

January 2020

## Find Six [4 years-Grade 1]

Regents' Center for Early Developmental Education

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# Find 6 Notes

**Number of players:** 3

**Recommended Grade Levels:** K-1

**Materials:** A deck of “Find 6” cards (8 sets of cards with the numbers 1-5)

**The Value of “Find 6”:**

Through this game, children learn all the combinations of 2 numbers that make 6 ( $5+1$ ,  $4+2$ ,  $3+3$ ,  $2+4$ , and  $1+5$ ). They may also figure out that it is faster to change  $2+4$  to  $4+2$ , and  $1+5$  to  $5+1$ .

# Find 6

**Number of players:** 3

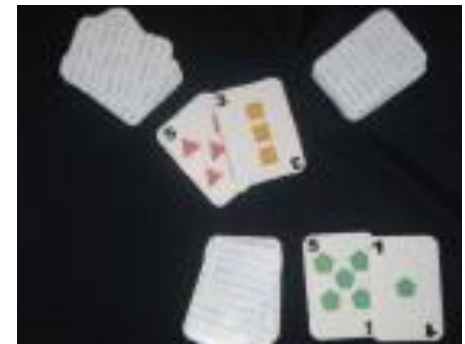
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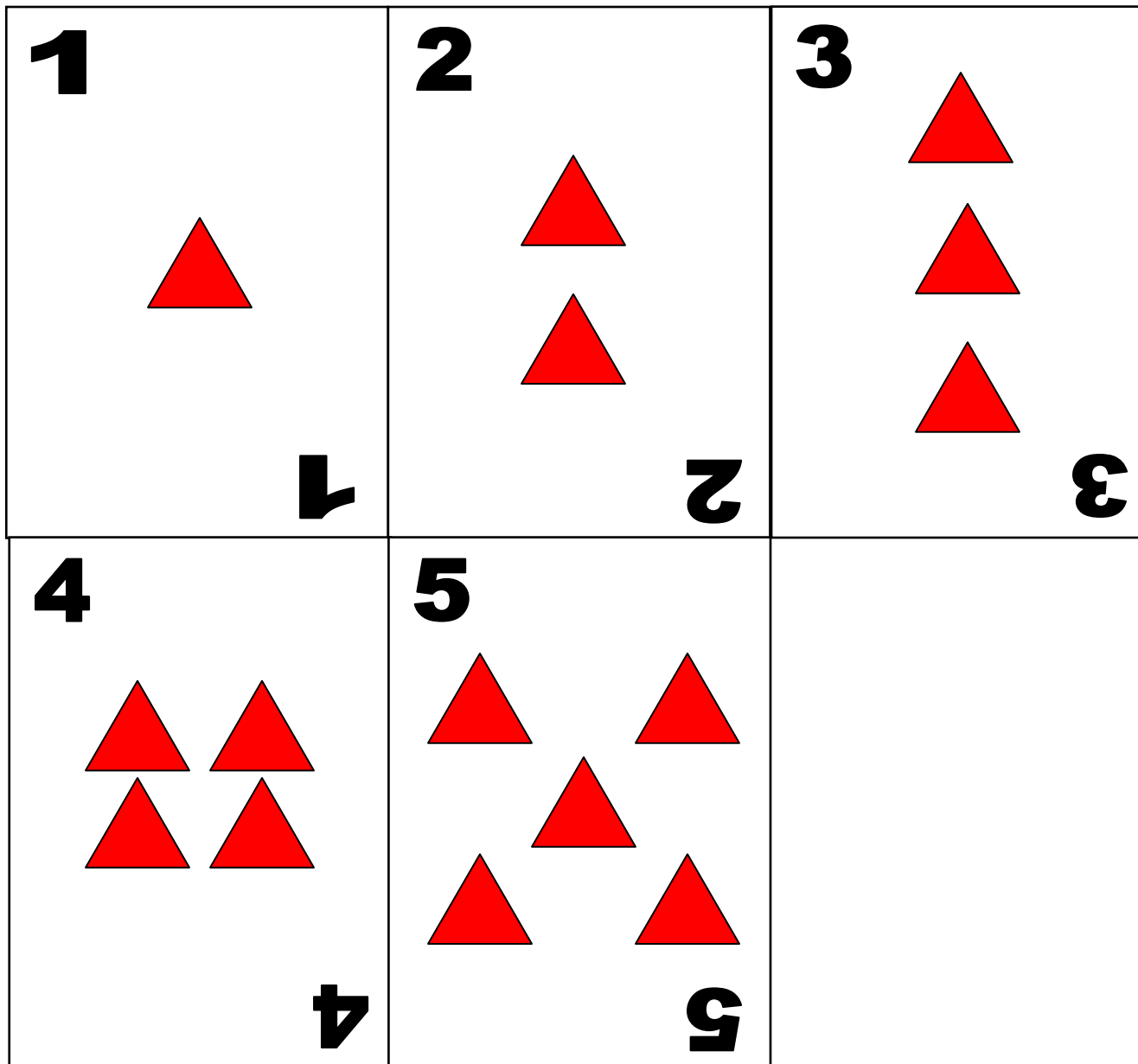
**Objective:** To make the most pairs of cards that add up to 6

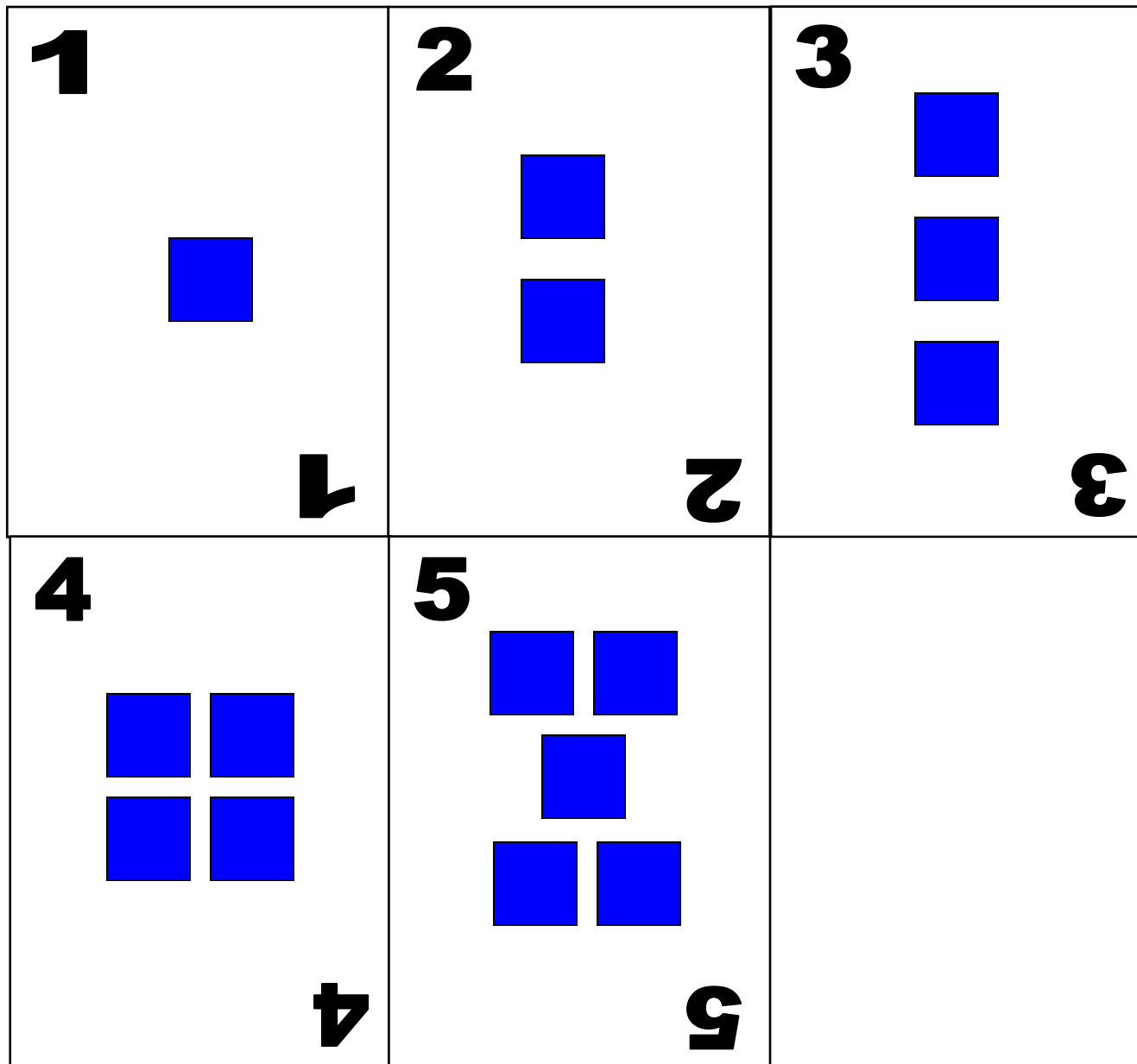
## To Play:

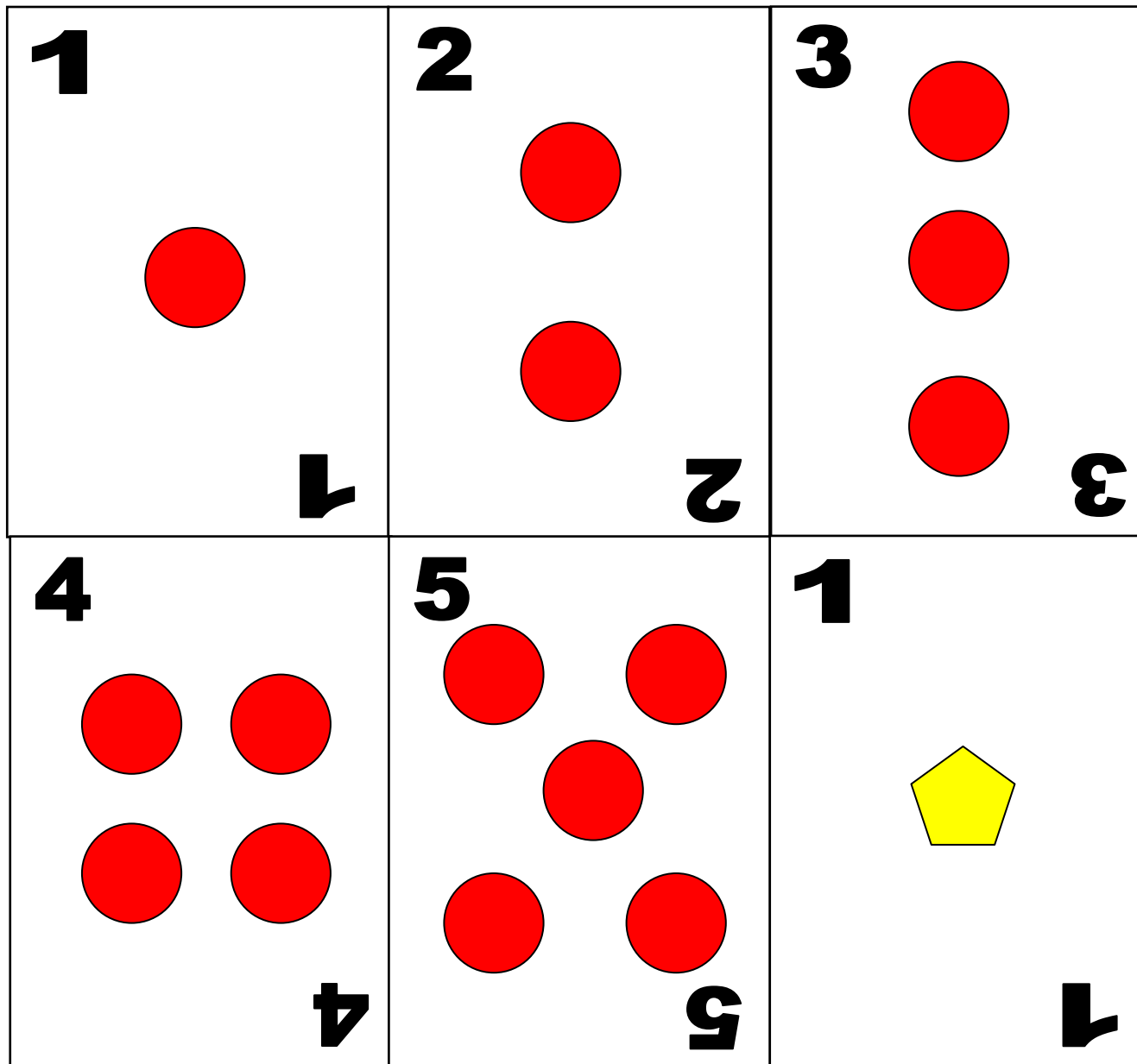
1. Players decide who will be the dealer. The dealer deals all the cards. Players place the cards received in a stack, face down, without looking at them.
2. Players decide who will go first. The first player turns over the top card of his or her stack and places it in the middle, face up, to start the PILE.
3. Players take turns turning over the top card of their stack and putting it next to the PILE. If the 2 cards add up to 6, the player takes both cards and sets them aside (as cards s/he has won). If the 2 cards do not add up to 6, the player places the card face up on top of the PILE, and the next player takes a turn.
4. If the last card of the PILE is taken, the next player puts another card in the middle to restart the PILE, and play continues.
5. The game ends when every player runs out of cards.
6. The player who has collected the most pairs of cards is the winner.

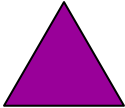
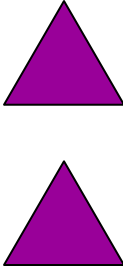
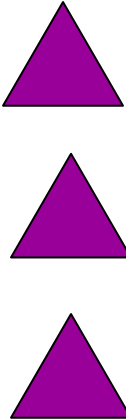
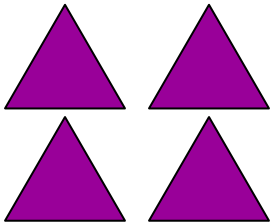
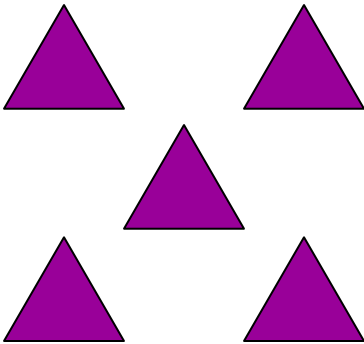
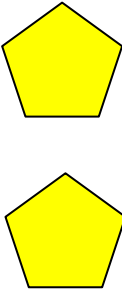


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<b>1</b>  <b>1</b>	<b>2</b>  <b>2</b>	<b>3</b>  <b>3</b>
<b>4</b>  <b>4</b>	<b>5</b>  <b>5</b>	<b>2</b>  <b>2</b>



