



# 10

**EXPLORE THESE TEN ENGAGING METHODS TO ENJOY ANY CARD GAME FEATURING NUMBERS FROM 1 TO 10 OR 11 TO 20. THESE IDEAS ARE INSPIRED BY A GAME KNOWN AS 'SCHOOL STRIKE,' WHICH HELPS TEACH NUMBERS, COLOURS, AND SCHOOL SUPPLIES.**

## 10 in a Row

Players line up 10 cards face down in a row (left to right). On a player's turn, they choose a card from the pile of remaining face-down cards, flip it over, say what it is, e.g. "10 brown pencils," and place it face up in its correct position (on the far right). They then take the card from that spot, say what it is, and put it in the correct place. If the card is already face up, they place it next to the remaining pile, and their turn ends. The first player to turn over all cards from 1 to 10 wins.

## Dice to 10

Lay all 10 cards face up in a row from 1 to 10 (left to right). Players take turns rolling two dice and add the numbers. They turn over any card or combination of cards that equals the total, e.g., 7 ( $3 + 4 = 7$ , or  $5 + 2 = 7$ ). The first player to turn over all their cards wins.

## Higher or Lower

Give each player 10 cards face down. Place 3 cards face up in the centre, one next to the other. On their turn, a player chooses one centre card and says whether their card will be higher or lower (e.g. "higher than 2 purple notebooks"). They then turn over their card. If the guess is correct, the player places the card on top, says what it is, and takes another turn. If it is wrong, the turn passes to the next player. The first player to turn over all 10 cards wins.

## Happy Families

First, remove four of each number from the deck. Shuffle the cards and give each player four. On a player's turn, they ask another player for a number they have. If that player has it, they must say what's on the card, e.g. "5 pink rulers," and give it to the player asking. If they don't have it, they say, "I don't have any rulers," and it's the next player's turn. When a player collects four of the same card, they form a family. The player with the most families wins.



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## Classic School Strike—Based on 'War'

Divide the cards among the players. Each round, players turn over top card and say its number, colour and school item. The player with the highest card wins all the cards for that round. If two or more players have the same high card, they each turn over three more cards. The one with the highest number on the third card wins all the cards for that round. The player with the most cards at the end is the winner.

### Number = Extra Task

Add this to the original way of player 'School Strike' After turning over a card:

- 1–3 → say the phrase
- 4–6 → full sentence
- 7–10 → add extra info

"I have seven orange pencils in my pencil case."

### Fastest Flip

Lay cards numbered 1–10 (or with pictures/words) face down in a grid. The teacher calls out a number or word, and the first player to flip the matching card scores a point. Turn the card back down and continue. The game ends when a set number of points is reached or all cards have been called.

### Number Race:

Each player starts with ten cards placed face down. On the first turn, a player flips a card and says what it is, "5 green pens." On their second turn, they must guess if the next card will be higher or lower. If they guess correctly, they take another turn and keep the cards facing up. If they guess incorrectly, the card is turned back over, and the next player takes their turn. The first player to correctly guess all ten cards wins.



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### Odd or Even

Each player has 10 (1 to 10) cards face down. On their turn, a player flips one card and says whether the number is odd or even. If they are correct, they keep the card face up, says what is on the card, and take another turn. If they are wrong, they turn the card back face down, and the next player takes their turn. The player who turns over all their cards first wins.

### Snap

Deal the cards equally among players. Place the cards face down. Players take turns flipping the top card. When two or more cards match in number, the first to shout the number wins the round, collects the matching cards, and must say a sentence starting with "In my pencil case..." including items represented by the cards.

#### Teacher Benefits

1. Saves prep time – one pack of cards works for multiple games.
2. Allows differentiation – easy to adjust rules for different levels.
3. Quick, simple games keep students engaged and focused.
4. Some games focus on speed and competition, some on memory, some on reasoning or strategy, allowing teachers to target different skills in one session.

#### Student Benefits

1. Reinforces number recognition and sequencing.
2. Builds memory, attention, and quick thinking.
3. Encourages speaking, listening, and teamwork in a fun way.



listen • understand • speak