

Notes for **Before or After**

Level: Grades Pre-K-1

Recommended # of Players: 2-4

Materials: One deck of *Before or After* cards (consists of 4 each of 1-10)

Math Skills: Numeric sequence; counting

Mathematical benefits:

Before or After is a fairly simple game that will be interesting and challenging for children who are just beginning to count and understand the sequence of numbers.

Numeric Sequence: With each turn, students will be required to know the number before or after the card that is flipped. This gives them the opportunity to practice their knowledge of the numeric sequence. This game can be appropriate for preschoolers and kindergarteners who are capable of playing games that involve turn taking.

Before or After

2-4 players

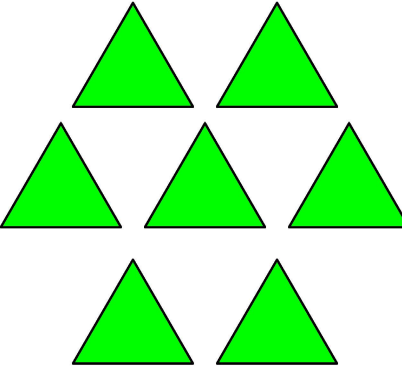
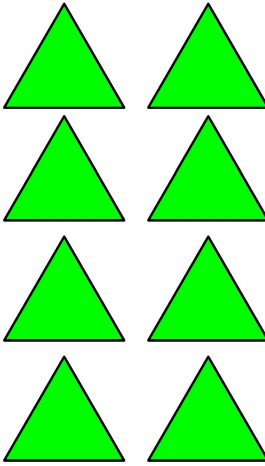
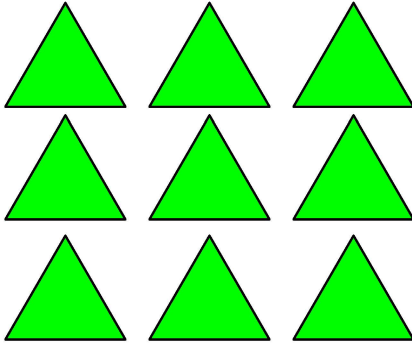
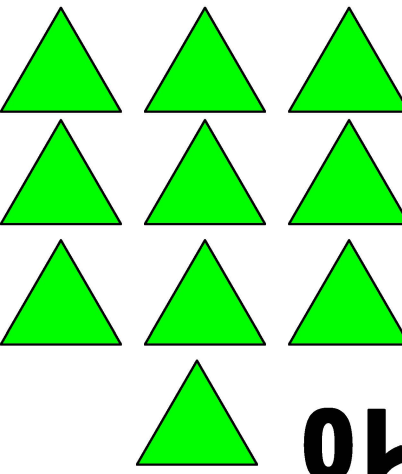
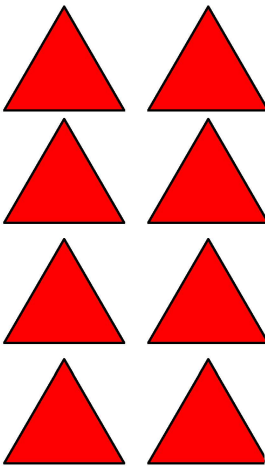
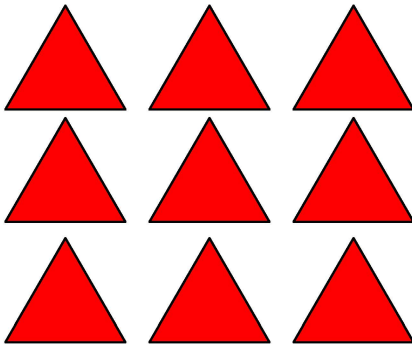
Materials: 40 cards (4 each of numbers 1-10)

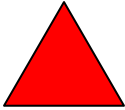
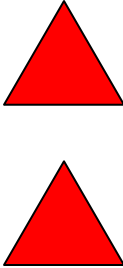
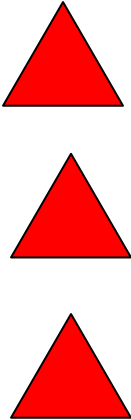
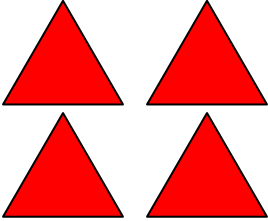
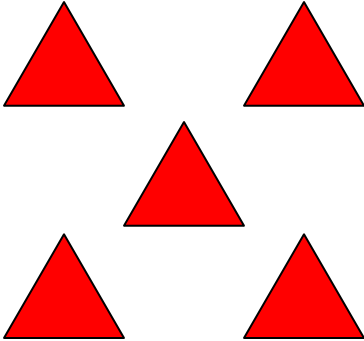
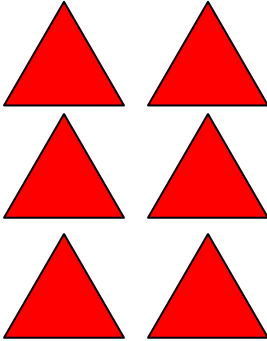
Objective: To have the most points at the end of the game.

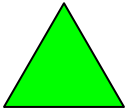
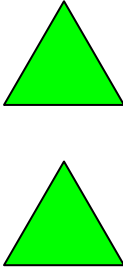
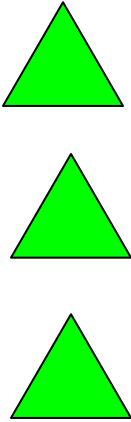
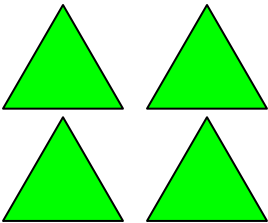
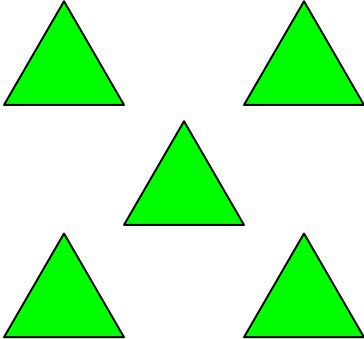
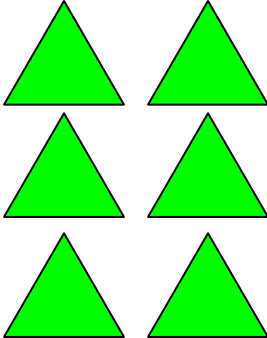
To Play:

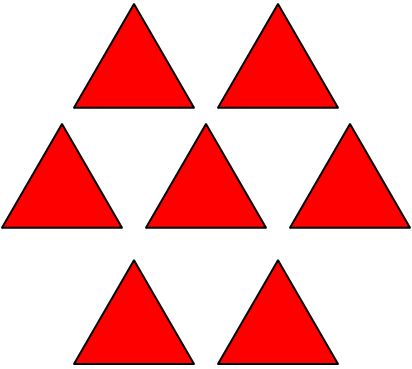
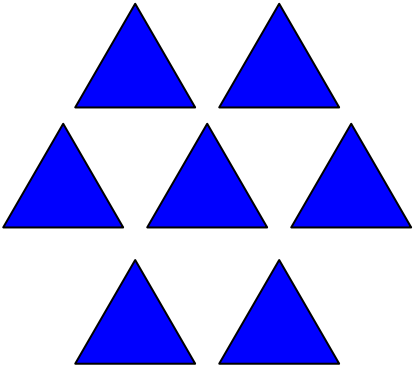
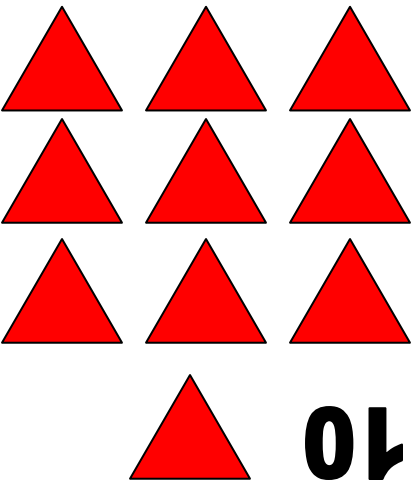
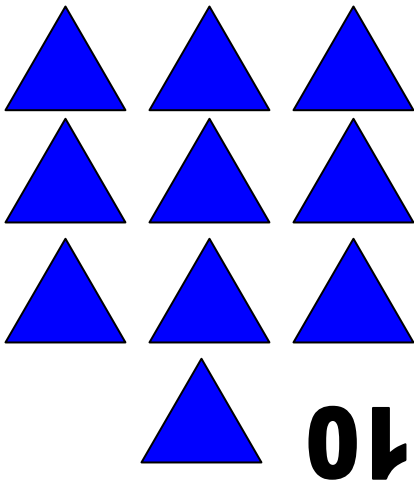
1. Players decide who will be the dealer. The dealer deals all of the cards out so that everyone has the same number of cards. If any cards are left over, the dealer sets them to the side, and they are not used.
2. Players place all of their cards face down in a stack in front of them without looking at them.
3. Players decide who will go first.
4. The first player turns up the top card from his or her stack and places it face up in the middle. This is the DISCARD pile.
5. The next player turns up his or her first card. If the number on the card comes one number *before* or one number *after* the top card on the DISCARD pile, the player takes both cards and keeps them. For example, if the top card on the DISCARD pile is a 3, the next player can take it if he or she turns over a 2 or a 4. The cards are set aside, and are not used for play.
6. If the number on the card does not come one number *before* or one number *after* the top card in the DISCARD pile, the player places the card face up on the top of the DISCARD pile.
7. If a player takes the last card in the DISCARD pile, that player replaces it with the top card from his or her stack.
8. Players take turns until all players run out of cards in their stacks.
9. The person who has collected the most cards is the winner.

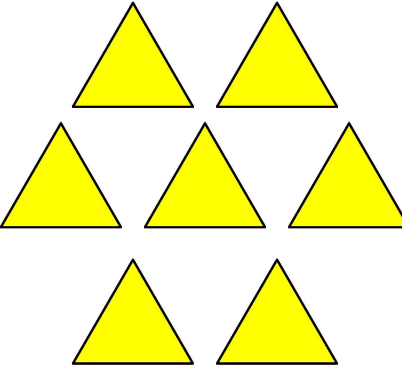
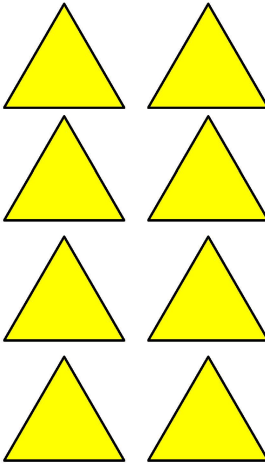
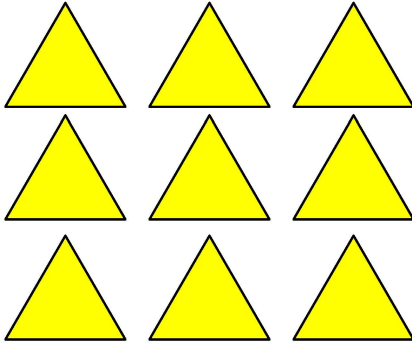
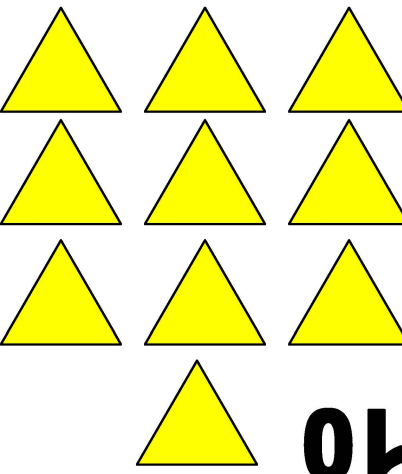
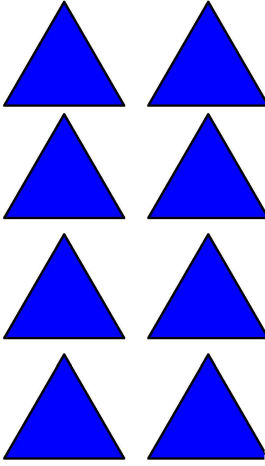
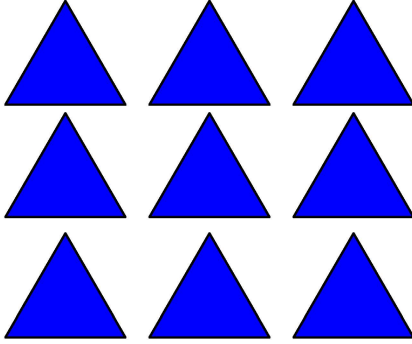


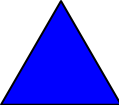
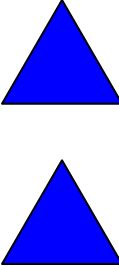
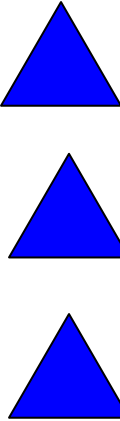
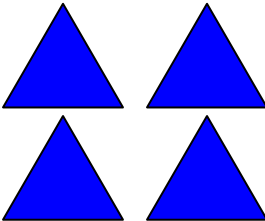
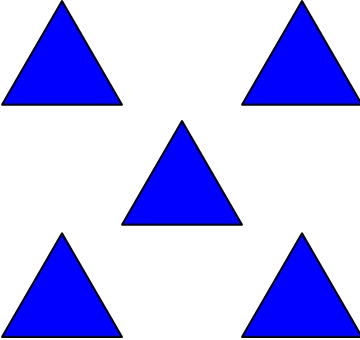
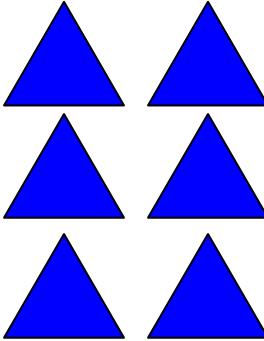
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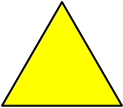
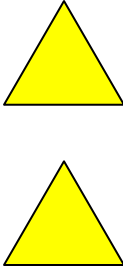
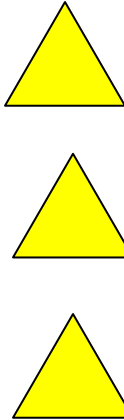
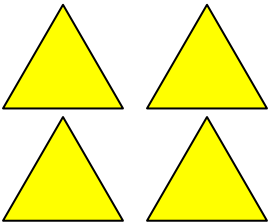
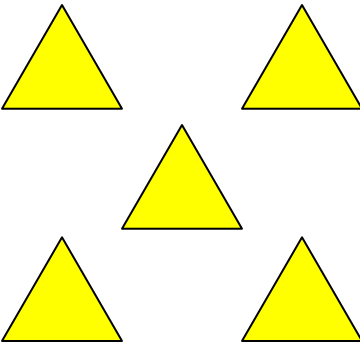
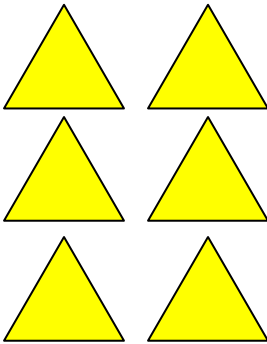
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<p>1</p>  <p>1</p>	<p>2</p>  <p>2</p>	<p>3</p>  <p>3</p>
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