

Sums-of-Ten Go Fish

Many of us are familiar with *Go Fish*. This new twist supports students in learning sums of ten. Instead of pairing matching cards, players pair cards that represent number bonds for 10. Number bonds are ways of thinking about the parts that make (or compose) a whole number (5 & 5 and 6 & 4 are two examples of number bonds for 10). You need at least two players for this game.

Grade Level: Grades 1-2

Materials needed: one deck of playing cards

Prep:

1. Remove the face cards from a deck of playing cards.

Play:

1. Players sit in a circle to begin. Each player gets seven cards. The rest of the cards are the fishing pond, spread out face down in a large pile in the middle of the circle.
2. Players look through their cards for two cards with a sum of 10 (number bonds for 10). If they find a number bond, they set it aside. For example, a player might have a 3 and a 7. In this case, they pair these cards and place them aside.
3. Player 1 starts by asking other players for a card needed to complete a number bond. For example, if Player 1 has a 5 in their hand, they choose a player to ask for a 5. If that player doesn't have a 5, Player 1 must "Go Fish" by picking up a card from the fishing pond.
4. Players continue this process, moving clockwise around the circle until all cards have been used.
5. The player with the most number bonds for 10 wins.

