

# Card Games Junior

## A1. Explore, Identify and Record place value 0-99

### Salute

- Pupils play in groups of three. One pupil is nominated as the dealer and deals the other two pupils a card face down. When the dealer call ‘Salute’ the pupils place their card on their forehead without looking at it. The dealer then calls out the sum of the two cards and the pupils have to try and guess their card.

### Go Fish

- Two or more pupils play with a deck of cards that has picture and ten cards removed. Each pupil is dealt five cards. The dealer then discards one card from the deck, without looking at it. If a pupil has a pair of cards that add to ten they place the pair face up on the table. Once all the possible pairs are laid on the table, the pupils then take turns asking each other for a card which would enable them to complete a pair. If a pupil has the requested card they must hand it over, if not they are told to ‘Go Fish’ and take a card from the deck. The first pupil to empty their hand wins or alternatively pupils play until the deck is gone and the person with the card that matches the discarded card wins.

### All Out!

- Two pupils play with a deck of cards that has picture cards removed.
- Each player is given 15 counters.
- Pupils place the deck between them and each turn over one card.
- The pupil with the lower number pays the difference in counters to the other pupil.
- Play continues until all the cards are gone or one pupil has all of the counters.

