

# MATH: Give Me 10! (Grade 3)

## Learning Goals:

- Develop mental math strategies and abilities to make sense of quantities
- Represent mathematical ideas in concrete, pictorial, and symbolic forms

## Materials

Deck of cards, face cards removed

## Activities

**Players:** 1-2

### How to Play:

Deal 10 cards face up.



Players take turns finding and removing combinations of 3 cards that add up to 20. Deal out cards so there are always 10 cards face up.

**For 1 player:** You may set a timer and see how long it takes to go through all 40 cards. Play again and try to beat your time.

**Extension:** To make it challenging, include face cards (J=11, Q=12, K=13) and find three cards that add up to 30 or a number of your choice.