Garbage

Garbage is a fast-paced math game that focuses on reading, comparing and ordering numbers, thinking about magnitude of numbers and thinking about ordinal numbers.

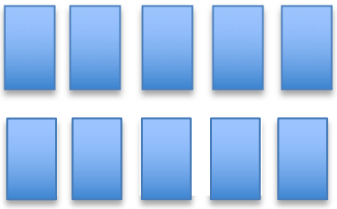
Materials needed:

1) Regular playing cards Ace-King (Ace=1), remove jokers from the deck.

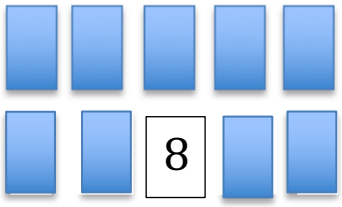
A game for 2-4 players

Instructions for playing:
The goal of the game is to be the first player to have all their cards from Ace-10 showing face-up.

1) Each player is dealt ten cards. The ten cards are placed face down in a ten frame format with five cards in the top row and five cards in the second row.



2) The remaining cards are placed face down in a draw pile.
3) The player to the left of the card dealer begins.
4) The first player draws a card from the top of the draw pile. If it is an Ace-10 card, they take that card and place it in the corresponding ordinal position of their ten cards. For example, if they draw an 8 card, they lift up the card in the eighth spot/position and place the 8 card in that spot.



With the card they picked up from the eighth position, they turn it over and read the number. If it is another numbered card (from Ace-10), they place it in is ordinal spot/position and pick up that card. They continue their turn until they turn over a face card or if they turn over a number card they already have in the correct spot. So in our example, if the player turned over an 8 again, their turn would be over and they would place that 8 card at the bottom of the draw pile.

5) If the player turns over a face card (Jack, Queen, King) from the draw pile or from their ten cards, that card gets placed in the "garbage pile" (start a new pile off to the side) and their turn is over.
6) When a player's turn is over, the next player takes their turn until they can't play their turn any longer.
7) Players continue to play until one player has all their cards turned over from 1-10.

During and after each round or game, the teacher can ask questions to promote thinking, and development of number sense such as:

a. Does that number go in your top row or bottom row?
b. What numbers do you still need?
c. Can this game end without anyone winning? How?

BC Mathematics Curricular Content and Competencies:

- number concepts to 10: counting, comparing numbers, reading numbers, ordering numbers, magnitude, cardinality, ordinal numbers
- likelihood of familiar and simulated events, using comparative language
- spatial reasoning and relationships
- develop, demonstrate and apply mathematical understanding through play
- visualize to explore mathematical concepts
- use mathematical vocabulary and language