

Notes Concerning *Take Ten*

Level: Advanced (1st-2nd grade)

Recommended # of players: 2-6

Materials: Deck of *Take Ten* cards (66 cards; 22 1s, 16 2s, 12 3s, 7 4s, 4 5s, 2 6s, 2 7s, 1 Joker)

Mathematical relationships: Addition of numbers 1-7; missing addends; spatial reasoning

This game provides children with many opportunities to add numbers together and figure out the missing addend to reach 10. Children must add many numbers together on each turn in order to evaluate possible card placements and decide on the best placement of their card. Once the board is totally covered with cards, children can evaluate up to 10 different options for rows of 4 cards, and 16 different possible placements.

Children also have the opportunity to develop defensive strategies such as blocking potential moves for other players.

Adapted from Kamii, C. & Housman, L. (1999). *Young Children Reinvent Arithmetic: Implications of Piaget's Theory*, Second Ed. New York: Teachers College Press.

Take Ten

Materials: *Take Ten* gameboard, deck of *Take Ten* cards

Objective: To be the first player to take 10 with 4 cards in a row (horizontally, vertically or diagonally)

To Play:

1. Players decide who goes first.
2. Players turn all cards face down near the game board (this is the DRAW pile) and each player takes 3 cards.
3. Players take turns placing one card on any uncovered space on the board. If all spaces on the board are covered, players may cover a number with a card. However, players cannot cover a number unless there are no uncovered spaces available.
4. If a sum of 10 is made in a row of 4 cards, players collect those 4 cards. Players cannot collect cards if 10 is made with fewer than 4 cards. If one card completes more than one row, players may take all of the cards that add up to 10 in each row (see drawing on reverse side). Cards that are taken are set aside and are not used for play.
5. After placing a card on the board, players draw a card from the DRAW pile. Players should always have 3 cards. Players may not skip a turn.
6. The joker can be used as any number, including zero (0).
7. The game ends when all of the cards have been placed. The winner is the person who collects the most cards.

Take Ten Rules

(reverse side)

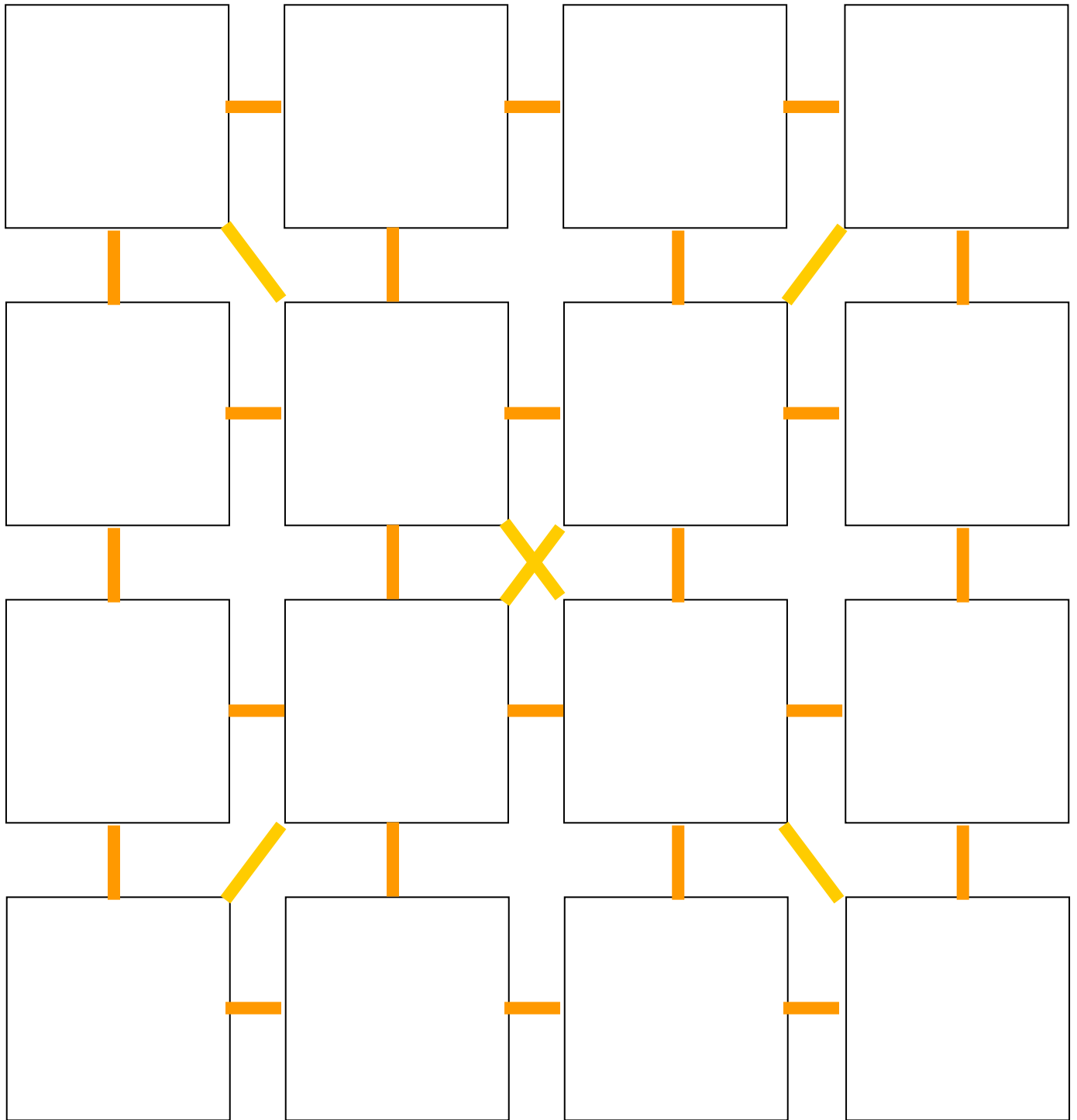
3	2		1
2		4	2
1	4		5
1		4	

The player who placed the yellow 1 on this turn gets to keep the 4 cards in the diagonal row (1, 4, 4, and 1) because $1 + 4 + 4 + 1 = 10$.

3	2		
2			2
1			5
4	1	4	1

The player who placed the yellow 4 on this turn gets to keep the cards in both the horizontal row (3, 2, 1, and 4) and the vertical row (4, 1, 4, and 1) because $3 + 2 + 1 + 4 = 10$ and $4 + 1 + 4 + 1 = 10$.

Take Ten



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1	1	1	1	1
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1
1	1	2	2	2
2	2	2	2	2

2	2	2	2	2
2	2	2	3	3
3	3	3	3	3
3	3	3	3	3
4	4	4	4	4
4	4	5	5	5

5	6	6	7	7
Joker 