

Partner

Difficulty: Easy - Moderate

Operations: Add

Time: 15 minutes

How Far Can You Count?

OBJECTIVES: To count as high as possible using 3-seconds between additions.

MATERIALS: (each player)

deck of cards

paper and pencil

timer

RULES:

1. Set aside all face cards. Use Aces as '1'.
2. Shuffle your deck and place it face down on the table.
3. Take turns as the player and the observer.
4. The 3-seconds is timed by the observer whisper-counting, "1 Mississippi, 2 Mississippi, 3 Mississippi".
5. JOBS:
 - (a.) The first **observer** sets the timer for 15 minutes. Each **player** is allowed 3 seconds to add and says the new total aloud before laying down the next card and the next, etc. The observer watches and listens for mistakes.
 - (b.) The **player** turns up 1 card at a time and adds it to the card just played. The goal is to count as high as possible before either making a mistake or taking too long to lay down the next card.
6. The partners change jobs when a mistake is made or the **player** takes more than 3 seconds to play the next card. Total the number of cards turned up. Used cards are reshuffled into the deck of cards to be used again and again.
7. **On each new turn the player starts over and begins counting from zero.**
8. When the time ends, the partners add up their total number of cards turned face up.

OPTIONS

Subtract by beginning with 200 and counting down.

Add 1, 2, or all 3 face cards to create higher numbers: Jack = 11, Queen = 12 and King = 13.

