

Notes for Quince

Level: 1st-2nd grade

Recommended # of Players: 2

Materials: *Quince* cards (4 sets of 1-10); 10 counters

Math Skills: Addition of several numbers (1-10); subtraction from 15; probability

Mathematical benefits

Quince is very similar to the game of Blackjack, or Twenty-one, without the wagering. Instead of 21, players try to reach 15 without going over. The game is good for children who are comfortable adding several numbers mentally and are ready for the additional challenge of then comparing that number to 15. They must then determine which numbers they could take without exceeding 15. Players also have the opportunity to reason about the probability of being dealt a number greater than what they need to reach 15.

Playing with all the cards face-up provides players with the additional opportunity to count the cards to determine the probability of being dealt a card that will cause them to reach or to go over 15. They can also observe which player is closest to 15. This allows players to use strategy to determine whether they would want another card or not.

15 15 15 15 Quince 15 15 15 15

(Spanish for fifteen, pronounced keen-say)

For 3 or 4 players

Materials:

Quince cards (4 sets of cards 1-10)

10 counters for each player

The objective:

To get as close as possible to a total of 15 without going over.

1. Players decide who will go first and who will be the dealer.
2. The dealer shuffles the cards and deals two cards to each player (including himself or herself), face up.
3. On the first player's turn, if the player's cards add up to less than 15, he or she can ask the dealer for another card. The dealer places the card face-up on the table with the player's other cards. However, the player does not have to ask for another card, but instead can say "nada más," (pronounced nah-dah mahs) which means 'no more' in Spanish.
4. Players take turn asking the dealer for another card (or saying 'nada mas' if they do not want another card).
5. After all players have taken as many cards as they want, the player coming closest to 15 without going over 15 wins a counter. If there is a tie, both players get a counter. The player who collects the most counters or the first person to collect 10 counters wins the game.

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1	1	1
1	2	2
2	2	3

3	3	3
4	4	4
4	5	5

5	5	<u>6</u>
<u>6</u>	<u>6</u>	<u>6</u>
7	7	7



