

Sneeze Orders the Cards



GOAL OF THE GAME

Each player builds their own number line of cards correctly ordered from 1 to 10.

SETUP

- From a deck of regular playing cards, remove all the face cards. Aces count as 1.
- Be sure to shuffle the cards.
- Each player gets 10 cards.
- Players put the cards face down in two rows with five cards in each row.
- The rest of the deck is put in a pile in the center.
- Turn over one card and put it in a discard pile next to the center pile.

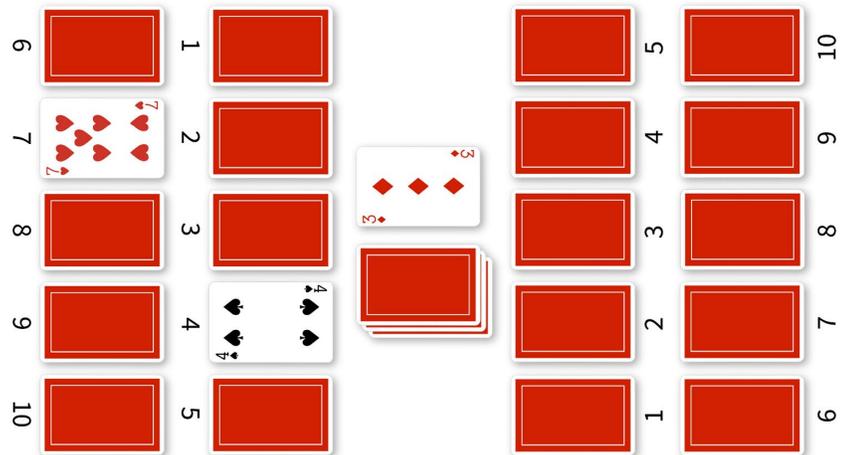


Read online &
Watch video

PLAY

How a Turn Begins:

- Players can pick a card from either the center pile OR the discard pile. The player puts this card, number side up, in the correct spot on their line of 10 cards. Place the cards as if they were ordered from 1 (Ace) to 10. For example, if the player picks up a 6, they put that card in the spot for 6. Next, the face-down card already in the spot for 6 is flipped over. The player then moves that card to the spot where it belongs.



The 7 and the 4 cards are placed in the correct location in order from 1 to 5 and 6 to 10.

How a Turn Ends:

- A turn ends when a player flips over a card that is already in the correct spot. They should discard that card. For example, if a player turns over a 2 and there's already a 2 in the space for 2, they would put the 2 in the discard pile and their turn would end.

How the Game Ends:

- The first person to make a number line from 1 to 10 wins.

Sneeze Orders the Cards



Read this mini story together to make playing even more fun!

Sneeze is a friendly dragon who loves to play cards. But sometimes when she sneezes, a little flame pops out of her mouth. So to be safe, she always carries a little bucket of water with her when she is playing cards with her friends. She has lots of fun ordering the cards from 1 to 10. You can do it, too, by joining her in this card game. Sneeze and her family say: “Achoo, achoo. My sneeze is through. I’m ready for a card game. How about you?”

LEARNING TIPS

- When your child is stuck, suggest counting from 1 to 10. This will help them remember the order of the numbers. It will also help them practice and learn the order of the numbers.
- If your child puts the numbered card in the wrong spot, suggest that they point to each card as you say the numbers together in counting order, and move the card into the correct spot.
- Ask what numbers your child is looking for. This helps them find the gaps in the order.

ADJUST THE CHALLENGE

Make it Easier:

- Remove the cards from 6 to 10 from the deck, changing it to a 1-5 ordering game.
- You can also go to the easier ordering game called Line Them Up.

What to Play Next

If your child is still practicing the skills in this game, then continue having fun playing this game! Try the tips to support learning and ways to adjust the challenge. When your child is ready for a new game, play **Number Neighbors (Game 4)**.

