# LAST CARD LEFT

<table>
<thead>
<tr>
<th>Level</th>
<th>1 (Age group 6 – 7)</th>
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| Resources Required | Chalk  
 50 notecards with numbers on it |
| Alternate Options for the Resources | If chalk is not available, then use pen and paper  
Adults or players can make the notecards with numbers on it by:  
1. Cutting sheets of paper to the length of their finger and the width of 4 fingers  
2. Writing down in the cards all numbers between 1 - 50 (one number per card). |
| Strand Covered | Numbers and Operations |
| Targeted Skills | Skip counting (2, 5, 10)  
Odd and even numbers  
Greater and smaller than  
Place value  
Sorting into different categories |
| Developed by | EAA |
| Time Required | 15 minutes  
20 minutes (for making the number cards) |
| Previous Learning Required | Some familiarity with:  
Skip counting in 2, 3, and 5  
Counting 1-100  
Odd and even numbers  
Place value |
| Support Required | Medium support |

**Rules of the Game:**

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<th>Goal</th>
<th>The player with the maximum number of cards wins</th>
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| Rules | 1. This game can accommodate 5 players.  
2. Once the cards are dealt, they cannot be swapped out.  
3. One non-player has to determine and share the rules at each round as the narrator.  
4. Once cards are discarded in each round, they cannot be picked up again |
|      | There are four different rules, one for each round (the Options can be chosen by the narrator):  
- Rule 1: All numbers that are either ___ (Options: Even or Odd)  
- Rule 2: A number in the skip counting sequence of either ___ (Options: 2 or 5 or 10) |
- Rule 3: All numbers with ___ (Options: Any number from 1 - 5) in the 10’s place
- Rule 4: All numbers greater or smaller than ___ (Options: Any number between 1 - 50)

**Steps**

1. The cards are equally distributed among the players e.g. if there are 5 players each one is given 10 cards

2. The narrator, who is an adult or child not participating in the game, will call out a rule for each round, and players have to discard the cards that fulfill that rule

For example, if player 1 has the cards 5, 21, 15, 46, 37, 23, 26, 7, 13, 12
   - In Round 1, the narrator will call the first rule, i.e. All Even Numbers. Player 1 will discard all even numbers e.g. 46, 26, and 12
   - In Round 2, the narrator will call the 2nd rule, i.e. A skip count of 5, so the player 1 will discard all numbers that are skip counts of 5 e.g. 5 and 15
   - In Round 3, the narrator will call the 3rd rule i.e. all numbers with 2 in the 10's place so the player 1 will discard 21 and 23.
   - In Round 4, the narrator will call the final 4th rule i.e. All numbers which are greater than 22 so the player 1 will discard 37.

Player 1 is left with 2 cards, the ones corresponding to 7 and 13

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<tr>
<th>Variations of the Game</th>
<th>1. Change the rules of the games to different rules e.g. greater or lesser or equal to etc.</th>
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<tr>
<td>Enrichment</td>
<td>1. This game can be played as a sorting game (without number cards) by using objects around the house or school. For example, pencils, books, sticks and utensils, with categories like “Red” and “Cylindrical”.</td>
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</table>
| Simplification          | 1. Fewer cards can be made and dealt out. For example, numbers from 1 - 20 are dealt out  
                              2. Fewer rounds and rules can be played with e.g. only one rule per round etc. |