

# Making 10's Go Fish

**Materials:** Deck of cards, calculator.

**Skills:** Identifying pairs of numbers that add to ten.



**To Play:** Shuffle the deck. Pass 7 cards to each player. The remaining cards get spread out in a single layer on the table. This is the "pond." Player to the right of the dealer goes first. The goal is to get pairs of cards that add up to ten. For example, if a player has a three, he or she will choose another player to ask if they have a seven. If the answer is yes, he/she must give the card to the player who places the pair down on the table and goes again. If the answer is no, he/she says Go Fish and the player must choose a card from the "pond." If a match is drawn, the player places it on the table and goes again. If not, that player's turn is over. Play continues until there are no cards left.