

## Game

*Games are a great resource.*

*They support talk in maths and, just as important, they motivate us to persevere.*

### Pelmanism

**First**, choose to play finding:

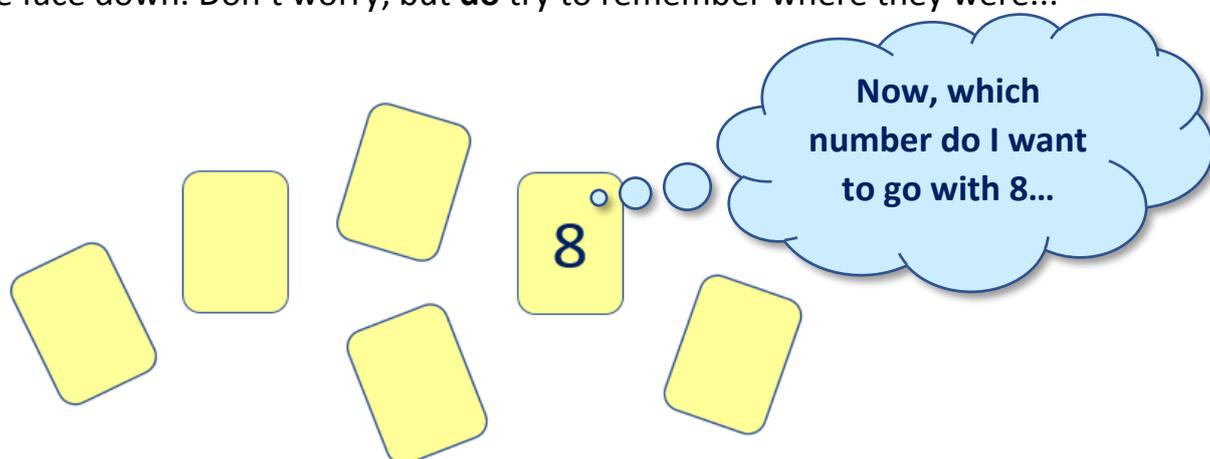
- pairs to 10 or
- pairs to 20 or
- pairs to 100.



Now cut out and shuffle the cards for your chosen game.

- Place the cards face down – *no peeking!*
- Agree your target number depending on which game you chose, e.g. It's 20.
- Take it in turns to turn over two cards, one at a time. If they add up to the target number, you keep the pair of cards.
- If they don't add up to the target number, turn them back over so they are face down. Don't worry, but **do** try to remember where they were...

**Pelmanism is a pairs game you can play on your own or with someone else. To begin with, play it with an adult.**



- Keep taking it in turns.
- To begin with, there are lots of cards, but after a while it gets easier to remember where certain numbers are!
- Carry on until all the cards are gone. Who collected most pairs?

**That person is the winner!**

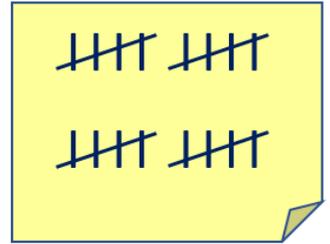
**Play again...**

- Shuffle the cards, spread them out and play again.

## Solitaire

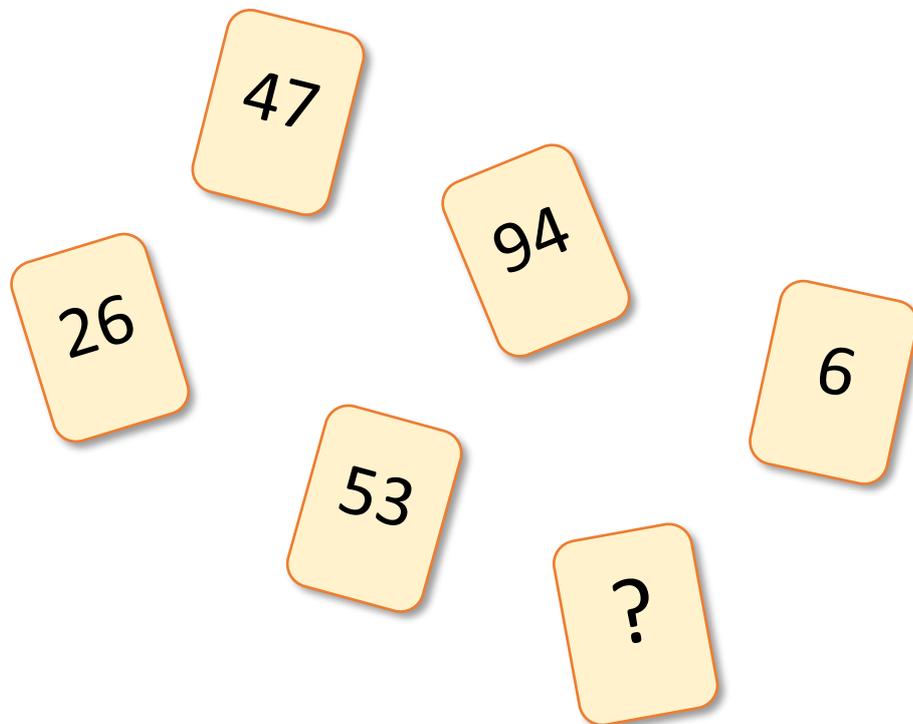
Play this version of the game on your own.

- How many goes does it take for you to find all the pairs of cards?
- Draw a tally for each turn.
- Play again. Can you find all the pairs in fewer goes?



## Challenge!

If you played pairs to 100, invent your own game by making 12 pairs of cards with pairs to 100.



Pairs to 10

0

1

2

3

4

5

5

6

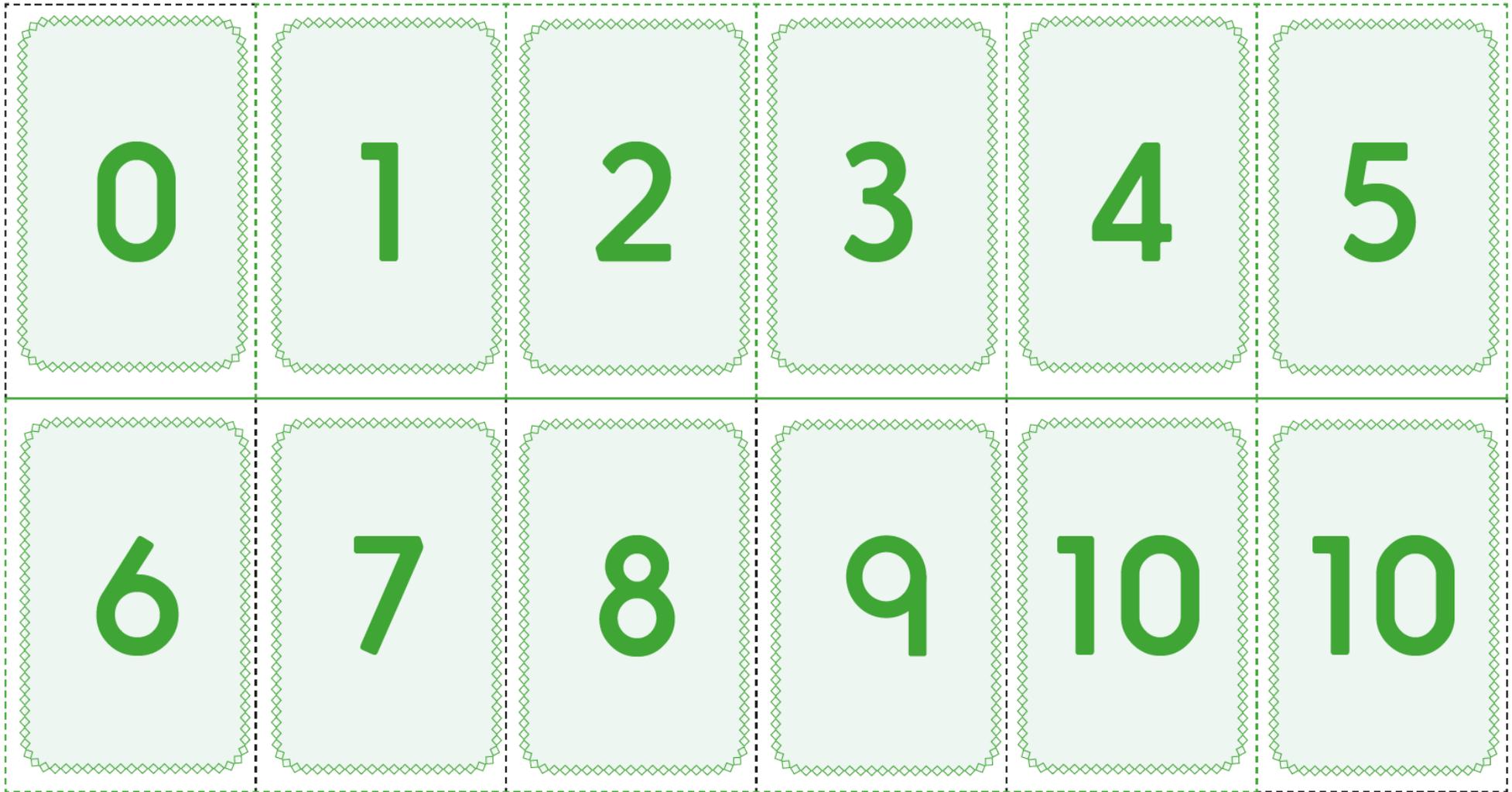
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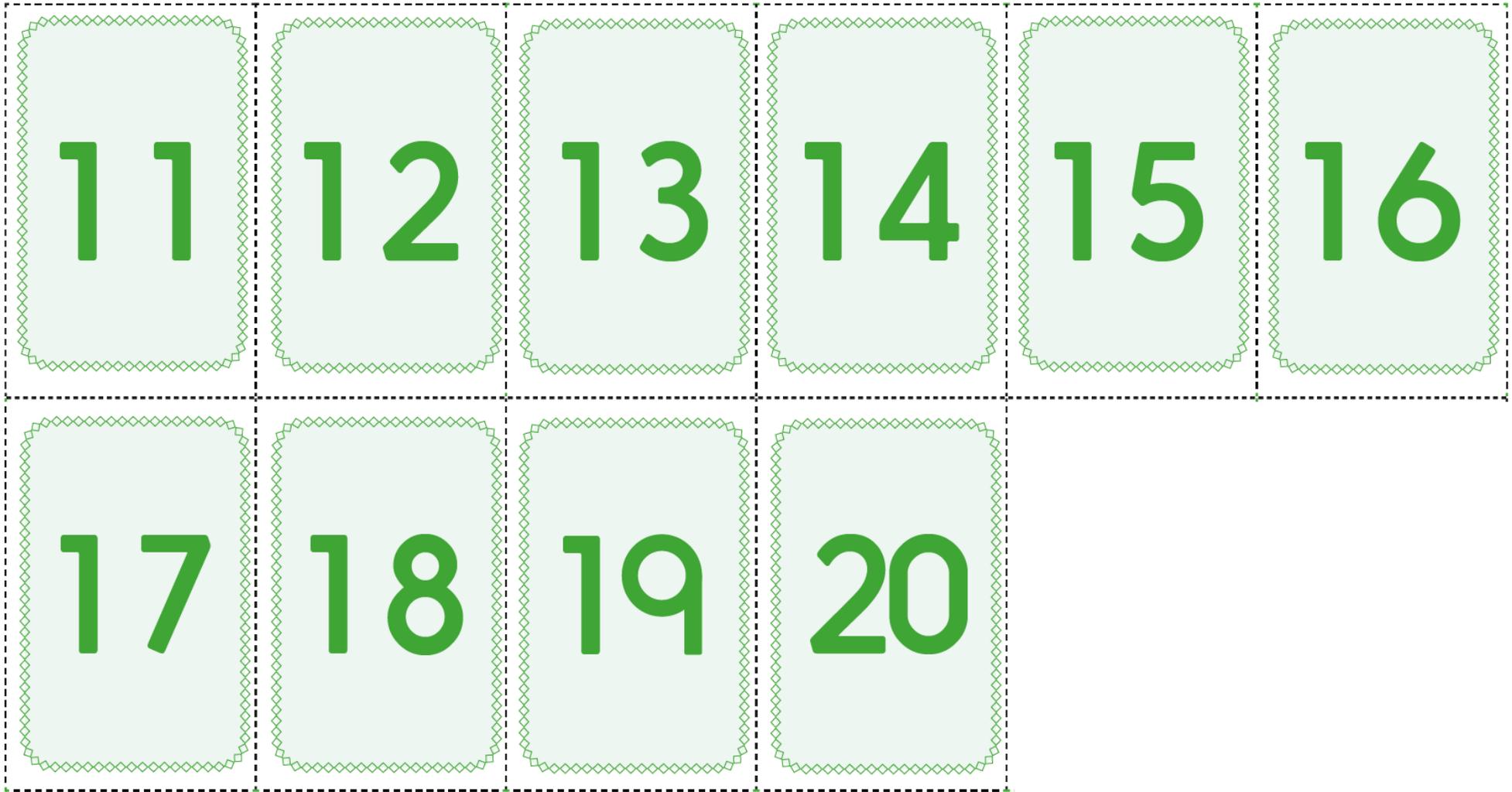
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10

Pairs to 20





Pairs to 100

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| 91 | 9  | 98 | 2  | 60 | 40 |
| 70 | 30 | 50 | 50 | 90 | 10 |

