

Notes for *Odd Card*

Level: Kindergarten-2

Recommended # of Players: 3-6

Materials: 4 sets of number cards 1-9 (must be exactly these cards)

Math Skills: 10s combinations

Mathematical benefits:

Odd Card is very similar to the familiar game *Old Maid*. However, instead of making pairs of matching cards, children make pairs of cards that add up to 10. The 4 sets of numbers 1-9 form 18 pairs of cards that add up to 10. Removing one card before dealing means that one card will always be left over, hence, the name *Odd Card*. When one card is removed from the deck, the remaining 35 cards can only be dealt out equally if 5 or 7 children play. If this becomes a problem, change the rules so that exactly 5 players must be playing.

This game gives children numerous opportunities to make 10s combinations with 2 cards. Teachers are encouraged to draw attention to the card that was removed (it does not have to be kept secret). For example, the teacher may say, “see that a 2 was removed. What card do you think will be the Odd Card this time?” Children enjoy trying to find the match to the odd card, so that they are not left with it at the end of the game.

Notice that the rules do not refer to the person with the odd card at the end of the game as the *loser*.

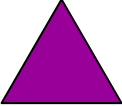
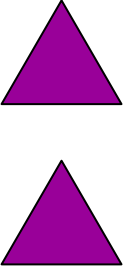
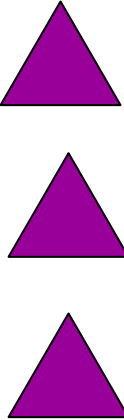
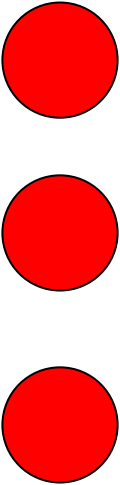
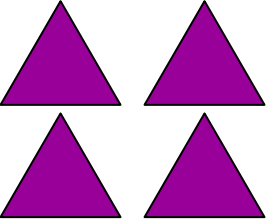
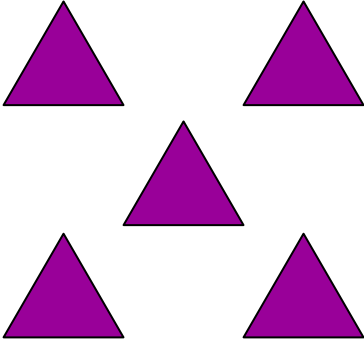
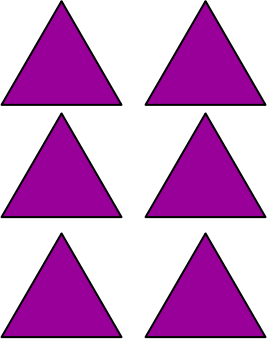
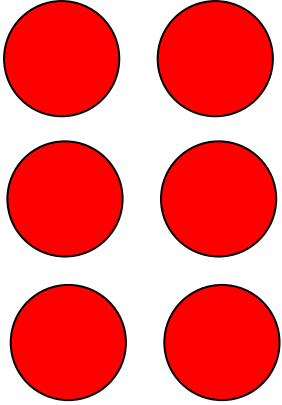
ODD CARD




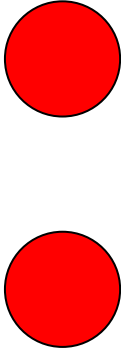
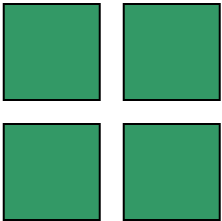
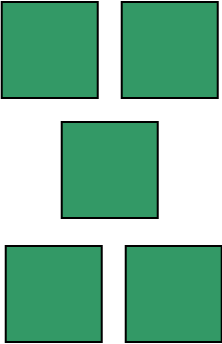
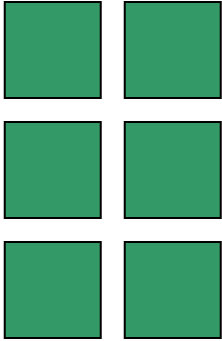
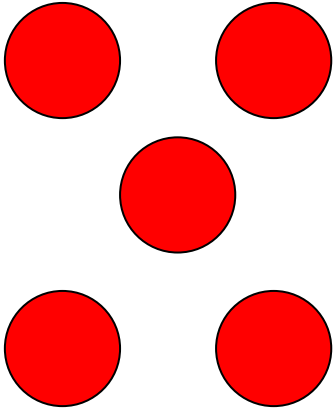
Materials: Deck of 36 cards (4 each of numbers 1-9)

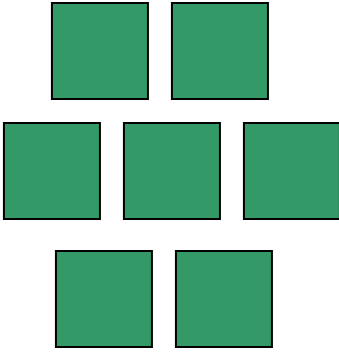
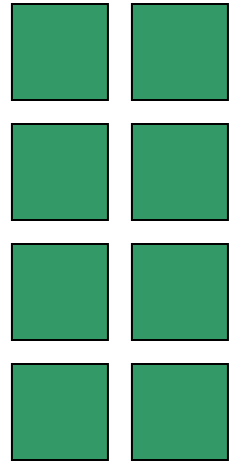
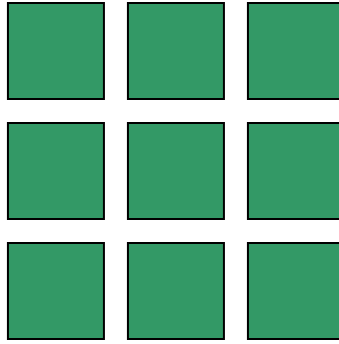
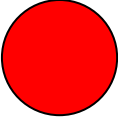
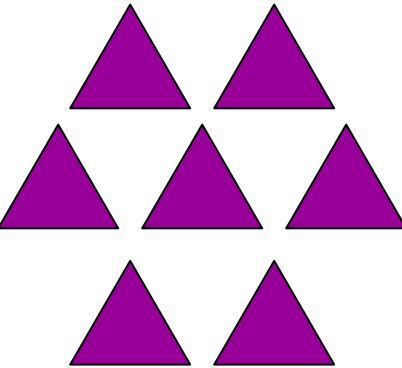
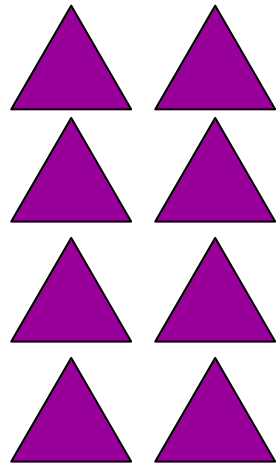
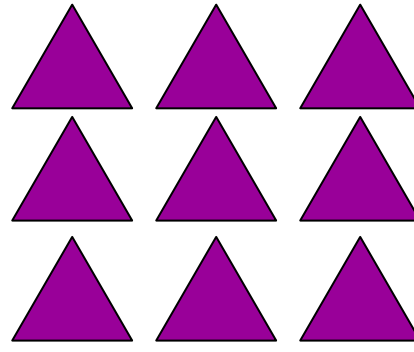
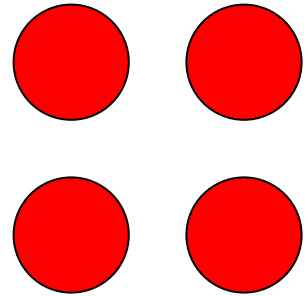
1. Players decide who will go first and who will deal.
2. The dealer takes one card from the deck* and puts this card aside. The dealer then deals the rest of the cards to all of the players.
3. Players go through their cards, remove all pairs that add up to 10, and put them in the middle of the table.
4. Player hold their remaining cards like a fan so that the other players cannot see them.
5. Players take turns taking one card from the player on their left without peeking. If they can make a pair that adds up to 10 with a card in their hand, they place the pair in the middle of the table.
6. If players cannot make a pair, they keep the card they took and their turn is over. It is the next player's turn.
7. The game ends when one person is left who cannot make a pair and is stuck with the last card. This player is the **Odd Card!**

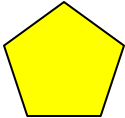
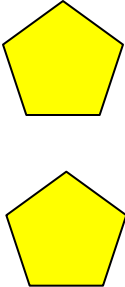
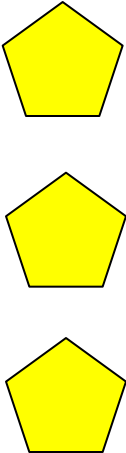
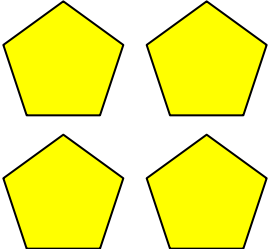
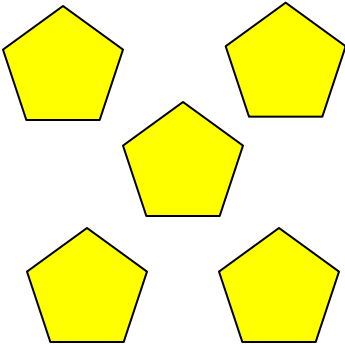
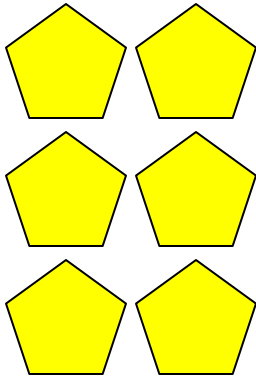


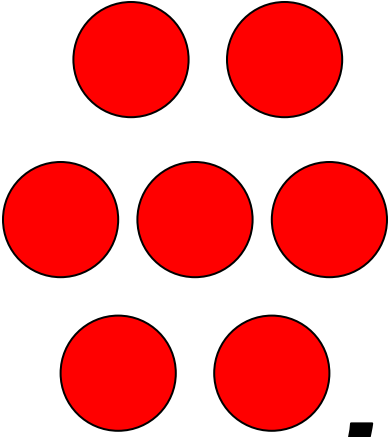
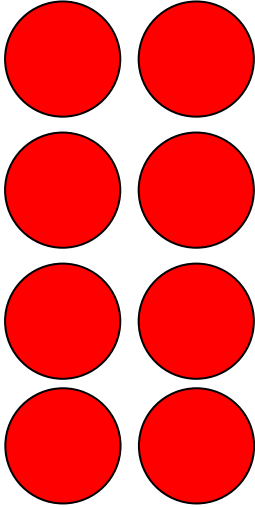
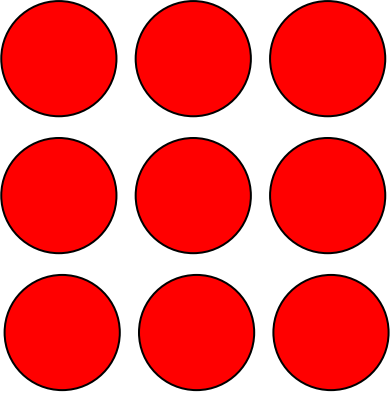
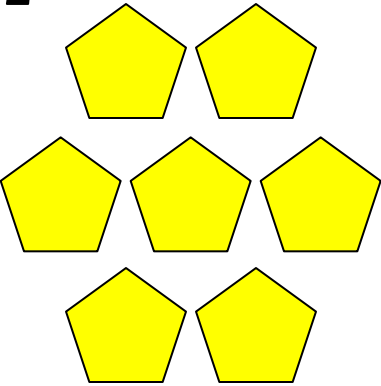
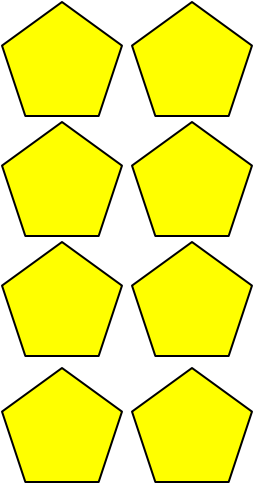
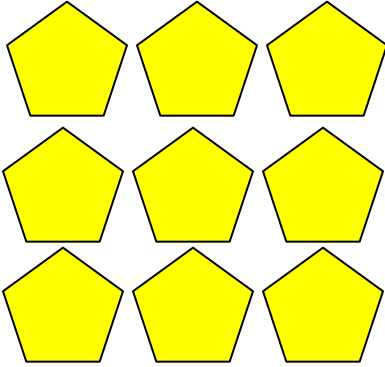
* Don't forget to put the hidden card back in the deck when you are finished.

<p>1</p>  <p>1</p>	<p>2</p>  <p>2</p>	<p>3</p>  <p>3</p>	<p>3</p>  <p>3</p>
<p>4</p>  <p>4</p>	<p>5</p>  <p>5</p>	<p>6</p>  <p>6</p>	<p>6</p>  <p>6</p>

<p>1</p>  <p>1</p>	<p>2</p>  <p>2</p>	<p>3</p>  <p>3</p>	<p>2</p>  <p>2</p>
<p>4</p>  <p>4</p>	<p>5</p>  <p>5</p>	<p>6</p>  <p>6</p>	<p>5</p>  <p>5</p>

<p>7</p>  <p>7</p>	<p>8</p>  <p>8</p>	<p>9</p>  <p>6</p>	<p>1</p>  <p>1</p>
<p>7</p>  <p>7</p>	<p>8</p>  <p>8</p>	<p>9</p>  <p>6</p>	<p>4</p>  <p>4</p>

<p>1</p>  <p>1</p>	<p>2</p>  <p>2</p>	<p>3</p>  <p>3</p>
<p>4</p>  <p>4</p>	<p>5</p>  <p>5</p>	<p>6</p>  <p>6</p>

<p>7</p>  <p>7</p>	<p>8</p>  <p>8</p>	<p>9</p>  <p>6</p>
<p>7</p>  <p>7</p>	<p>8</p>  <p>8</p>	<p>9</p>  <p>6</p>