

# Hidden Card (X-Ray Vision Game)

Players 2-4    Ages 4+    5-10 min

## GOAL

Children identify the hidden numbers on the face-down cards.

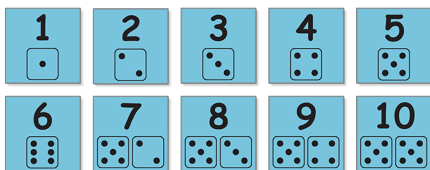
## CARDS TO USE

Start with: 1-5 Count and See Cards

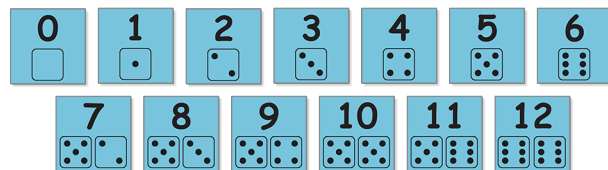


For later games:

1-10 Count and See Cards



0-12 Count and See Cards



## VOCABULARY

In order  
Next to  
Hidden

## QUESTIONS

How did you know what the number on the hidden card was?  
If someone needs help figuring out the hidden card, how could you help them?

## HOW TO PLAY

1. Shuffle the cards.



2. Ask the children to put the cards in order from 1-5.

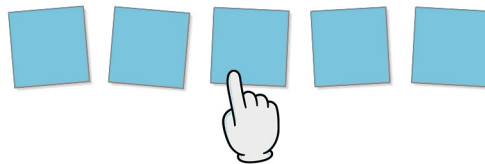


3. While the children are watching, turn the cards face down.



4. Ask one player, "Can you point to a card? I will tell you what number is on the card using my special x-ray vision!"

The child points to one card:



5. Say, "It is 3! Turn the card over to check." The player turns the card over and checks the number.



6. Replace the card on the table face down. Say to the next player, "Now it is your turn to use your x-ray vision. Are you ready?"
7. If they are ready, have children take on the role of identifying the cards that you or other players point to.

## TIPS FOR PLAYING

- A variation of this game is to leave the cards face-up after they have been identified. If a hidden card is to the left of a face-up card, you can ask questions like, "what number comes before three?" or "what number is two less than five?"
- If a hidden card is to the right of a face-up card, encourage children to "count on" from the face-up card to the hidden card. For example, you can count on from the face-up 3 card to the hidden 5 card: "3...4, 5!" Counting on is an important math skill for children to practice.

## WHAT CHILDREN ARE LEARNING

- Notice which strategies children use to identify hidden cards. If a player is unsure of what to do, help them count up from the first card to the hidden card, pointing to each card as they count.
- This game helps children practice three executive function skills: inhibitory control, working memory, and attention shifting. Children must *inhibit* themselves from impulsively turning the cards over. They use their *working memory* to sort the cards into the correct order to begin with, and they remember that order throughout the game. *Attention shifting* is practiced when children switch between the role of the card selector to the role of the card identifier.
- For more information on math and executive function, check out this article: [Double Impact: Mathematics and Executive Function](#).

## MATH TOPICS

Number: Counting and Cardinality

## VIDEO



### Watch Game Video

View the QR code in your smartphone's camera app or QR code reader to watch a video that shows how to play Hidden Card.