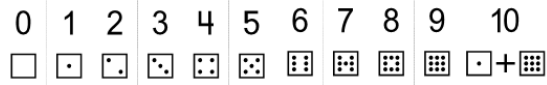


Activity 2a: Flip the Cards Game Recommended Grades: K–1

Activity Instructions

1. Place the cards 0 to 10 face up, in order, in front of all the players.



2. The youngest player goes first.
3. During your turn, roll a pair of dice.
4. Flip a card face down for each of the numbers rolled on the dice or for the sum of the numbers rolled.

Example. You roll a 2 and 5, flip face down the 2 and 5 cards or flip face down the 7 card (2+5).







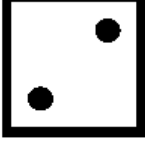





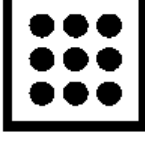
5. If you roll doubles (two of the same number), flip the zero card face down. If you have already flipped the zero, take an extra turn.
6. Whoever turns over the last card wins.
7. For fun, you can make new rules before a new game. For example, if you roll numbers that have already been flipped face down, you must flip them back face up.

Virtual Game Link:

https://www.education.ky.gov/curriculum/conpro/Documents/Geometry_Fill_the_Shapes_KFMN.pptx

Family Prompts

- Help your child place the cards in order, but don't do it for him/her. Consider starting with just the numbers 1 through 5 for children who need a little more support.
- Help your child use the roll of the dice strategically. For example, if the dice show a 2 and 4, ask, "Do you want to flip over the 2 and 4 or the 6?"
- What roll or rolls do you hope you get? Why?

0		5	
1		4	
2		3	
6		10	 + 
7		9	
8	