Materials:

You will need a deck (or several decks) of cards with jokers, queens and kings taken out.

Jacks equal zero

**Concentration/memory**:

The object of the game is to find and make as many 10 fact pairs as you can (i.e. 8+2, 7+3, 0 +10). This game works best with a few decks. You can download number cards from the link provided on the website

**Go Fish for Ten:**

Again, a deck or two of cards with the jokers, queens and kings taken out. The Jacks are 0.

The object of the game is to get as many pairs of ten facts as you can. Play in the manner of any Go Fish game. Each player starts with 5 cards.

**Mind Read for Tens**

Take turns. One player holds a card from 0-10 up to their forehead, number not showing. The player holding the card gives a clue: “the number I am thinking of will make ten with a 2.” The other player guesses the hidden ten fact: “8!”