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HOW MANY? for younger students - 1 kit per pair of students. One colour is used for pages 1 & 2. A different colour is used for page 3. (kits could be marked to make it easier to tell one from another)
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Deck 1 is made of all the cards from pages 1 & 2.
Deck 2 is made of the cards from page 3, minus 2 cards dealt to each player at the start of the game.
Both decks are placed face down on the table.

Student A turns the top card of deck 1 and identifies it in a rhythmical manner. E.g. "7 in a bed." He/she then checks the two cards in his/her hands, to verify if one of them has 7 people in bed.

If successful, he/she shows the card to his/her partner and says: "7 in the bed!"

Both players count the people in the bed: "1, 2, 3, 4, 5, 6, 7!"

Student A puts his/her winning card down in front of him/her and replaces it with a new card from deck 2, then says "Your turn. Roll over!"

If not successful, student A says "Your turn. Roll over!"

When Student A says "Roll over," Student B begins his/her turns by turning another card from deck 1 (the previous card can not be used by the next player).

The game is over when all the cards from deck 2 have been used up and one player has managed to get rid of the cards he/she was holding.

To make the game more challenging, "1 in a bed" and "10 in a bed" have been made more difficult to match.

N.B. If the game is to be played by students that can do simple subtractions (- 1 and -2), Teacher Tool 5a should be used.

