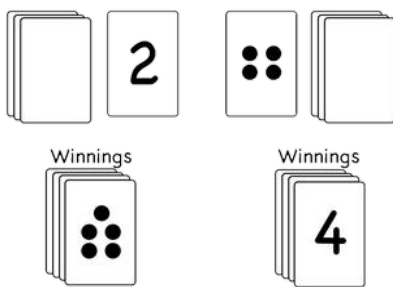


# Comparing

## — WAR - SINGLE-DIGIT COMPARING — GAME

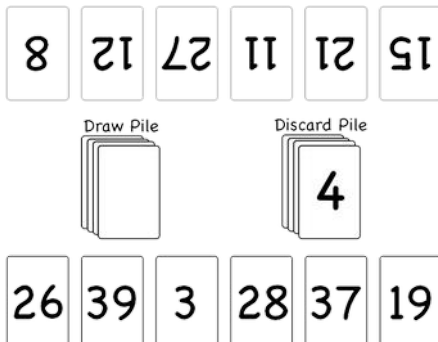
Remove the cards from two, four, or six Number Decks outside your child's comfort range. Split the cards evenly in two piles face down. Flip over the top cards and the player with the larger card keeps both cards. If the cards match, flip the next two cards and the winner gets all four cards. The player with the most cards after one or more runs through all the cards is the winner.



To change things up, sometimes play that the smaller of the two cards wins.

## — CREATING ORDER — GAME

Start with a deck of Number Cards that go from 0 to 40 (higher with more players). Deal ten 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. The goal of the game is to get the cards in ascending order from left to right.

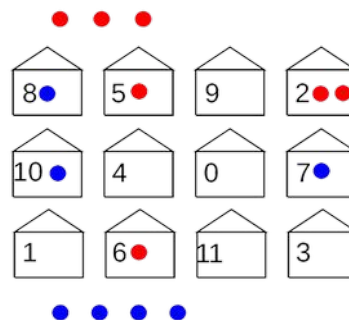


During a turn, a player may select either the top card of the discard pile or the draw pile - this card must be used to replace one of the cards in front of the player, and the replaced card is put face up on the top of the discard pile.

You can play that the first player to get their cards in order wins, and that's all there is to it. Or, you can use a point system for each round of play. In this system, the winner receives 15 points. The other players receive one point for every card they have in order starting with their lowest card.

## - GET OUT OF MY HOUSE - 1 MORE/LESS - GAME

Use a deck of cards with numbers from 1 to 10. On a shared piece of paper, have boxes, or simple drawings of houses, numbered from 0 to 11. To provide practice figuring out order, do not put these boxes in order on the page. Each player has 7 tokens distinct from the other player's tokens - using different colors is one way to do this.



On a turn, a player picks a card and puts their token in any house that is one more or one less, as long as it does not have 3 or more of the

other player's tokens in it already. If the house has one or two of the opponent's tokens, those are given back to the opponent and the player says "Get out of my house." The first player to place all their tokens wins.

If your child is not ready for numerals yet, use Number Cards and boxes with quantities of dots.

One playing option is to use a smaller or larger range of Number Cards and boxes. Another option is to allow moves to houses that are 2 numbers more or less.