## Instructions

## Preparing the Game:

Print and cut out the cards you wish to use. A set of cards in color and a set of black and white cards are both included. Students can color the black and white set to make their own set of cards if they wish. There are 10 sets of cards and 4 scarecrow cards (wild cards). The cards will last longer if they are printed on cardstock and laminated, but they can be used just as easily if they are printed on copy paper and laminated or just printed on paper. Cut the cards apart on the lines. You can use all 10 sets of cards to play or choose to use fewer sets if you want a shorter game. There is a blank page included that you or your students can use to create your own additional sets if you wish. There is also a chart, both in color and black and white, to help younger students who cannot read the number words know which cards are included in each set.

## Playing the Game:

Shuffle or mix the cards together well that are being used. Put the cards in a pile in the center of the table. Each player, starting with the youngest and moving clockwise, draws a card from the pile until each player has three cards. This is the starting hand for each player. The object of the game is to get as many sets of cards as possible. Each set has five cards that show different forms of a number from 1-10. Each card has a form of a number on it, such as the number, number word, tally marks, ten frame, or the fingers counting the number. After the players have drawn their cards, they organize them in their hand without showing them to anyone. For example, if a player has the following cards: "Scarecrow with a 1," "pants with 1 tally mark," and "a sleeve with the word three on it," they should put the scarecrow and pants cards side by side in their hand to see what they still need to make a set of "one" cards.

The first player draws two cards from the pile of cards in the center of the table. They decide if these cards will help them make a set of cards. The player takes one card from their hand (either one they already had or one of the cards they have just drawn) and mixes it back into the pile of cards on the table. Whenever a player has a full set of five cards (the number, number word, tally marks, ten frame, and the fingers counting the number, all for the same number), they should play the set instead of discarding a card. Play continues until all the cards have been drawn. After the final card is drawn, anyone holding a complete set that has not been played (such as one that can be made complete with a wild card), should play the set. The player with the most complete sets at the end of the game wins.

## Using the Wild Card:

The scarecrow cards with no dotted lines are wild cards. Each scarecrow wild card can replace one, and only one, of the cards in a set. For example, if someone has four of the number form cards and draws a scarecrow wild card, they can use this to replace the one card in the set they are missing. A player can use as many wild cards as they like, but they can only use one wild card per set.



|  | one |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
|  | two |  |  |  |
|  | three |  |  | \% |
|  | four |  |  | \% 40 |
|  | five |  |  | 5 |



