

## Pyramid

**Age:** Grade K/1

**Materials Needed:** A deck of cards

This game can be played individually or with multiple players.

**Objective:** To make sums of 10 using two cards.

**How to Win:** The player with the most pairs of 10 at the end of the game wins.

### Instructions:

1. Remove all face cards including jokers from the deck of cards (except ace, which represents the number 1) and shuffle well.
2. Arrange your cards into a pyramid with 6 rows, with each row slightly overlapping the previous row.
3. Place remaining cards in a deck, face down, off to the side.
4. Begin to make sums of 10 using two cards. However, you can only remove cards that are completely uncovered. This means that at the start of the game, you can only use the bottom row of the pyramid to make 10.
5. Players will take turns finding a sum of 10.
6. When there are no sums of 10 left in the pyramid, draw a card from the deck. Continue to draw until you can make another 10.
7. If you make it through the entire deck, you can flip them over and begin drawing again.
8. The game is over when you can no longer remove cards from your pyramid. Once you are stuck and can no longer remove any more cards, count all of the sums of 10 you got (pairs of cards). The person with the most pairs wins! To play individually, collect as many pairs from the pyramid as you can while following the above rules.
9. Depending on grade level and ability, students can use more than two cards to make a sum of 10. Or, they can increase the sums and try to find a sum of 20 or 30.
10. Another adaptation that could be made is the use of the draw and discard pile. You could either keep the cards that you have discarded out so that you can match pairs as soon as you are able. Or, you could place your discard cards into a pile so that you can only use the one that is on the top. When you run out of cards to draw from, just reshuffle and keep playing.

