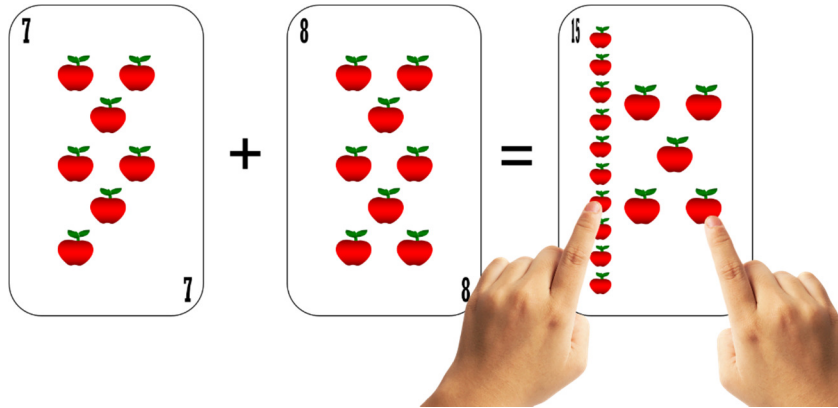


Capture the Teen

A Card Game for the Special "20 Carrots" Deck
by Spark a Playful Mind™

Players combine the quantities on two smaller cards to equal a teen number, thereby capturing it.



Number of Players: 2 to 6 (8 if played in teams of 2)

Object of the Game: To capture the most cards.

Educational Byproducts

- Strengthen counting skills.
- Learn or strengthen addition facts.
- Learn or strengthen subtraction facts.
- Understand how addition and subtraction relate to counting.
- Understand the inverse relationship between addition and subtraction.

Setup

Cards are separated into two piles based on card values:

- Cards 10 and below go in Pile 1.
- Cards 11 through 20 go in Pile 2.

It is a good idea to use a marker of some sort to distinguish between the two piles to avoid confusion. For example, put each pile on a different piece of colored paper, colored fabric or a different-looking box, or simply write "11-20" on a sheet of paper and put Pile 2 on top of it.

Capture the Teen by Spark a Playful Mind, Continued

The dealer uses Pile 1 to deal five cards to each player. (The cards in each player's hand will range from 1 to 10.)

The dealer turns over the top card from Pile 2 (ranging from 11 to 20). This is the first card that players will try to capture.

Play

1. The first turn starts with the player left of the dealer, whom we'll call Player 1. Player 1 tries to add cards in his/her hand to make a sum equal to the value of the face-up card from Pile 2.
(Note: When teaching young children how to do this, show how to count your way to the desired sum. See "Addendum: Showing the Child How to Count the Cards," which follows the general instructions below.)
2. If the sum is matched, the player "captures" the teen card and puts it face-down in front of him/her. The cards used as addends to make that sum are put at the **bottom** of Pile 1. The same number of cards are then drawn from the top of Pile 1 to replace them in the hand. Play passes to the next player, who turns over a new card from Pile 2.
3. If the sum could **not** be matched, the player takes one new card from Pile 1 (without discarding any) and play passes to the next player. In this case, Player 2 will use the same face-up card from Pile 2 as Player 1 failed to match.
4. Player 2 tries to "capture" the teen (or twenty) card in the same manner as above, and play continues around the circle until the game ends (see the section below, "How the Game Might End").

How the Game Might End

1. If a player uses all the cards in his/her hand at once to make the sum represented by the teen card, the game is over and the player who just went out wins. Second place goes to the one who has captured the most cards.
2. If the last teen (or twenty) card is captured before anyone goes out, the game ends. The winner is the one who has captured the most cards.
3. At any time for any reason, if the players want to stop the game and all agree, players may end the game and count cards captured. The winner is the one with the most captured cards.
4. If one player wants to stop early while others wish to keep playing, he/she is welcome to do so but is disqualified from winning.

Scoring

Each captured card is worth one point. The winner is either the one who goes out first or, if nobody goes out, the one with the most points.

Capture the Teen by Spark a Playful Mind, Continued

Addendum: Showing the Child How to Count the Cards

If children do not know how to add, "forget" that you know addition facts already and instead show how to count your way to the answer. The script goes something like this:

1. Tell the child, "We need to add two or more cards together to equal thirteen" (or whatever the Pile 2 number is).
2. Ask, "What number would you like to start with?" If the child hesitates, suggest, "What's the biggest number in your hand?" Whatever he/she says, start with that number (regardless of whether it actually **is** the largest)¹.
3. Count the pictures on the card chosen. Count the same number on the teen card, starting with the ones in the vertical bar of ten. Keep your finger on the last picture you counted.
4. Ask, "How many more do we need to reach thirteen?"
5. Unless the child comes up with the answer or starts figuring it out, count the remaining pictures on the teen card, starting with "one."
6. Say, "So we need ___ [what you just counted] more. Do you have the ___ card?"
7. Regardless of whether the child has the right card, count the two addends together to verify if they add up to the same number as on the teen card.
8. If the sum is too high, say, "That's too high. We'll need a smaller card."
9. If the sum is too low, count how many remain on the teen card and see if that card is in the hand.

Keep going in a similar manner until you match the teen card or until it's obvious that no match can be made. If any other players have suggestions, try them out. If you see the answer yourself, suggest trying that card, and count it out in the same way as before. Do not stop until it is obvious to the children whether or not the sum can be made with the cards in the hand.

¹ Starting with the largest number in the hand is a good strategy for quick results, but it is not actually necessary for playing the game. If the child does not recognize the largest number, rest assured that playing the game over time will help him or her to do so, as you and other players will model this strategy of picking the largest number first. Upon discovery of the child's lack of knowledge, you may decide to work with the child on less than/greater than, but do not interrupt the fun while playing the game.