

Dot Card Activities

Double War

Cards are shuffled and dealt out to two players.

Each player turns over 2 cards.

The winner has the higher total number and takes the two cards.

When initial cards have been gone through, 'taken' cards are shuffled and used by each player again.

Winner has all cards (or more) at end of game.

Difference War

Shuffle and deal as per War. A pile of counters is placed in the middle of the table.

Play is as in War but the winner takes a number of counters equal to the difference of their two cards.

When counter pile runs out the winner has more counters.

Dot Card Trains

Make a long row of dot cards from 0 to 9, then go back again to 1, then up, and so on. Alternatively, begin with 0 or 1 and make a two more than / two less than train.

Number Sandwiches

Select a number between 5 and 12, and find combinations of two cards that total that number. With the two cards students make a sandwich with the dot side out. When they have found at least 10 sandwiches, the next challenge is to name the number on the other 'slice' of the sandwich. The sandwich is turned over to confirm. The same pairs can then be used again to name the hidden part.

Go Fish

The dealer deals 5 cards to each player (7 each for 2 players). The remaining cards are placed face down. The player to dealer's left starts. A turn consists of asking a specific player for a specific number. For example, 'Joe, please give me a five'. The player who asks must already hold a card of the requested number, so I must hold a five to say this. If Joe has a five, he must give it to me. I then get another turn and may again ask any player for another card. If the person asked does not have the card asked for, they say 'Go fish!'. The asker must then draw the top card of the undealt cards. If the drawn card is the rank asked for, the asker shows it and gets another turn. If the drawn card is not the rank asked for, the asker keeps it, but the turn now passes to the player who said 'Go fish!'.

Ten and Out

Remove one representation of 10, leaving 39 cards. The dealer deals out all the cards to the players (generally some will have one more card than others - this does not matter). The players all look at their cards and discard any pairs they have. The dealer begins. At your turn you must offer your cards spread face down to the player to your left. That player selects a card from your hand without seeing it, and adds it to her hand. If it makes a pair in their hand, they discard the pair. The player who just took a card then offers her hand to the next player to her left, and so on. If you get rid of all your cards you are safe - the turn passes to the next player and you take no further part. Eventually all the cards will have been discarded except one ten and the holder of this card loses.