# Bundles of 10

A Game of Operations

Bundles of 10

Use all 4 operations in this thinking game!

- Deal 5 playing cards to each person.

- After looking at your cards, think of math problems you could create out of those cards to equal 10.

- Explain your equations to your partners.

- The cards you used for your equations go in your "points pile".

- On your next turn, replace the cards so your hand totals 5.

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Use all 4 operations in this thinking game!

- Play until you run out of time.

- Count the cards in your "Points Pile".

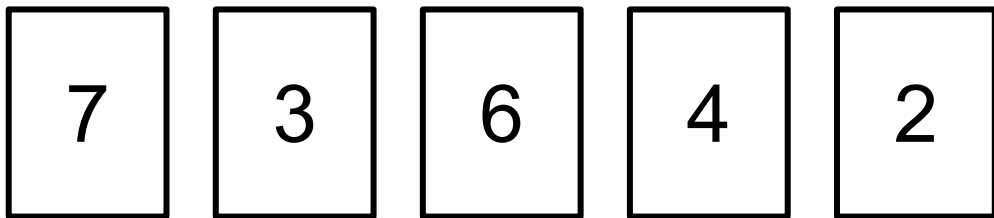- Whomever has the most points in their "Points Pile" wins!

| 5 | 1 | 9 | 4 | 2 |
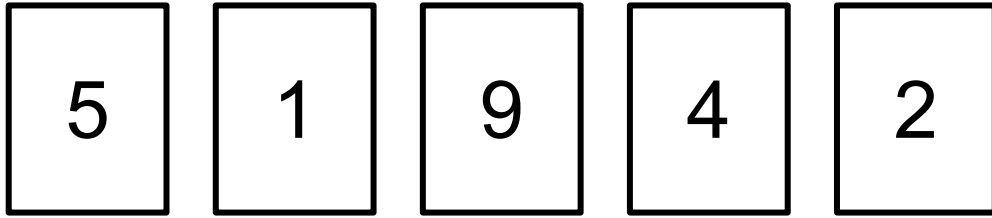
Example:
9 x 2 = 18
18 - 4 = 14
14 - 5 = 9
9 + 1 = 10

All 5 cards were used to hit the target number of 10, so all 5 cards go in that person's "points pile". On the person's text turn, s/he will take 5 new cards.

| 7 | 3 | 6 | 4 | 2 |

Example:
7 + 3 = 10
6 + 4 = 10

4 cards were used to hit the target number of 10, so 4 cards go in that person's "points pile". On the person's text turn, s/he will take 4 new cards.
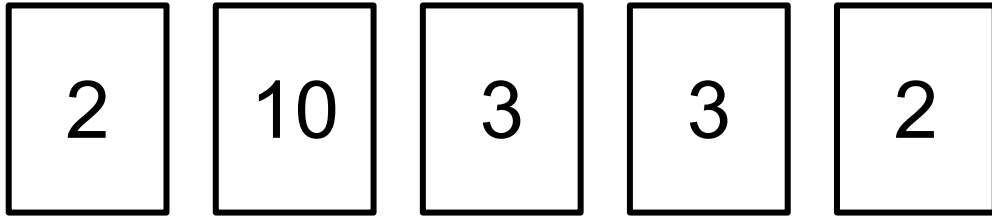
| 2 | 10 | 3 | 3 | 2 |

Example:
3 + 3 +
2 + 2 = 10

4 cards were used to hit the target number of 10, so those 4 cards go in that person's "points pile". On the person's text turn, s/he will take 4 new cards.

| 6 | 3 | 1 | 10 | 5 |

Example:
6 + 3 + 1 =
10
10 = 10

4 cards were used to hit the target number of 10, so those 4 cards go in that person's "points pile". On the person's text turn, s/he will take 4 new cards.
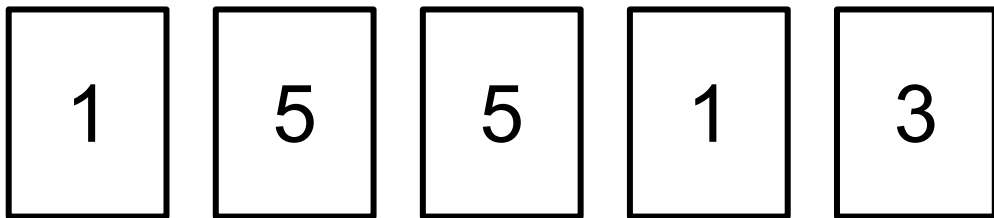
| 1 | 5 | 5 | 1 | 3 |

Example:
5 x 3 = 15
15 - 5 = 10
10 ÷ 1 = 10

4 cards were used to hit the target number of 10, so those 4 cards go in that person's "points pile". On the person's text turn, s/he will take 4 new cards.

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What You Need:

One set of cards
A Multiplication Table