

Maths Focus – to recognise and manipulate numbers up to 20, making quick mental calculations.

Aim of the Game

- *To reach the closest total to 20 with five or less cards.*

How to play

1. *One player acts as Banker. (The winner from each round takes on the role of banker)*
2. *Each player, including the Banker is dealt two cards.*
3. *Each player looks at their cards and adds them up. The aim is to get as close to 20 as possible.*
4. *The banker asks each player in turn if they want to **stick**, take a card **blind**, or **twist**.*

STICK - *the player keeps the cards they have without changing them. For example, if they are two picture cards, the total is twenty and will win the round. If they are a ten and a nine, it may be worth sticking as it may be the closest at the end of the round.*

BLIND – *the Banker gives the player one card face down so no other player can see that card. If the two cards add up to four, you would need more cards to get near the total of twenty so you could ask the Banker to twist or blind, depending on whether or not you want other players to see your cards.*

TWIST – *the Banker gives the player one card face up so it can be seen by other players.*

When each player is happy with their total, they stick and wait for the Banker to reveal their cards total.

5. *When each player has made their choice, the banker follows the same rules to reach the closest total to 20 possible.*
6. *Golden hands (winning any other) – Ace + 9 **OR** a total less than 20 using five cards.*
7. *The player with the total nearest to 20 keeps everyone's cards and another round is played. When all the cards have been collected, each player adds up the total of their cards. The winner is the player with the highest total.*
8. *If two players reach the same total and share the win, they share the cards equally between themselves.*

MAGIC TWENTY



Maths Focus – to recognise number bonds to ten and twenty.

Aim of the game

- *Using five cards to make a total of twenty. (Picture cards count as ten. Ace counts as one.)*

How to play

1. *This can be played with any number of players up to six.*
2. *Each player is dealt five cards. Each player must have five cards in their hand at all times.*
3. *The remaining cards are placed face down with the top card up turned.*
4. *Players take it in turns to choose a card from the top of the face down deck or from the over turned cards.*
5. *Each player must then lose one card to ensure they always have five cards in their hands at all times. The discarded card is placed face up on the card pile.*
6. *If the card pile runs out, turn them over, with the top card face up.*
7. *The winner is the first player to reach a total of twenty with five cards.*