## 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.

## **ROWS AND COLUMNS**

This game, a favorite, calls for finding two or more cards in a row or column that total 15.

**Objective:** To practice adding three or four numbers.

Cards: The deck of basic number cards, without 0s or 10s.

**Number of players:** Two or three, but three may make the time between turns too long.

**Object of the game:** To collect the most cards.

**Layout:** Sixteen cards are laid face up in a  $4 \times 4$  array. The remaining cards form the stock.

**Play:** During a turn, the player checks each row and column for two or more cards that total 15. The same card cannot be used for both a row and a column.

In the figure, the 7 and 8 can be collected from the first row. Also the 5, 1, and 9 from the first column and the 6, 7, and 2 from the last column can be collected. Alternatively, the 5, 3, and 7 from the second row and the 9 and 6 from the last row could be picked up.

After a turn, fill in the array for the next player. If a player cannot play, she skips her turn and replaces the four corners.

