

# K.CC Five by Two

## Task

### Materials

The students will need a deck of playing cards including some of the face cards. It is a good idea to remove the extra symbols from the 2-10 cards with whiteout and change the Ace to a 1. Alternatively, the teacher can make cards 1-10 using 3 by 5 index cards; four of each numeral will be needed.

### Rules of play

- Player One passes out 10 cards to each player; the remaining cards go face down in the middle of the table for a draw pile.
- Without looking at the cards, each student arranges their 10 cards face down in two rows of five cards, one above the other (in a 5 by 2 array).
- Player One draws a card from the draw pile. If it is a face card, the student discards it next to the draw pile. If it is a number card from 1-10, they replace one of the cards in their array of cards by placing it in the correct sequential place. The card that was removed from the array is placed face-up in the discard pile.

1	2	3	4	5
6	7	8	9	10

From that point on, that player is collecting whatever color of card (red or black) they

drew in the first pick.

d. The student turns over the card he or she just replaced and plays it in the correct sequential place (if that space is available) or discards it next to the draw pile. The student continues trying to place cards until he or she can't, and then it is the next player's turn.

e. Player Two draws a card or picks one up from the discard pile and places that card if possible, that card tells the color they are now collecting. Player Two continues placing cards in the same way as Player One did until he/she cannot. Play continues on until one player has all ten cards in order with the correct color face up in front of them.

This game is best played with 2-3 players and only 2 people can select red or 2 people can select black. With 3 players two can be red and one can be black or vice versa.



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