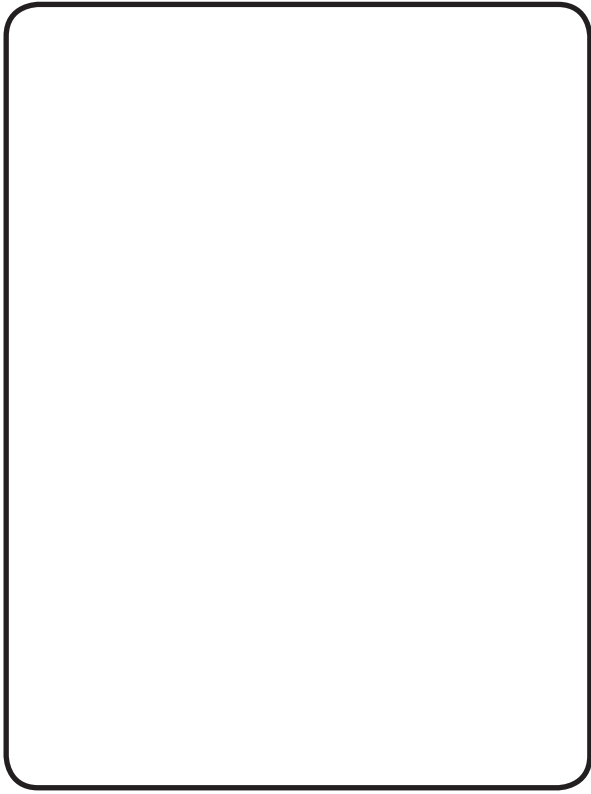
Your possible combinations are:

- | | |
|----------|---|
| 9-2=7 | Use '9' and '2' to cover the '7' corner |
| 10-2-A=7 | Use '10', '2' and 'A' to cover the '7' corner |
| 9-2-A=6 | Use '9', '2' and 'A' to cover the '6' corner |
| 10-9+A=2 | Use the '10', '9' and 'A' to cover the '2' corner |

4. Cover the corner square(s) with the cards you used **face up**. You may use any face up cards to cover 1 or 2 corners. Use the new top card(s) as your new corner numbers.
5. If you can not create any equations, use the top card in your hand and create a new corner number. Discard the rest of the cards if you cannot make an equation.
6. Shuffle your unused cards **before** you take your next turn. Draw 4 cards from the top of the pile, and repeat the process of making math equations.
7. The game ends when you run out of cards that can be played or you allotted time ends.

OPTIONS:

- Use 2 decks of cards (with a contrasting design for easier clean-up).
- Use the face cards as wild cards if your target number is below '11'.



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