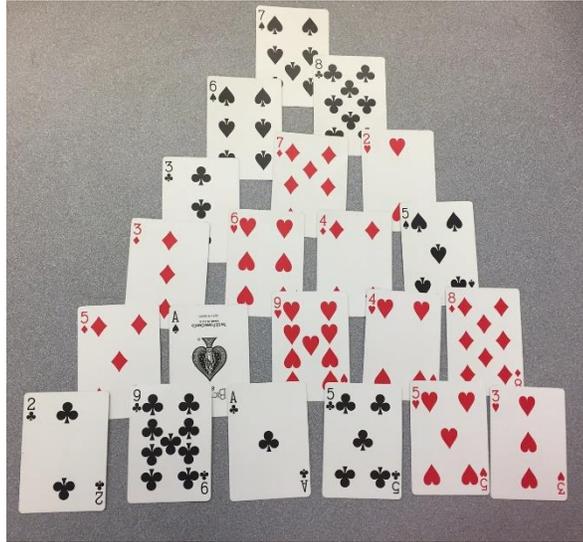


Pyramid!

A Game to practice finding the sum of 10

This activity can be an individual activity, such as solitaire. Alternatively, it can be played by more than one player by keeping score after each round.

Object of the Game – To remove as many cards as possible from the pyramid that add up to 10.



How to play

1. Remove all face cards except the Ace – this is the number 1.
2. Create a pyramid shape with 6 rows. Each row should slightly overlap the previous row.
3. The remaining cards become the **draw** pile.
4. The object of the game is to remove cards that ‘make 10’. Students can remove one card (being a 10) or remove two cards that add up to 10.
5. The cards that are removed must be completely uncovered. Therefore, at the start of the game you can only remove cards that are in the bottom row.
6. The cards that add up to 10 are placed in a **discard** pile off to the side.
7. If a player cannot make 10 with any of the uncovered cards in the pyramid, they need to draw a card from the **draw** pile and can use this card to ‘make 10’. If they still can’t make 10 they continue to draw until they can make 10.
8. If you make it through the entire draw pile, you can flip them over and begin drawing again.
9. The game is over when a player can no longer remove cards from the pyramid.
10. If playing against each other, the player’s score is the total of all the cards left in his or her pyramid. The person with the smallest number wins that round.

Differentiation – Provide students visual reminder of the number pairs that ‘make 10’... 1+9, 2+8, 3+7, 4+6, 5+5, 6+4, 7+3, 8+2, 9+1.