

## Numeracy Gr2 – Lesson 4 – Make 20

Curriculum: Numeracy

Learning Goals:

- visualizing and representing number; communicating number
- addition to 20

This can be played with a partner or as an individual. Take all the face cards (Jack, Queen, King) out of a deck.

Remind the child that the Ace is 1.

Shuffle the cards and deal 5 face up in front of each player. Take turns.

Activity:

The goal of the game is to MAKE 20 using any combination of the five facing up cards.

If you can make 20, take those cards off to the side (check with your partner) and replace with new cards from the top of the deck. Then your turn is over and it is your partner's turn.

If you cannot make 20 out of your 5 cards, you may pick one to drop in the discard pile and take a new one from the top of the deck.

Count up how many cards you have at the end! The winner is the one with the most cards.

Extension:

Make 50. Hand out 13 cards.