

Early number patterns: odd and even patience

Purpose: To immediately recognize result of each of the eight possible scenarios involving the addition and subtraction of odd and even numbers.

The aim is to be the player with the most *even sums* for individual rows and columns in an array of cards.

You need:

Two players

1 pack of playing cards

How to play.

Remove the face cards and the joker and set them aside. The face cards will be used to show one point has been scored in a hand. Shuffle the 40 numbered cards.

Deal 20 to each player.

Each player, at the same time:

- lays out their cards face up in an array: 10 x 2 or 4 x 5,
- identifies the cards with an odd number value and turn these face down,
- looks across each row and down each column to identify which will have an *even sum* if the value of the cards in the row or column are added together.

The player who claims to have the greater number of even sums must turn over their odd cards, calculate aloud the sums for each even row and column while their partner checks. If the player is correct that they do have the most even sums, they win one point and record this by collecting one of the face cards (or point).

If the players have the same number of even sums, both players must turn over the odd cards, and calculate their even sums while their partner checks. Both players collect a face card (or point).

If a player's rows and columns **all have even sums**, that player collects the **joker card** and is as declared the winner. No more hands are played. This game is over.

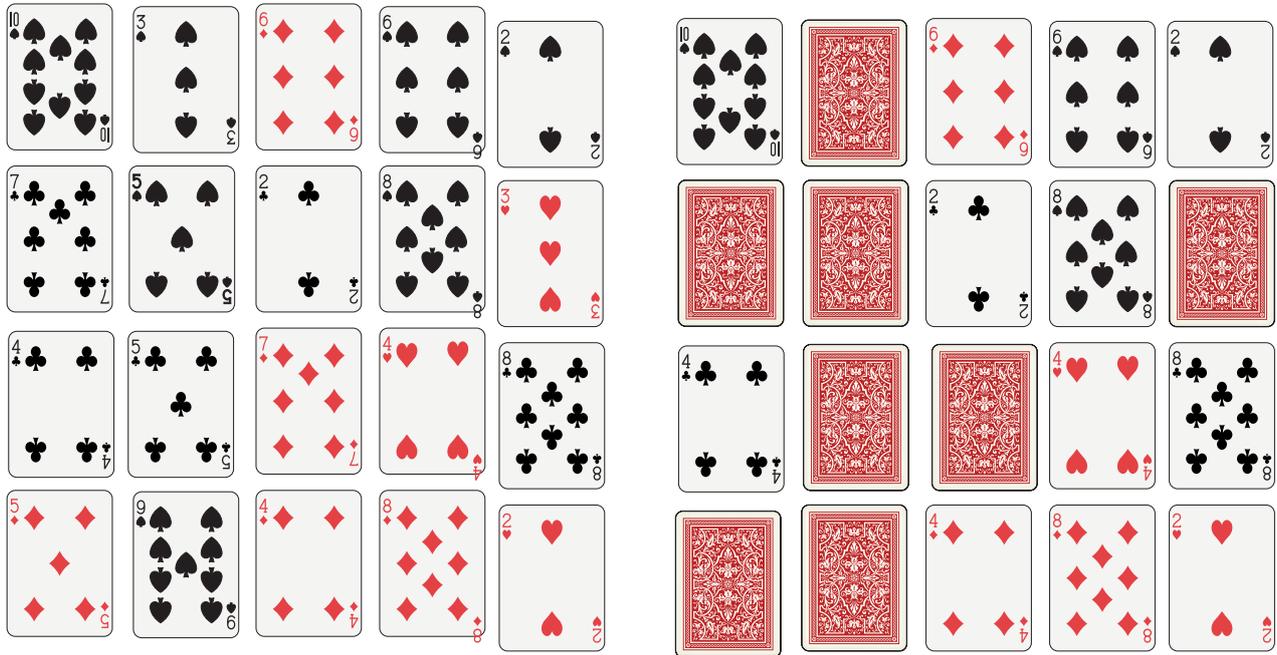
If the joker is not collected, the game continues till all face cards are collected (12 hands, 12 available points). Between each hand the 40 cards are collected, shuffled and dealt again.

The game is over when all face cards are used up. The player with the most face cards (points) is the winner of the game. They have made **the most even sums**.

The length of the game can be shortened if the players decide to use one set of face cards only, for example kings (4 hands only).

Players can choose to add or subtract the value of the cards as they make their total. It is not the value of the total that is the focus, rather it is whether the total is odd or even.

For example: Player 1



1st row: Even+ odd + even + even + even = odd (several even + odd = odd)

2nd row: Odd + odd + even + even+ odd = odd (even + odd number of odd = odd)

3rd row: Even + odd + odd + even + even = **even** (even + 2 odd = even)

4th row: Odd + odd + even + even + even = **even** (even + 2 odd = even)

Columns are decided in the same way:

1st: **even**, 2nd: **even**, 3rd: odd, 4th: **even**, 5th odd.

Player 1 has 5 even sums.