

4

Game



- a pack of cards
Ace = 1;
Jack = 11;
Queen = 12;
King = 13



Tap the target

- Each student takes a card without looking.
The person with the highest card is the dealer.
- The dealer turns up 5 cards.
These are the 'Bank'.
The other player turns up 1 more card.
This is the 'Target'.



- Players try to make the target using any operation and at least two of the five cards in the bank.
When a player thinks they can make the target they 'Tap the target'.



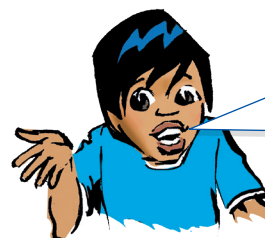
I added $8 + 6$ which is 14.
Then I added $7 + 6$ which is 13.
 $14 - 13 = 1$.



So you keep 8, 6, 7, 6 and 1.

If their equation is correct they **keep the cards** used in their equation **and** the target card.
If **neither** player can make the target with the five cards, the target is placed on the bottom of the pack and a new target is turned over.
Players repeat **step 2 to 3**.

- When cards have been kept by players the dealer turns up replacement card(s) for the 'bank', and the other player turns up the next 'target'.



I need to turn over 4 more cards for the bank.



I need to turn over a new target.

- The winner is the person with the most cards at the end of the pack.

Variation

The game could be played between teams with two players in each team.