



Pairs Game

This is a well-known memory card game adapted to help the child learn number bonds to 10. The original game is known as 'Concentration' or 'Pelmanism' or simply 'Pairs'. (According to Wikipedia, the Japanese name is shinkei-suijaku', which means 'nervous breakdown'!)

There can be any (reasonable) number of players, but it assumed here that there will be just two.

Set-up: Take the four sets of 1 to 10 out of a pack of cards. Shuffle them and lay them face down between the players making sure neither player sees the face of the cards.

Rules

The players go in turns.

On each turn the player turns over one card.

If it is a 10, then the player puts that face down beside them as their 'pair'. (Representing $10+0 = 10$)

If it is not a 10, the player turns over a second card.

If the two cards add to give 10 then it is a pair and the player keeps the pair of cards face down beside them.

(If the second card is a 10 then it is not a pair.)

A player who gets a pair gets another turn.

If the player does not get a pair, then the two cards are replaced face down and it is the next player's turn.

The game finishes when all the cards are in pairs with one player or the other.

The winner is the player with the most pairs.

You can take the basic structure and make your own adjustment to the rules - for example take out the 10s and make pairs from two cards which add to 9.