

## LAST CARD LEFT

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<b>Level</b>	1 (Age group 6 – 7)
<b>Resources Required</b>	Chalk 50 notecards with numbers on it
<b>Alternate Options for the Resources</b>	If chalk is not available, then use pen and paper Adults or players can make the notecards with numbers on it by: <ol style="list-style-type: none"> <li>1. Cutting sheets of paper to the length of their finger and the width of 4 fingers</li> <li>2. Writing down in the cards all numbers between 1 - 50 (one number per card).</li> </ol>
<b>Strand Covered</b>	Numbers and Operations
<b>Targeted Skills</b>	Skip counting (2, 5, 10) Odd and even numbers Greater and smaller than Place value Sorting into different categories
<b>Inspired by</b>	EAA
<b>Time Required</b>	15 minutes 20 minutes (for making the number cards)
<b>Previous Learning Required</b>	Some familiarity with: Skip counting in 2, 3, and 5 Counting 1-100 Odd and even numbers Place value
<b>Support Required</b>	Medium support

### Rules of the Game:

<b>Goal</b>	The player with the maximum number of cards wins
<b>Rules</b>	<ol style="list-style-type: none"> <li>1. This game can accommodate 5 players.</li> <li>2. Once the cards are dealt, they cannot be swapped out.</li> <li>3. One non-player has to determine and share the rules at each round as the narrator.</li> <li>4. Once cards are discarded in each round, they cannot be picked up again</li> </ol> <p>There are four different rules, one for each round (the Options can be chosen by the narrator):</p> <ul style="list-style-type: none"> <li>- Rule 1: All numbers that are either ____ (Options: Even or Odd)</li> <li>- Rule 2: A number in the skip counting sequence of either ____ (Options: 2 or 5 or 10)</li> <li>- Rule 3: All numbers with ____ (Options: Any number from 1 - 5) in the 10's place</li> </ul>

	<ul style="list-style-type: none"> <li>- Rule 4: All numbers greater or smaller than ____ (Options: Any number between 1 - 50)</li> </ul>
<b>Steps</b>	<ol style="list-style-type: none"> <li>1. The cards are equally distributed among the players e.g. if there are 5 players each one is given 10 cards</li> <li>2. The narrator, who is an adult or child not participating in the game, will call out a rule for each round, and players have to discard the cards that fulfill that rule</li> </ol> <p>For example, if player 1 has the cards 5, 21, 15, 46, 37, 23, 26, 7, 13, 12</p> <ul style="list-style-type: none"> <li>- In Round 1, the narrator will call the first rule, i.e. All Even Numbers. layer 1 will discard all even numbers e.g. 46, 26, and 12</li> <li>- In Round 2, the narrator will call the 2nd rule, i.e. A skip count of 5, so the player 1 will discard all numbers that are skip counts of 5 e.g. 5 and 15</li> <li>- In Round 3, the narrator will call the 3rd rule i.e. all numbers with 2 in the 10's place so the player 1 will discard 21 and 23.</li> <li>- In Round 4, the narrator will call the final 4th rule i.e. All numbers which are greater than 22 so the player 1 will discard 37.</li> </ul> <p>Player 1 is left with 2 cards, the ones corresponding to 7 and 13</p>
<b>Variations of the Game</b>	<ol style="list-style-type: none"> <li>1. Change the rules of the games to different rules e.g. greater or lesser or equal to etc.</li> </ol>
<b>Enrichment</b>	<ol style="list-style-type: none"> <li>1. This game can be played as a sorting game (without number cards) by using objects around the house or school. For example, pencils, books, sticks and utensils, with categories like "Red" and "Cylindrical".</li> </ol>
<b>Simplification</b>	<ol style="list-style-type: none"> <li>1. Fewer cards can be made and dealt out. For example, numbers from 1 - 20 are dealt out</li> <li>2. Fewer rounds and rules can be played with e.g. only one rule per round etc.</li> </ol>