24 Game

Level	1 (Age group 6 – 7)
Resources Required	Playing cards
Alternate Options for the Resources	Learners are to make a deck of playing cards by following the steps below: 1. Take a piece of card or paper and cut a rectangle the size of your palm 2. On one side of the card, write the number '2' and draw 2 hearts 3. Repeat this for the numbers 1-10, each time drawing the same number of hearts as the number you wrote (the number 3 card has 3 hearts drawn etc) 4. When one set of 1-10 is complete, then repeat this for a set of 3 other shapes. Learners can chose any 4 shapes of their choice. Examples of shapes include: heart, square, rectangle, circle, cone, hexagon, cylinder, cube and triangle 5. Once you have completed this, you should have 4 sets of 1-10 (40 cards in total) with each set having a different symbol. When making their own cards, students do not need to have the face cards
Strand Covered	Numbers and Operations
Targeted Skills	Addition and Subtraction
Inspired by	Third Space Learning – Emma Johnson
Time Required	20 minutes to make the cards 20 minutes to play the game
Previous Learning Required	Knowledge of the 2 operations (+, -) Knowledge of counting from 1-100
Support Required	Medium support
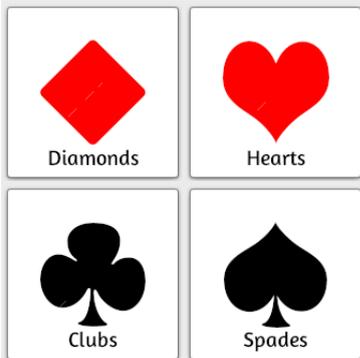
Rules of the Game:

Goal	Each player gets 6 cards at random. They should use addition or a combination of addition & subtraction for the numbers of any 4 cards to get an answer of 24. The first to 24 wins, if no one gets to 24 then the closest to 24 wins.
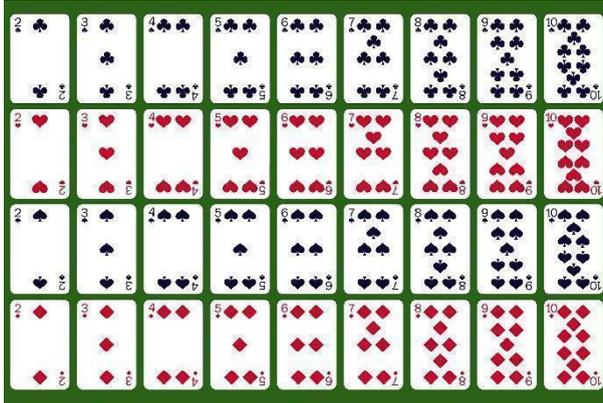
	Complete 7 rounds of this, each time drawing 4 new cards. The winner of each round gets 1 point and the player with the most points at the end of 7 rounds is the winner.
Rules	Once the player picks 6 random cards from the pile, they are not able to switch it out or substitute it for another card or cards.
Steps	Step 1: Place the pile of 36 cards in a pile, face down. Step 2: Each player draws 6 cards from the pile randomly. Step 3: Once every player has drawn their 6 cards, the players turn the cards face up. Step 4: Each player then begins to find a way to use 4 cards out of the 6 cards to get an end result of 24. For example, if the 4 cards chosen are 9,3,6,6 then the operation could be 9+3+6+6 = 24. The player is allowed to use a combination of addition and subtraction to get a result of 24. For example, if the cards 2, 10, 9, 7 are drawn, then 10+9+7-2=24.
Images or Illustrations	Cards (you will only need the number cards for this game):
Variations of the Game	The player is allowed to use a combination of addition and subtraction to get a result of 30 and use 5 cards. For example, if the cards 10, 8, 2, 9, 5 are chosen, then 10+9+8 +5-2=30.
Enrichment	The player can also include the use operations of multiplication and division. For example, if the cards are 2, 6, 6, 1 then they can use (6+6)*2*1 = 24 When making the cards, learners can use two shapes that are 2-Dimensional (square, triangle etc.) and two shapes that are 3-Dimensional (cone, cylinder etc.) Each 3D shape card used can give the student an extra point
Simplification	If the player is unable to use the first 4 cards drawn to result in 24, then they are able to use 3 cards from the pile to result 18.