

## Worksheet 7

### Mental maths

Practise adding numbers quickly.

You could do this playing a card game.



### Memory game

Remove the Jack, Queen and King cards from a pack of cards.

Spread all the other cards out, face down.

Take turns to turn 2 cards over. If the cards add to 10, you keep the pair. If not, put them back face down. Play continues until no cards are left.

The winner is the player who wins the most pairs.

### Target

This time, use the whole pack of cards. Jacks, Queens and Kings are worth 10.

Decide on a target number e.g. 15

Deal each player 5 cards. The rest are placed in a pile in the middle.

The object of the game is to make the target number.

On their turn, the player tries to make 15 with 2 or more cards. If the player can make 15, they put that set to one side and pick up cards from the pile so that they have 5 in total. Play moves to the next player.

If the player cannot make 15, they can place one card on a second pile in the middle and take a new card from the pack. That is the end of their turn. Play moves to the next player.

The winner is the first player to hold 3 sets of the target number.

Perhaps you could make up a different game.

Have fun!