

Task notes | Activity

Memory tens

Y2

➤ Notes for parents and activity

The purpose of this game is to help your child to:

- learn their **addition** facts to 10



Here's what you do.

- Remove the joker, kings and jacks from a regular pack of playing cards.
- Agree with your child that the queens are going to stand for zero.
- Shuffle and either spread the cards out face down or leave them in a pile.
- Take turns to choose pairs.
- Keep the pairs that add up to ten. (eg. $6 + 4$, $10 + Q$, $5 + 5$)
- The first person to get ten pairs is the winner.

