

January 2020

Always 12 Rules [Grades 1-3]

Regents' Center for Early Developmental Education

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Recommended Citation

Regents' Center for Early Developmental Education, "Always 12 Rules [Grades 1-3]" (2020). *Sharing STEM: Math Games*. 29.

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Notes Concerning **Always 12**

Level: Advanced

Recommended # of players: 2-4

Materials: Deck of *Always 12* cards

Math skills: Addition of 4 numbers, 1-6; missing addends

Notes:

Always 12 deck consists of the following cards:

Card	Quantity
0	8
1	10
2	12
3	14
4	13
5	8
6	8

Other number cards can be used, including the number cards from a standard deck of cards. If a standard deck is used, a 0 (zero) card will have to be designated (perhaps face cards).

This game is good for children who are comfortable adding numbers from 1-6 mentally and are ready for the additional challenge of adding more numbers. Children have opportunities to add 3 numbers together, compare that sum to 12, and determine the missing addend to make 12.

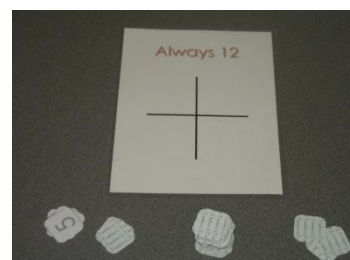
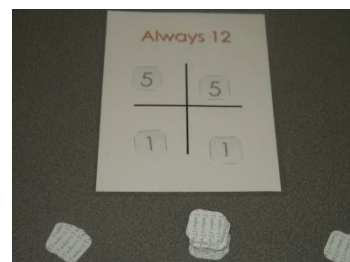
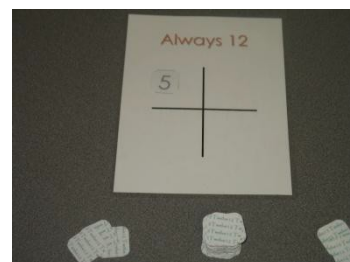
Always 12 Rules

Materials: One set of *Always 12* cards and one *Always 12* grid

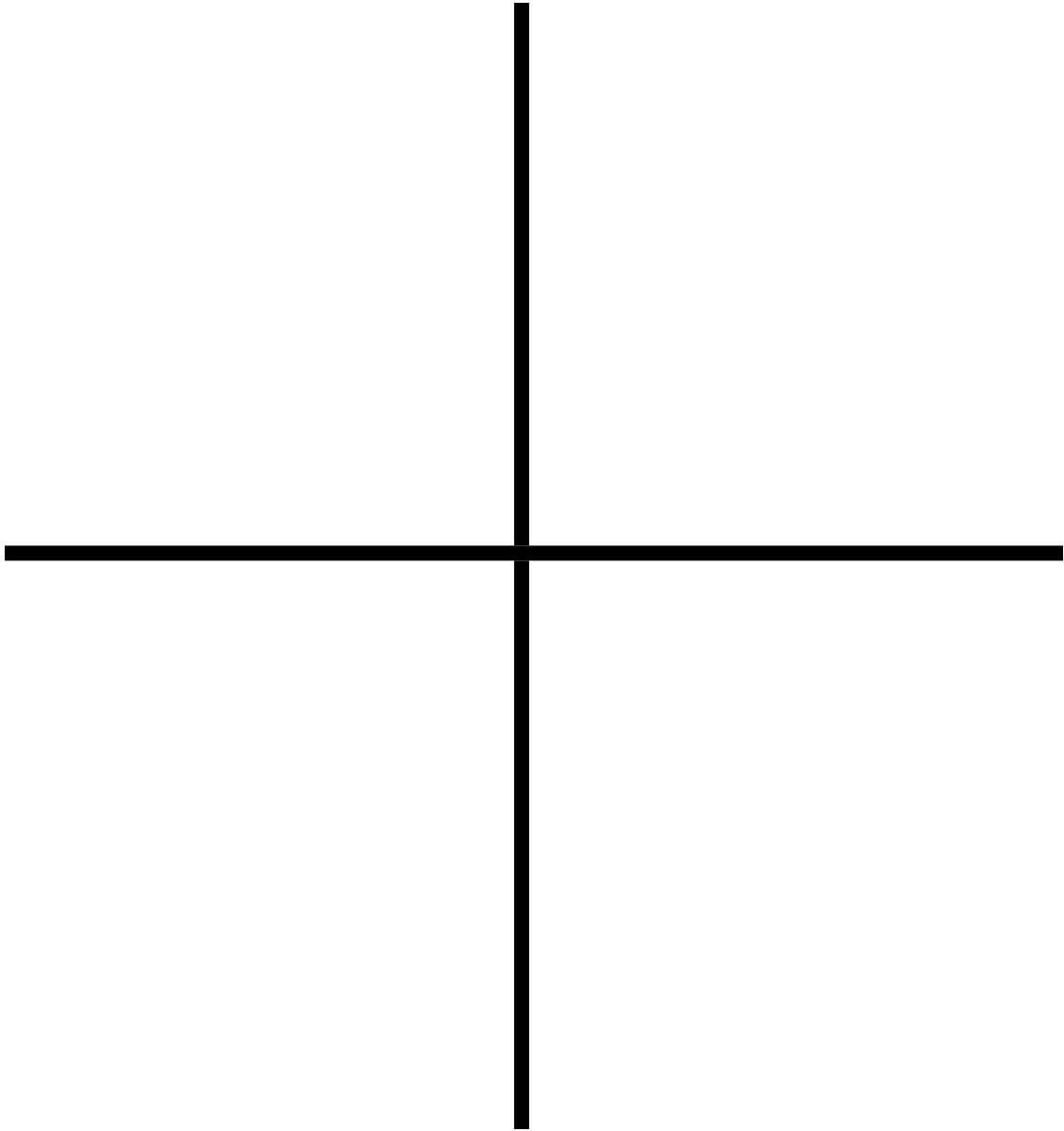
Objective: To collect the most cards by making a total of 12 with four cards.

Rules:

1. Players put all the cards in a pile, face down.
2. Players draw three cards each.
3. Players decide who will go first.
4. Players take turns placing one card in any corner of the grid and drawing a card from the pile to replace the one played. Players cannot skip a turn.
5. After all four corners of the grid have a number in it, players may place cards on top of other cards. The value of the top card counts, the cards underneath no longer matter.
6. When the top 4 cards add up to 12, the player of the last card gets to capture all of the cards on the grid. Captured cards are set aside, and are not used for play.
7. The game ends when all of the cards have been drawn from the pile and placed on the grid.
8. The player who has captured the most cards is the winner.



Always 12



[illegible]

0	0	0	0
0	0	0	0
5	5	5	5
5	5	5	5
<u>6</u>	<u>6</u>	<u>6</u>	<u>6</u>

6	6	6	6
1	1	1	1
1	1	1	1
1	1	2	2
2	2	2	2

2	2	2	2
2	2	3	3
3	3	3	3
3	3	3	3
3	3	3	3

4	4	4	4
4	4	4	4
4	4	4	4
4			