

These instructions are taken from

Math Card Games: Over 300 Games for Learning and Enjoying Math, fifth edition

written by Joan A. Cotter, Ph.D.

GO TO THE DUMP

This game is similar to the popular Go Fish, but here the pairs must equal 10. Players enjoy playing it, often for hours. As they begin to memorize the facts, they will use the AL Abacus less and less. The abacus provides a mental model for mastering these facts.

Objective: To provide repetition for learning the facts that equal 10.

Manipulatives: An AL Abacus for each player.

Number of players: Two to four.

Cards: Six of each basic number card from 1 to 9.

Object of the game: To collect the most cards through pairing.

Deal: Each player takes five cards with the remaining cards placed in a stack face down in the center forming the dump.

Play: The players check over the cards in their hand for pairs that total 10. To do this, they look at each card, decide what is needed to make 10 and look for that number among their cards. Any pairs found are placed face up, one card on each of two stacks in front of the player.

The first player asks the player to his left for a number that he needs to complete a pair. If the player asked has it, she must give it to him and he receives another turn. If she does not have it, she says, "Go to the dump," and the first player picks up the top card from the dump and his turn is complete, even if he picked up a card that makes a new pair. The next player takes her turn by asking the person on her left for a card.

For example, if the first player has a 4, he could ask, "Do you have a 6?" If the player on his left has the 6, she must give it to him, and he receives another turn. Otherwise, she says, "Go to the dump," and then takes her turn.

When a player runs out of cards, he takes five more cards from the dump and his turn is ended. When the dump is exhausted, players can then ask any player for a card.