

Find Six

1. From a deck of playing cards, remove all face cards, and cards numbered 6 – 10. You should now have a deck of cards with only numbers 1 – 5 in it.
2. Deal all cards, face-down, to the players. Players do not look at your cards.
3. Roll a dice to see who goes first. The player with the highest roll goes first.
4. First player turns over the top card from their pile and places it in the middle between players pile, to start the middle pile. adds that number to the number in the middle pile. This is the card players add to to their card to “make 6”.
5. The next player flips their top card. If their card adds together with the middle card to *equal* “6”, player keeps both cards and puts the pair aside in their ‘win’ pile.
6. If the 2 cards do not add together to equal 6, player places his card on the top of the middle pile, and the next player goes.
7. Players take turns until all players are out of cards to turn. Player with the most pairs in their win pile is the winner.

Notes:

When your child is comfortable with this game, and you want to extend it, you can extend play by:

- using cards 1 – 5 from more than one deck
- You can extend by adding more numbers in the deck, i.e.
 - Using cards 1-9 to play “**Make 10**”