

Instructions

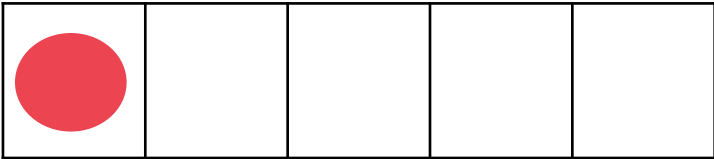
You have downloaded Five and Ten Frame Cards for playing Make 5 and Make 10 Memory and Go Fish.

Make 5 Memory: Print page 2, cut apart and lay out the cards face down. First player turns over a card and then turns over another. If the two cards together equal 5, then the player may keep them and take another turn. If not, play passes to next player who then tries to find two cards that equal 5 when added together. Play ends when all matches have been made. The winner is the person with the most cards. To make the game last longer, print out 2 copies of page 2 so that there are 4 sets of cards.

Make 10 Memory: Print 2-4 copies of page 3, cut apart and lay out the cards face down. First player turns over a card and then turns over another. If the two cards together equal 10, then the player may keep them and take another turn. If not, play passes to next player who then tries to find two cards that equal 10 when added together. Play ends when all matches have been made. The winner is the person with the most cards.

Make 5 Go Fish: Print 2-4 copies of page 2 depending on how long you would like the game to last. Cut cards apart, deal 5 cards to each player and place remaining cards in the middle face down and spread out slightly. First player asks another player for a card that when added to one of his cards will equal five. If the player he asked has the card then he takes the card and discards it along with the card in his hand that he added it with to make five. He then goes again. If the player he asks does not have that card, player 1 'goes fish' and picks a card from the middle pile. If when added to any card in his hand, it equals 5, then he may discard both cards. If not, he places new card in his hand. Either way, play passes to next player and continues until someone has discarded all of their cards. That person is the winner.

Make 10 Go Fish: Print 2-4 copies of page 2 depending on how long you would like the game to last. Cut cards apart, deal 5 cards to each player and place remaining cards in the middle face down and spread out slightly. First player asks another player for a card that when added to one of his cards will equal ten. If the player he asked has the card then he takes the card and discards it along with the card in his hand that he added it with to make ten. He then goes again. If the player he asks does not have that card, player 1 'goes fish' and picks a card from the middle. If when added to any card in his hand, it equals 10, then he may discard both cards. If not, he places new card in his hand. Either way, play passes to next player and continues until someone has discarded all of their cards. That person is the winner.



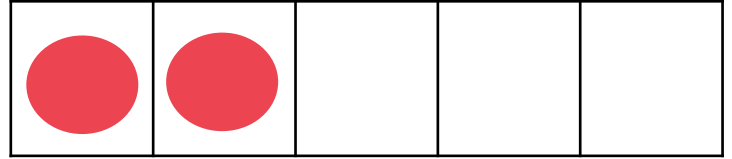
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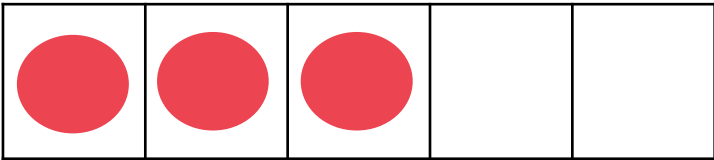
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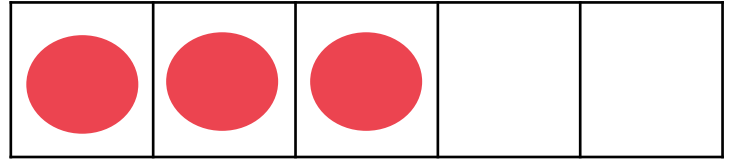
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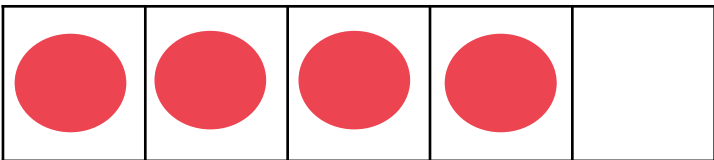
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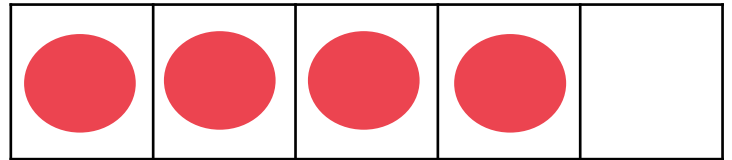
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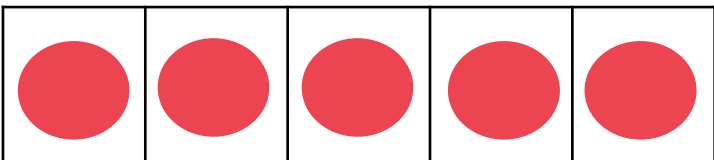
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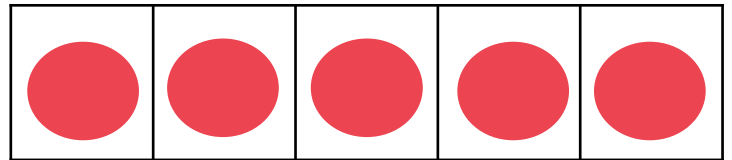
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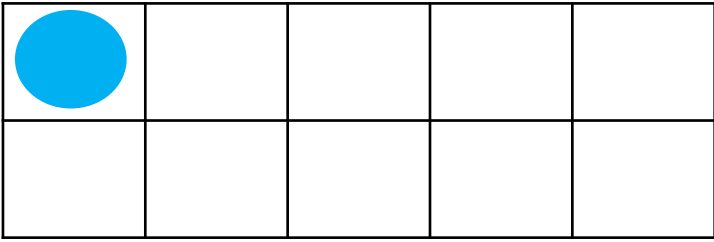
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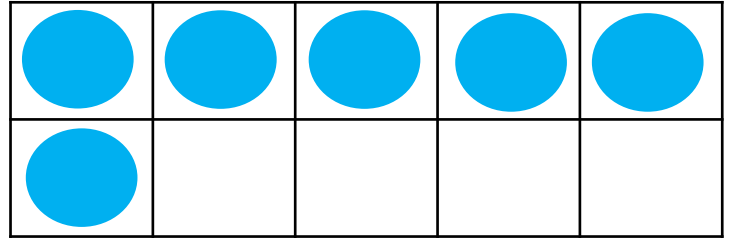
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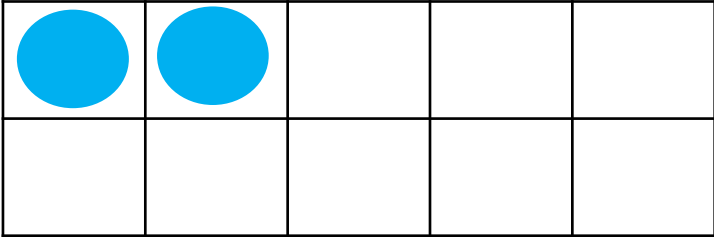
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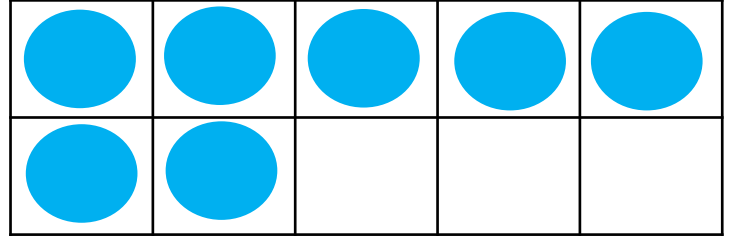
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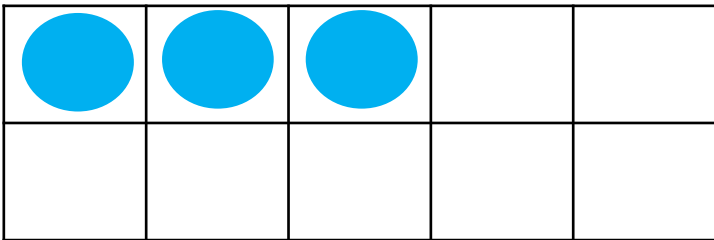
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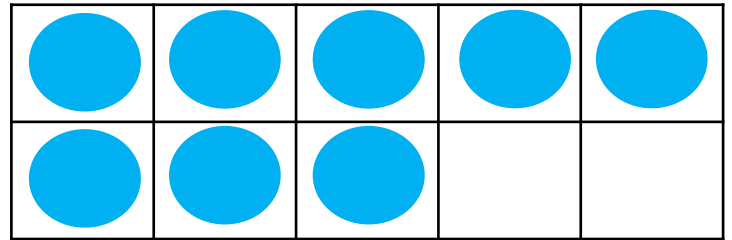
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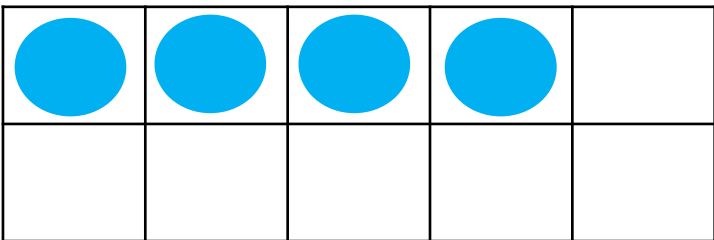
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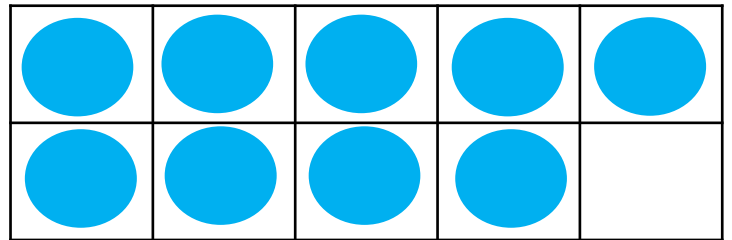
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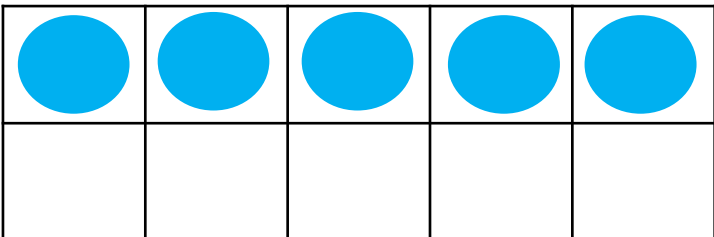
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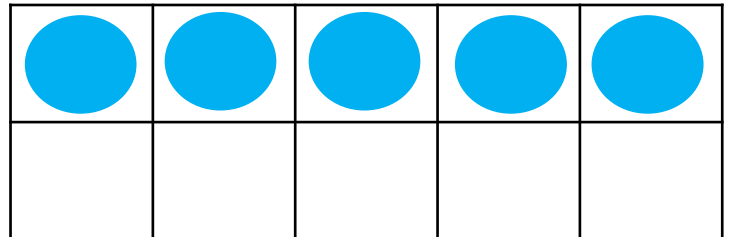
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