

Greatest Takes It



(Appropriate for use after Lesson 14, or with 2 players for after Lesson 13)

Materials: playing cards (10s and face cards removed; aces are 1, jokers are 0)

- Children sort the cards into red cards (10s) and black cards (1s). They shuffle each set of cards and spread out the cards face down.
- Round 1: Player 1 takes 1 card from the 10s cards and 1 card from the 1s cards; turns them face up and says the number. (e.g., "3 tens 2 ones is 32.")
- Players take turns. The player with the greatest number takes all the cards.
- Player 2 starts the next round. The game continues until all the cards are taken.
- The player with the most cards wins.

Social; Logical

Small Group