Make Ten Go Fish

- 1. Each player is dealt 5 cards. The remaining cards are stacked, face down, as the "Go Fish" pile.
- 2. Each player looks at his/her cards for pairs two numbers that when added together make the sum of 10. They place the cards in front of them on the table and draw new cards to replace them.
- **3.** Players take turns asking each other for a card that will make 10 with a card in their own hands. For example, if I hold a 5, 3, 2, 4, and 9, I might ask for an 8 so I can make 10 with 2 and place the pair on the table.
- **4.** If a player gets the card he/she asked for, he/she puts the pair down on the table and picks from the "Go Fish" pile to replace the card. If the player does not get the card he/she asked for, the player must "Go Fish" and draw a card from the pile. If the new card makes 10 with a card in the player's hand, he/she puts the pair down on the table and takes another card.
- **5.** If a player runs out of cards, he/she picks two new ones. A player's turn is over when no more pairs of 10 can be made.
- **6.** The game is over when there are no more cards or no more pairs of 10 can be made.
- **7.** The winner is the player with the most pairs put down on the table.
- **8.** For extra math practice, have players record their pair combinations as they go along.

Note: This file contains five different backs for the cards in case you want to make multiple sets of the cards and have a way for your students to not get decks mixed up.

	2	2
2	2	3

3	3	3
	5	5

5	5	
6	6	6

	8	8
8	8	









