

Math Fact Fluency Practice: 10'S GO FISH
(addition practice for grades K-1)

Players: groups of 2-4

Materials: regular deck of cards A-10, no jokers or face cards (J, Q, K)
Ace = 1

How to Play: Shuffle the cards. Each player is dealt five cards. The remaining cards are placed middle face down to make the fish pond.

Each player looks in his or her hand for pairs (2) of cards that add up to 10. If you have any pairs of cards that total 10, put them down in front of you and replace those cards with cards from the deck. If you have a 10 card, you may lay it down by itself since it equals 10.

Take turns. On a turn, ask one player for a card that will go with a card in your hand to make 10.

*If you get a card that makes 10, put the pair of cards down. Take one card from the deck. Your turn is over.

*If you do not get a card that makes 10, take the top card from the deck. Your turn is over.

*If the card you take from the deck makes 10 with a card in your hand, put the pair down and take another card.

If there are no cards left in your hand but still cards in the deck, you take two cards.

The game is over when there are no more cards. At the end of the game, make a list of the number pairs you made. The winner is the player with the most pairs.

