

Notes Concerning *High Card*

General notes:

High Card is a generic game known variously as *War*, *Fight*, and *Battle*. The game has many variations only some of which are described here.

A complete deck of cards is not necessary to play *High Card*. Any cards can be used, including standard playing cards. Keep in mind, however, that often young children have difficulty with the extra symbols found on standard playing cards. For example, a 6 of hearts has, in addition to the 6 hearts in the center of the card, one heart in the upper left-hand corner and one in the lower right-hand corner. Young children who are just beginning to count and reason about number and quantity can find this confusing when a card showing the numeral 6 has 8 hearts on it. Another problem young child often encounter when playing *High Card* with standard playing cards is that the face cards confuse them and they have difficulty remembering which one is higher. Therefore, if using standard playing cards, it is a good idea to remove the face cards.

High Card

Level: Intermediate (prek-kdg)

Recommended # of players: 2-4

Materials: deck of cards (numbers only)

Mathematical relationships: More and less

Notes:

The basic version of *High Card* is very simple, and can be played by children as young as 4 years of age as long as they understand the concepts of more and less with regard to numbers 1-10.

When children first learn how to play *High Card*, it is best to limit the number of players to 2, so that children only have to compare 2 numbers. As they become adept at this, the number of players can be increased.

Super High Card (Addition)

Level: Advanced (grades 1-2)

Recommended # of players: 2-4

Materials: deck of cards (numbers only)

Mathematical relationships: More and less, addition (1-10)

Notes:

The only difference between this version and the basic version of *High Card* is that players turn over 2 cards and add the numbers together.

This game gives children many opportunities to add 2 numbers together and compare numbers. It also gives teachers an opportunity to observe how children count. Specifically, teachers can see whether children count up or count on, and whether they know to start counting on with the highest number.

Super High Card With Subtraction

Level: Advanced (grades 1-2)

Recommended # of players: 2-4

Materials: deck of cards (numbers only)

Mathematical relationships: More and less, subtraction (1-10)

In this version, 2 cards are turned over, and the smaller card is subtracted from the larger card. Otherwise, the game is the same.

This game gives children the opportunity to subtract 2 numbers and compare numbers.

Dot High Card

Level: Intermediate (prek-kdg)

Recommended # of players: 2-4

Materials: deck of *Dot High Card* cards (44 cards with 4 sets of eleven cards with various arrays of 0-10) (see Notes, below)

Mathematical relationships: More and less

Notes:

This game is almost identical to the basic version of *High Card*, and can be played by children as young as 4 years of age as long as they understand the concepts of more and less with regard to numbers 0-10. The major difference between this version of High Card and other versions is that this version uses a different deck of cards.

This game was created in response to children who simply memorized the standard arrangements of symbols on playing cards and learned which arrangements beat which other arrangements. These children did not reason about quantity at all; instead, they simply relied on their memorization of the arrangements. So a teacher devised cards in which the dots were arranged in many different non-standard ways. In order to determine which card is the highest, children are forced to count the dots on the cards.

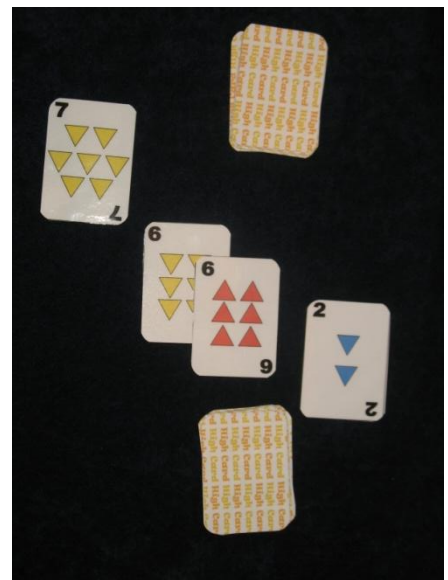
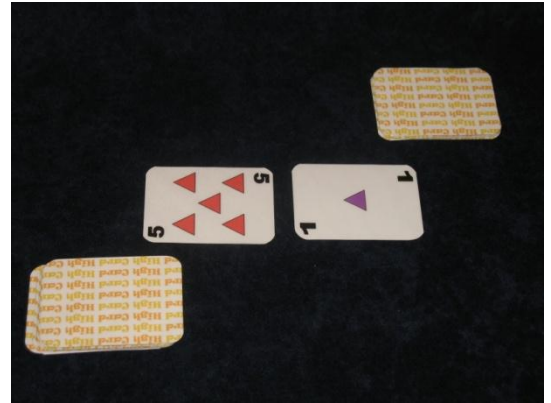
High Card

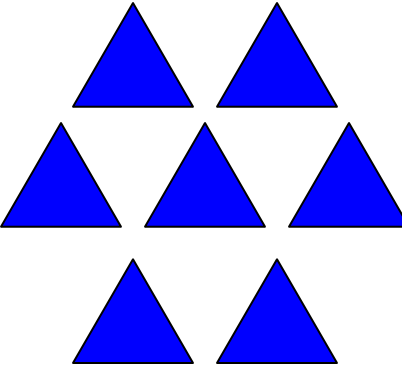
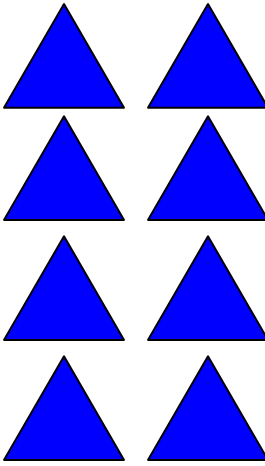
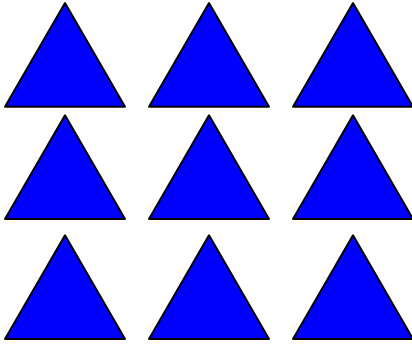
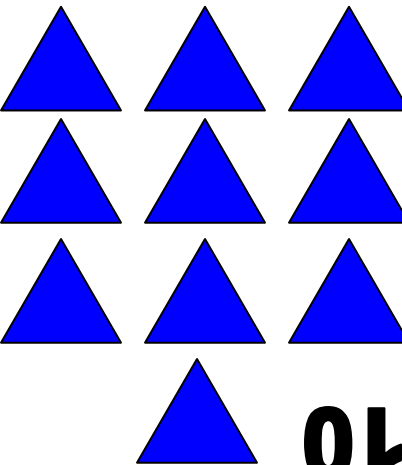
Materials: Deck of number cards (1-10)

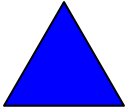
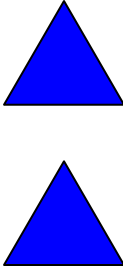
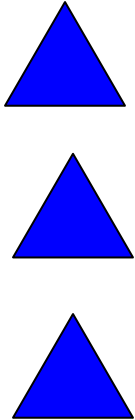
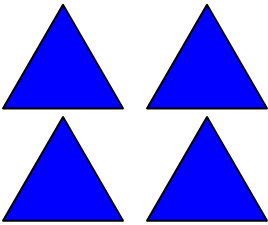
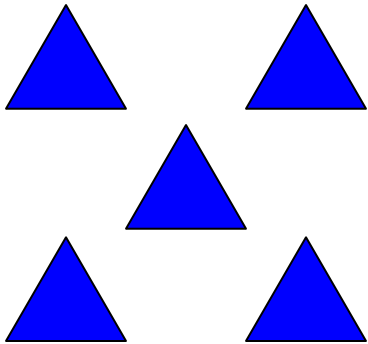
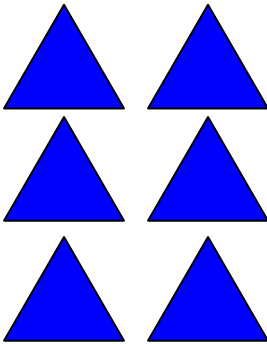
Objective: To collect the most cards.

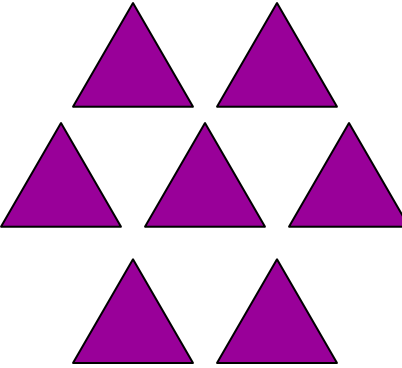
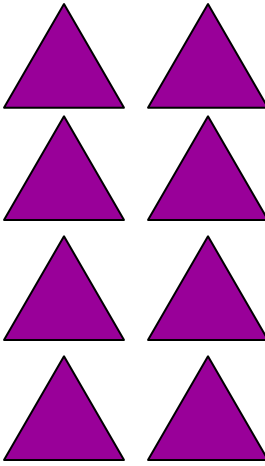
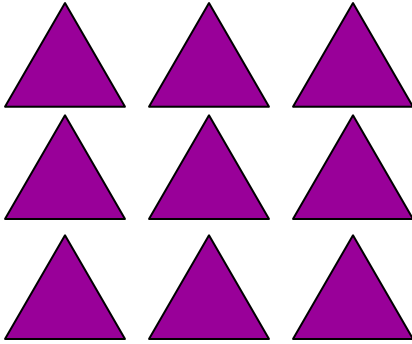
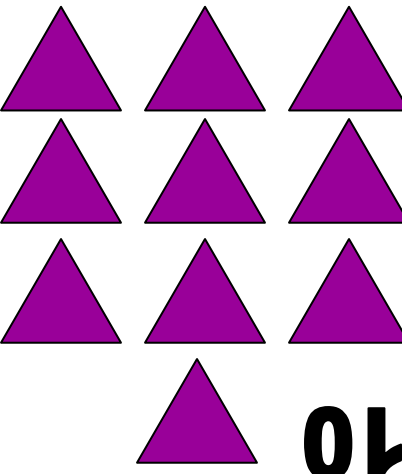
To Play:

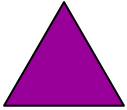
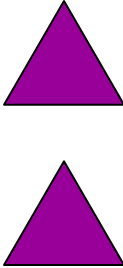
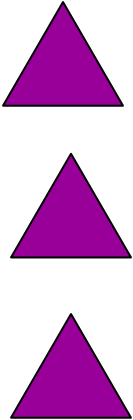
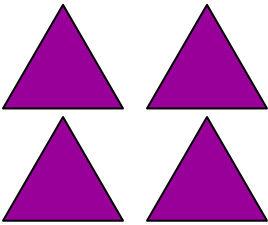
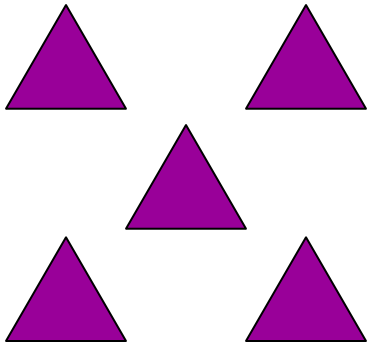
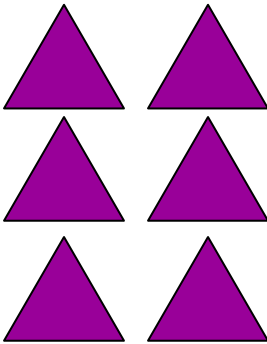
1. Players decide who will be the dealer. The dealer deals out the cards so that everyone has the same number of cards. Leftover cards are set aside and are not used for play.
2. Players place their cards face down in a stack in front of them, without looking at them.
3. Players decide who will go first.
4. At the same time, all players turn over the top card in their stack. The player with the highest card takes the other cards that were turned over and sets them aside, face up.
5. When two or more players turn over the same number and that number is the highest, this is a tie. To break a tie, the players in the tie turn over another card from the top of their stack. The player with the highest card face up takes all the cards. If the cards turned up are the same again, players continue turning over cards one at a time until one card is higher.
6. The game ends when one player runs out of cards. Players count all of their cards (the ones set aside and any remaining cards in their stack) and the player with the most cards is the winner.

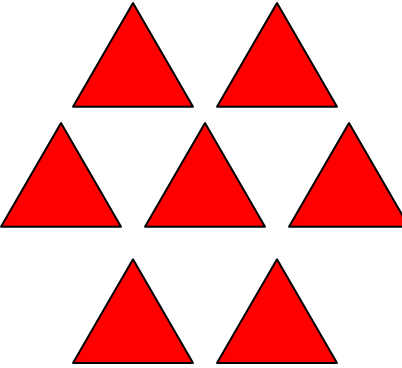
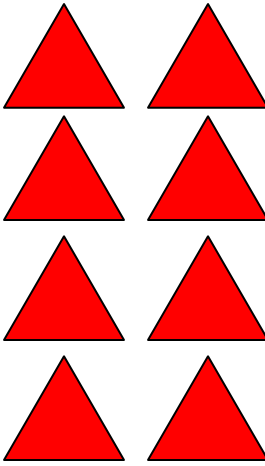
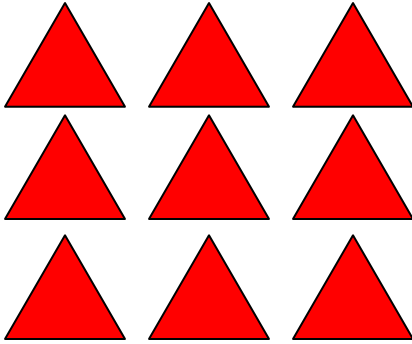
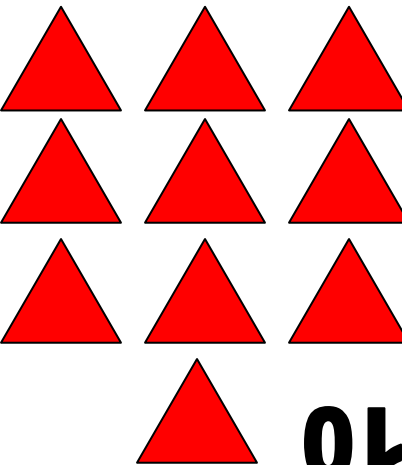


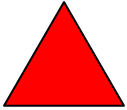
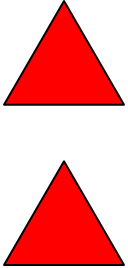
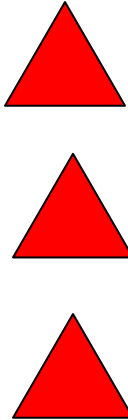
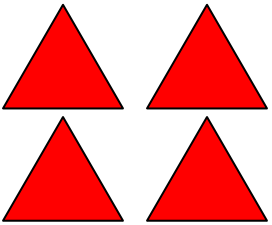
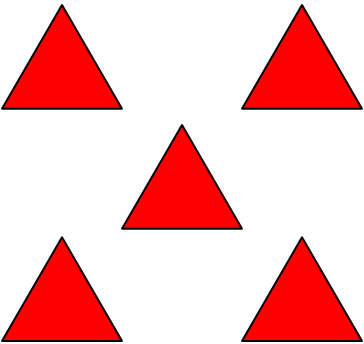
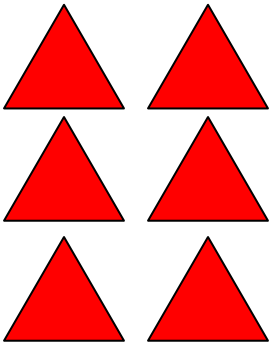
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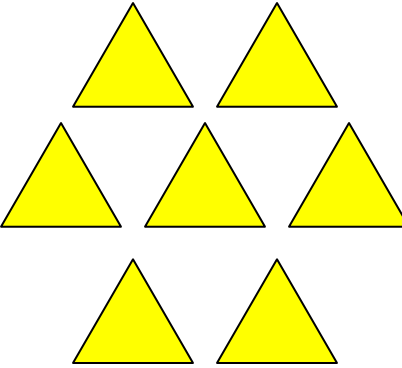
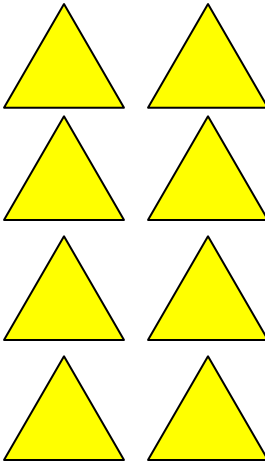
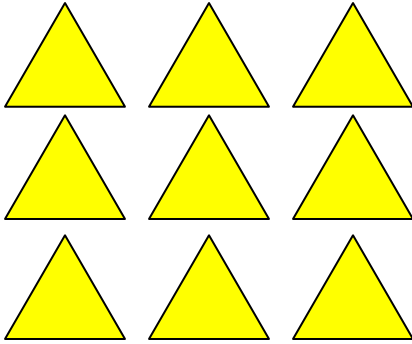
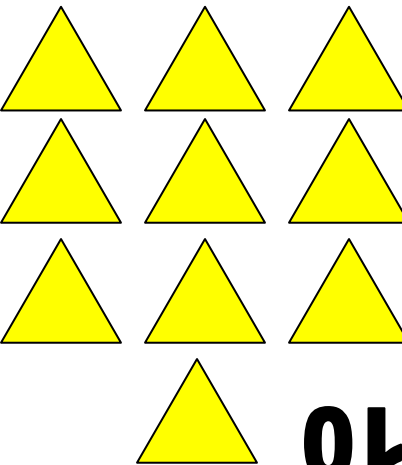
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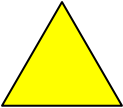
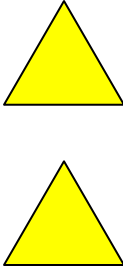
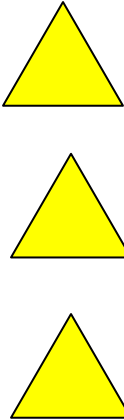
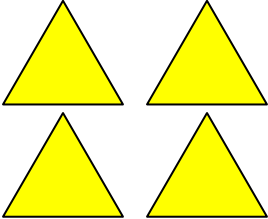
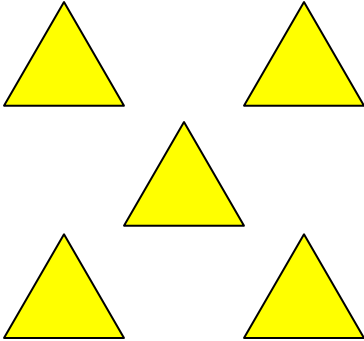
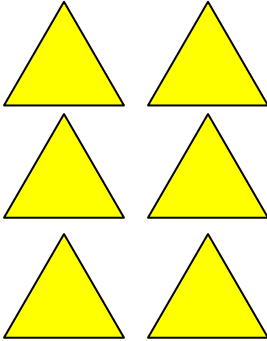
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