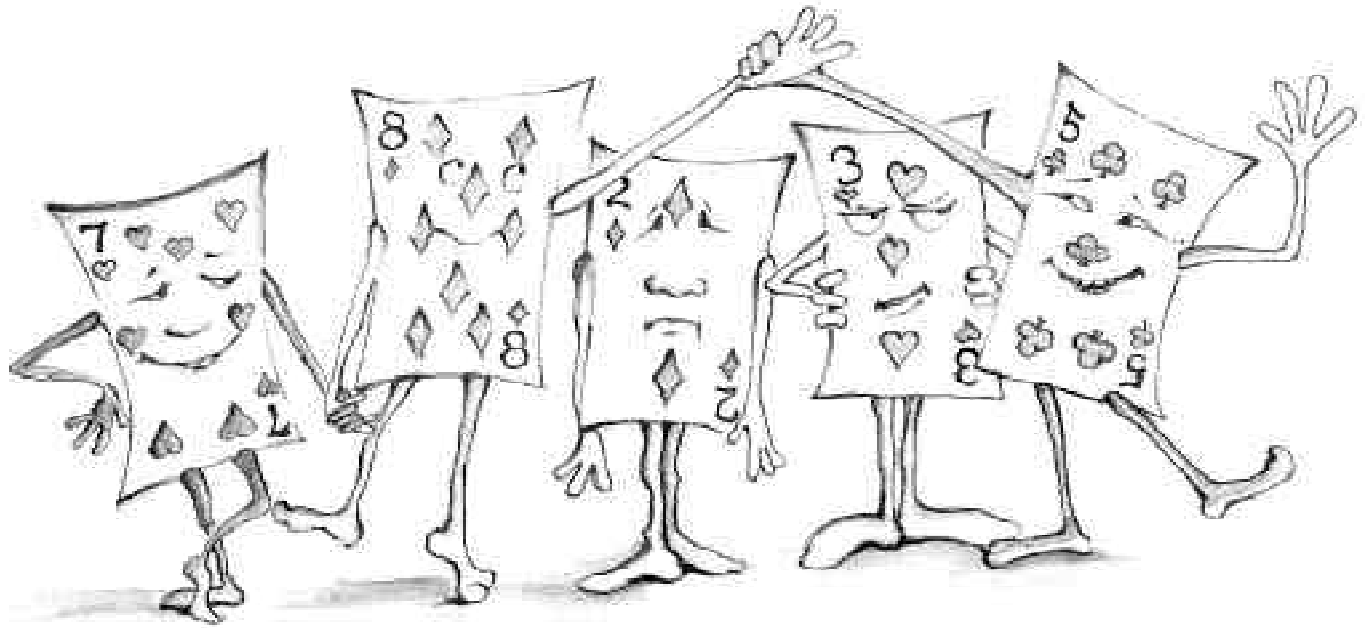# Ten, Twenty, Thirty

This activity helps to develop skills in mental arithmetic.

Being good at mental arithmetic is a valuable skill that is useful throughout life.
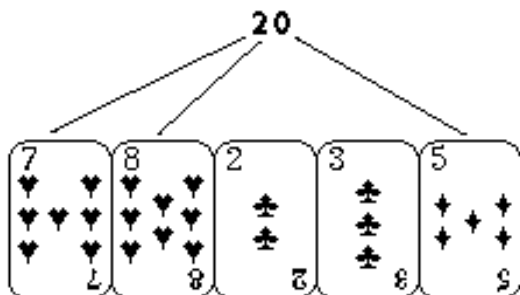
MATERIALS

deck of cards
  excluding the jokers

WHAT'S THE MATH?
 Mental arithmetic; sums to
10, 20, and 30.

How

• Work in a group of two to four.

• Place the deck of cards face down on the table. Aces count one
and face cards count 10.

• Turn up two cards. Place them in a row.

• Take turns drawing cards to add to the "playing" row.

• Whenever there are three cards at either end of the row, or two at
one and one at the other end, that add to 10, 20, or 30, you may take
those cards. Or you can draw a card from the stack and use it with
two cards from one end to obtain a new sum of 10, 20, or 30.

• Continue to play as long as you can take three more cards from the
ends of the row.

• Play until all cards are used from the stack or there are no more
plays.

• The winner is the player with the most cards at the end of the
game.

Variations
• Play solitaire; you win if you have more cards than are left on the
table.

• Play with jokers wild, that is, any joker can have whatever value a
player wishes to assign it.

• Play with aces worth 11. ■

Carolyn Gray brought this game to FAMILY MATH. She learned it from her father.