







0

0

0

0

0

0

1

1

1

1

1

1

2

2

2

2

2

2

3

3

3

3

3

3

4

4

4

4

4

4

5

5

5

5

5

5

### 5-Frame Go Fish

**Materials:** Six sets of RED 5-frame cards and/or numeral cards 0-5

**How to Play:** This game is played like traditional Go-Fish. Instead of traditional cards, two players use 5-frame cards and/or numeral cards to make five altogether. Four cards are dealt to each player with the remaining cards placed face down in a pile.

1. Player 1 asks Player 2 for a card needed to be put with a card already in his/her hand that would make 5.
2. If the opponent has the card asked for, it is given to the player who asks for it and the pair of cards is placed next to the player. If the opponent does not have the card asked for, he/she says "Go Fish" and the player who asked picks up the top card from the deck.
3. Whoever has the most pairs at the end, wins.

#### Variations:

- ◆ Match two 5-frames that go together to make 5.
- ◆ Match a numeral card and a 5-frame card that go together to make 5.
- ◆ Match two numeral cards that go together to make 5.
- ◆ Match a 5-frame with the numeral that represents it.
- ◆ Match two 5-frames with equal quantities.
- ◆ Match a numeral card with a spatial pattern card (regular or irregular) or finger pattern card.

### SNAP 5

**Materials:** Six sets of RED 5-frame cards and/or numeral cards 0-5

**How to Play:** Divide the deck equally among two players. Players place their deck face down in a pile. Players take turns turning over their top card and putting it, face-up, in the middle of the table. When the card played can be matched to any other card already turned over to make 5, a player yells, "Snap 5" and takes the two cards. The first player to do so keeps the cards. \*The element of speed that results from any player being able to be the first to yell "Snap" helps to dissuade students from counting. At first, you can play without this speed factor. In this version, instead of having any player shout "Snap 5" only the player who places a card should look for a match and can "snap" the match. The player who takes the cards always states the number sentence such as "2 and 3 make 5." Whoever has the most cards at the end, wins.

#### Variations:

- ◆ Match two 5-frames that go together to make 5.
- ◆ Match a numeral card and a 5-frame card that go together to make 5.
- ◆ Match two numeral cards that go together to make 5.
- ◆ Match a 5-frame with the numeral that represents it.
- ◆ Match two 5-frames with equal quantities.
- ◆ Match a numeral card with a spatial pattern card (regular or irregular) or finger pattern card.

## Make 5 Memory/Concentration

**Materials:** Six sets of RED 5-frame cards and/or numeral cards 0-5

**How to Play:** This game is played like a traditional game of memory or concentration.

1. Turn all the cards face-down on the table. You may want to arrange cards in a grid of rows to assist in remembering where particular cards are located..
2. One player turns over a card and then turns over a second card. If they match to make 5, a pair is made and the player keeps the pair. If the cards do not match to make 5, they are returned to their spaces, face down.
3. Whoever has the most pairs at the end, wins.

### Variations:

- ◆ Match two 5-frames that go together to make 5.
- ◆ Match a numeral card and a 5-frame card that go together to make 5.
- ◆ Match two numeral cards that go together to make 5.
- ◆ Match a 5-frame with the numeral that represents it.
- ◆ Match two 5-frames with equal quantities.
- ◆ Match a numeral card with a spatial pattern card (regular or irregular) or finger pattern card.

## Make 5 Memory/Concentration

**Materials:** Six sets of RED 5-frame cards and/or numeral cards 0-5

**How to Play:** This game is played like a traditional game of memory or concentration.

1. Turn all the cards face-down on the table. You may want to arrange cards in a grid of rows to assist in remembering where particular cards are located..
2. One player turns over a card and then turns over a second card. If they match to make 5, a pair is made and the player keeps the pair. If the cards do not match to make 5, they are returned to their spaces, face down.
3. Whoever has the most pairs at the end, wins.

### Variations:

- ◆ Match two 5-frames that go together to make 5.
- ◆ Match a numeral card and a 5-frame card that go together to make 5.
- ◆ Match two numeral cards that go together to make 5.
- ◆ Match a 5-frame with the numeral that represents it.
- ◆ Match two 5-frames with equal quantities.
- ◆ Match a numeral card with a spatial pattern card (regular or irregular) or finger pattern card.

## Make 5 Memory/Concentration

**Materials:** Six sets of RED 5-frame cards and/or numeral cards 0-5

**How to Play:** This game is played like a traditional game of memory or concentration.

1. Turn all the cards face-down on the table. You may want to arrange cards in a grid of rows to assist in remembering where particular cards are located..
2. One player turns over a card and then turns over a second card. If they match to make 5, a pair is made and the player keeps the pair. If the cards do not match to make 5, they are returned to their spaces, face down.
3. Whoever has the most pairs at the end, wins.

### Variations:

- ◆ Match two 5-frames that go together to make 5.
- ◆ Match a numeral card and a 5-frame card that go together to make 5.
- ◆ Match two numeral cards that go together to make 5.
- ◆ Match a 5-frame with the numeral that represents it.
- ◆ Match two 5-frames with equal quantities.
- ◆ Match a numeral card with a spatial pattern card (regular or irregular) or finger pattern card.

## Make 5 Memory/Concentration

**Materials:** Six sets of RED 5-frame cards and/or numeral cards 0-5

**How to Play:** This game is played like a traditional game of memory or concentration.

1. Turn all the cards face-down on the table. You may want to arrange cards in a grid of rows to assist in remembering where particular cards are located..
2. One player turns over a card and then turns over a second card. If they match to make 5, a pair is made and the player keeps the pair. If the cards do not match to make 5, they are returned to their spaces, face down.
3. Whoever has the most pairs at the end, wins.

### Variations:

- ◆ Match two 5-frames that go together to make 5.
- ◆ Match a numeral card and a 5-frame card that go together to make 5.
- ◆ Match two numeral cards that go together to make 5.
- ◆ Match a 5-frame with the numeral that represents it.
- ◆ Match two 5-frames with equal quantities.
- ◆ Match a numeral card with a spatial pattern card (regular or irregular) or finger pattern card.











