

# Total Ten

Addition & Subtraction • Year 2 • ACMNA030



Requires:  
1x COMBO cards

## A game for one player

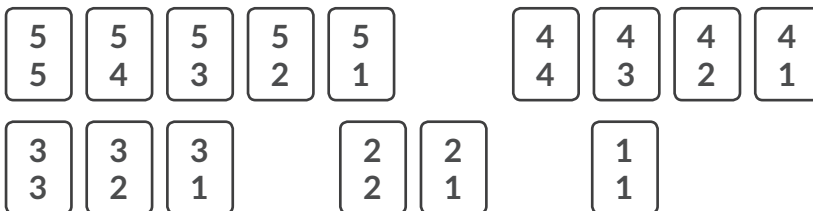
- The game can also be played in pairs, with each player checking the other's calculations in turns.

## Materials

- A Pack of Combo Cards

## Rules

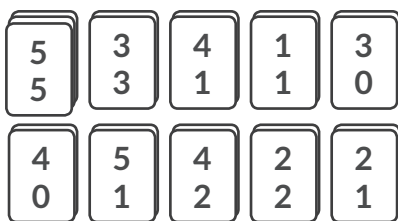
- Separate out the following cards to use in the game.





- Using the six blank cards in your COMBO pack, write the following cards



- Deal all the above 21 COMBO cards **face up in two rows of five**, beginning in the top left and dealing across the first row and then the second row. Continue dealing until all the cards have been dealt.



*This means that there will be two cards in each pile and one extra in the top left.*

- The player picks up two cards whose number **total ten**, for example  and 
  - The cards may be in the same row or different rows.*
- If play stops because the player can't find any combinations that make ten, then cards within a single pile may be swapped around. At the end of the game a single card will remain. The single remaining card should total **five**. If not, then a mistake has been made and the player will need to check card pairings to determine where the error occurred.