

4 ON A RUN

- playing cards of one suit 1 – 10 (Ace = 1)
- calculator or list of basic facts to check against
- timer (optional)

- 1 Each player takes one card without looking. The player who has the **higher** number goes first.
- 2 The first player shuffles the ten playing cards and puts them **face down** in front of their partner.
- 3 The other player chooses **a number between 2 and 10** that they want to use for addition practice.
- 4 The player who has chosen the number **turns over** the cards from the pile in front of them one by one.

I don't know my 'add fives' very well, so I will practise adding 5.



- 5 This player **adds the number** chosen to every card and gives the answer **before** they turn the next card over.

Example



- 6 Have your partner **check your answers**. They can use a calculator or fact list to find the correct answer if there is disagreement.
- 7 When the first player has completed their practice, the cards are reshuffled and the other player has a turn.



Challenge

Say the whole 'Family of facts' for each card that is turned over.