

Tens Go Fish (Grades 1 and 2)

You need a deck of ordinary playing cards with the face cards and 10s removed.

1. Each player is dealt 5 cards.
2. Each player looks for pairs from his or her cards that make 10. Players put down the pairs of cards that make 10, and they draw new cards to replace them.
3. Players take turns asking each other for a card that will make 10 with a card in their own hands.

If a player gets the card he or she asked for, he or she puts the pair down and picks a new card from the deck.

If a player does not get the card that he or she asked for, the player must "Go Fish" and pick a card from the deck.

If the new card makes 10 with a card in the player's hand, he or she puts the pair of cards down and takes another card.

If a player runs out of cards, the player picks two new cards.

A player's turn is over when no more pairs can be made that make 10.

The game is over when there are no more cards.