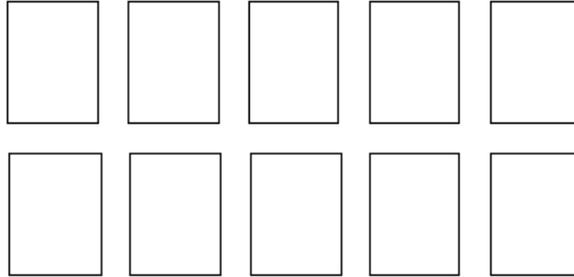


**Garbage!**

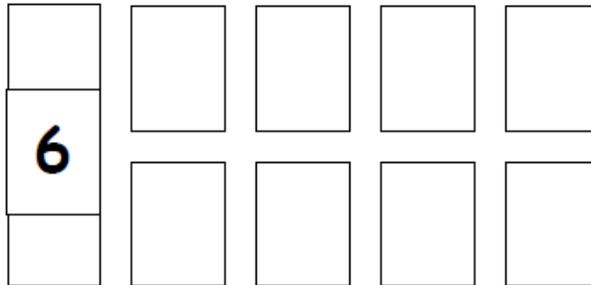
**Materials:** Regular decks of cards with face cards removed

**Directions:**

1. Shuffle a deck of cards with the Jack, Queen, King, and Jokers removed. Deal 10 cards facedown to each player. Place extra cards in the draw pile. Players arrange their cards (facedown) in a 10-frame pattern as shown below.



2. The first player takes a card from the draw pile and looks at it. The player names the card and then places it in the proper place by counting. For example, "I have a 6 and it goes in the 1, 2, 3, 4, 5, 6 space." The 6 is placed face up and the card underneath is revealed.



3. The card revealed under the 6 is then named, and the player tries to explain where it goes in relation to the first card (i.e., the 6). For example, if the uncovered card is a 10, the student might say, "10 is more than 6," and count on from 6 to get to 10. Or, the player may have to start back at 1 to count all the way to the 10's space. Once the appropriate space is determined, that card is placed face up and the card beneath it is revealed. With each play, the student tries to articulate how the two numbers relate to one another in order to place the new card.
4. Play continues until a card is revealed that has already been played. If the player uncovers a card that has already been placed (face up), he or she calls, "Garbage!" and puts that card into a pile next to the draw pile.
5. Player Two begins the same way, by drawing from the draw pile. Or, the player may use the top card in the "garbage" pile to start play.
6. Each time "Garbage!" is called, play transfers to the next player. The object of the game is for the players to reveal and order their cards from 1 to 10. The game is over when the first player achieves that objective.

### **Top-It**

**Materials:** A set of number cards with four cards each of the numbers 0-10.

**Directions:**

1. Give each pair of children a shuffled card deck.
2. Divide the deck so that each child has the same number of cards.
3. Place your stacks face down on the table, turn over the top card, and read the numbers.
4. The player with the larger number takes both cards.

### **Spill the Beans**

**Materials:** Styrofoam cups labeled A – J  
Beans or any type of counting material

**Directions:**

1. Give player a set of cups with of a number of beans (one quantity, 11-20) in each cup. Label each cup with the letters A through J.
2. One cup at a time, player spill the beans onto a mat, count them, represent them using a picture, and write the matching number.