

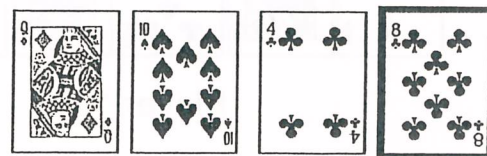
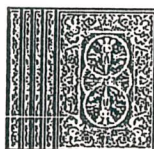
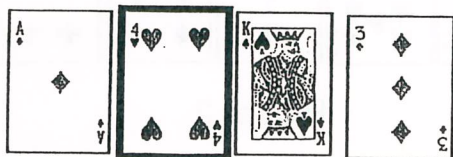
Elevator (Grades 1 – 3)

Players: Groups of two or more

Materials: Deck of cards, Ace worth 1 or 11, Jack worth 12, Queen worth 13, King worth 14

Skill: Number recognition, order, and sequencing

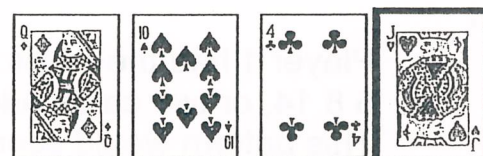
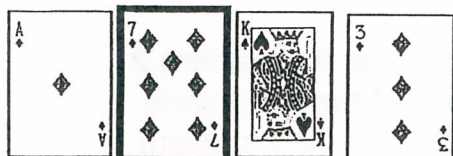
How to Play: Each player is dealt four cards face up. The remaining cards are placed in a deck in the center of the table. The aim of the game is to be the first player to arrange the cards in either ascending or descending order. This does not have to be in consecutive order, ie. 4,5,6,7. It could be 2,5,6 and 9. Both players can go in the same or different directions. *Cards cannot be rearranged – only exchanged.*



Player 1: 11, 4, 14, 3

Player 2: 13, 10, 4, 8

Starting with Player 1, each player may exchange one of his/her cards for one from the top of the deck. The card which is exchanged is placed at the bottom of the deck in the center. Players alternate turns.



Player 1: 11, 7, 14, 3

Player 2: 13, 10, 4, 12

Player 1 exchanged their four of hearts for a seven of diamonds.
Player 2 exchanged their eight of clubs for a Jack (12) of hearts.
Player 1 is closer to having a descending order if they trade out the King (14) for a 6, 5, or 4. Player 2 still needs trade out the Jack (12) to get a 3, 2, or Ace. The first player to arrange his/her cards in order is the winner of that round.

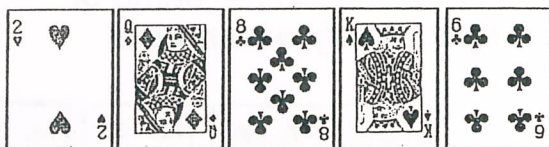
Pattern Points (Grades 1 – 5)

Players: Groups of two or more

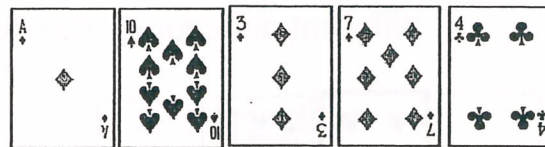
Materials: Deck of cards, Ace worth 1 or 11, Jack worth 12, Queen worth 13, King worth 14, scratch paper

Skill: Patterns, number order, addition, subtraction, multiplication, and division

How to Play: Each player is dealt five cards. Players rearrange the cards and create a pattern using as many cards as possible.

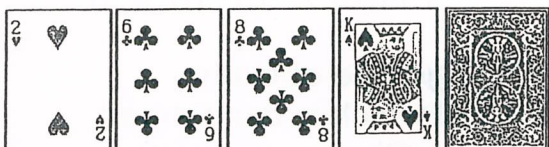


Player 1

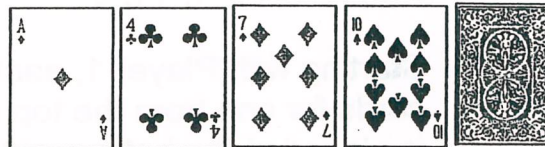


Player 2

Players create a pattern using as many cards as possible.



Player 1: four points



Player 2: four points

Player 1 had the cards: 2, 13, 8, 14, 6. The player made the pattern 2 6 8 14, or two cards added together makes the sum of the next card. This pattern would score 4 and the player would discard their pattern and pick up 4 more cards for the next round.

Player 2 had the cards: 1, 3, 7, 10, 4. The player made the pattern 1 4 7 10, or adding 3 each time. A point is awarded for each card used. This pattern would score 4 and the player would discard their pattern and pick up 4 more cards to play again.

The winner is the player who has the highest score after 5 rounds.