



Grades

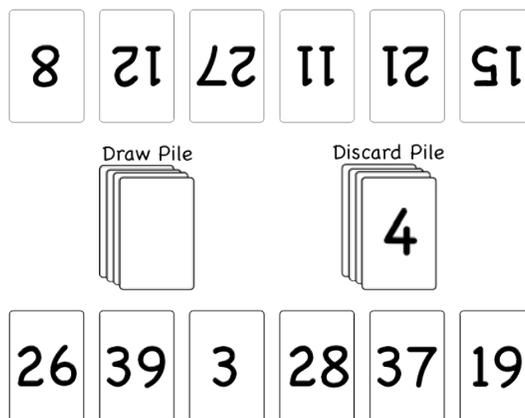
1-2



# Creating Order

**Math Concepts:** Counting and order to 40**Materials:** Deck of numbered cards from 0 to 40**Players:** 2

**Set up:** Start with a deck of Number Cards that go from 0 to 40. Deal six cards to each player (fewer cards for younger players). The dealt cards are placed in front of each player in the order they are dealt. The remaining cards are placed face down in a draw pile. The top card is placed facing up as the first card in a discard pile.



**Play:** During a turn, a player may select either the top card of the discard pile or the draw pile. The selected card must be used to replace one of the cards in front of the player, and the replaced card is put face up on the top of the discard pile.

**Goal:** The goal of the game is to get the cards in increasing order from left to right. The first player to do so is the winner.

**Example move:** It's the bottom player's turn in illustration above. That player should choose the 4 from the discard pile and use it to replace the 26 – a 4 is a small number useful to have on the far left.

## – DISCUSSION AND TIPS –

Discuss strategies for where to place new cards. If a new card is not useful, where is a safe place to put it?

## – VARIATIONS –

Instead of simply having a winner, use a point system for each round of play. In this system, the winner receives 15 points. The other players receive two points for every card they have in order starting with their lowest card.