



Learning at Home

Support

SNAP 10

Ages
5-8

Learning activity



What you will need:

- a pack of playing cards with the Ace, King, Queen and Joker cards REMOVED
- a minimum of 2 players.



What to do:

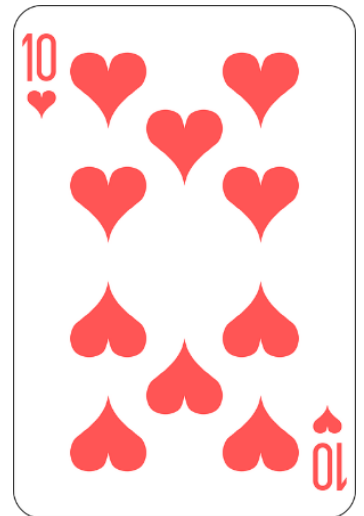
Snap 10 is a variation on the traditional card game *Snap*.

In traditional *Snap*, you slap the cards with your hand when two cards match.

1. One player deals all the cards face down to the players.
2. Each player takes turns to place their top card, face up, onto a central pile.
3. A snap is called when the value of the last 2 cards add to 10.

For example, if you place a 6 on the pile and then your opponent puts a 4 on top, you may slap the pile and pick up all the cards.

4. The winner is the player with the most cards after a set period of time or the player who ends up with all the cards.



Taking the learning further:

5. There are several variations on this game:
 - a. Play the standard Snap game to develop number recognition.
 - b. Play Snap +/- 1. That is when the values differ by 1.
For example, if you place a 6 on the pile and then your opponent puts a 5 on top, you may slap the pile and pick up all the cards.
 - c. Play Snap +/- 2.



What learning is happening:

Children learn number recognition and tens number facts in an engaging way.



Links to more information:

- [Learning at home](#)¹ on the Department of Education website

¹ www.education.tas.gov.au/parents-carers/learning-at-home/