LAST CARD LEFT

Level	1 (Age group 6 – 7)
Resources Required	Chalk 50 notecards with numbers on it
Alternate Options for the Resources	If chalk is not available, then use pen and paper Adults or players can make the notecards with numbers on it by: 1. Cutting sheets of paper to the length of their finger and the width of 4 fingers 2. Writing down in the cards all numbers between 1 - 50 (one number per card).
Strand Covered	Numbers and Operations
Targeted Skills	Skip counting (2, 5, 10) Odd and even numbers Greater and smaller than Place value Sorting into different categories
Developed by	EAA
Time Required	15 minutes 20 minutes (for making the number cards)
Previous Learning Required	Some familiarity with: Skip counting in 2, 3, and 5 Counting 1-100 Odd and even numbers Place value
Support Required	Medium support

Rules of the Game:

Goal	The player with the maximum number of cards wins
Rules	1. This game can accommodate 5 players. 2. Once the cards are dealt, they cannot be swapped out. 3. One non-player has to determine and share the rules at each round as the narrator. 4. Once cards are discarded in each round, they cannot be picked up again There are four different rules, one for each round (the Options can be chosen by the narrator): - Rule 1: All numbers that are either ____ (Options: Even or Odd) - Rule 2: A number in the skip counting sequence of either ____ (Options: 2 or 5 or 10)

	- Rule 3: All numbers with ___(Options: Any number from 1 - 5) in the 10's place - Rule 4: All numbers greater or smaller than ___ (Options: Any number between 1 - 50)
Steps	1. The cards are equally distributed among the players e.g. if there are 5 players each one is given 10 cards 2. The narrator, who is an adult or child not participating in the game, will call out a rule for each round, and players have to discard the cards that fulfill that rule For example, if player 1 has the cards 5, 21, 15, 46, 37, 23, 26, 7, 13, 12 - In Round 1, the narrator will call the first rule, i.e. All Even Numbers. layer 1 will discard all even numbers e.g. 46, 26, and 12 - In Round 2, the narrator will call the 2nd rule, i.e. A skip count of 5, so the player 1 will discard all numbers that are skip counts of 5 e.g. 5 and 15 - In Round 3, the narrator will call the 3rd rule i.e. all numbers with 2 in the 10's place so the player 1 will discard 21 and 23. - In Round 4, the narrator will call the final 4th rule i.e. All numbers which are greater than 22 so the player 1 will discard 37. Player 1 is left with 2 cards, the ones corresponding to 7 and 13
Variations of the Game	1. Change the rules of the games to different rules e.g. greater or lesser or equal to etc.
Enrichment	1. This game can be played as a sorting game (without number cards) by using objects around the house or school. For example, pencils, books, sticks and utensils, with categories like "Red" and "Cylindrical".
Simplification	1. Fewer cards can be made and dealt out. For example, numbers from 1 - 20 are dealt out 2. Fewer rounds and rules can be played with e.g. only one rule per round etc.