

Cassino

YM | YOUNG
MATHEMATICIANS

Players 2–4 Ages 4+ 5–15 min

GOAL

Capture cards from the center of the table either by matching or by combining and adding up cards to make a match.

MATERIALS

Deck of cards



VOCABULARY

Match

Add up

QUESTIONS

Do you see any cards that match?

Can you find a way to make a number by adding two cards together?

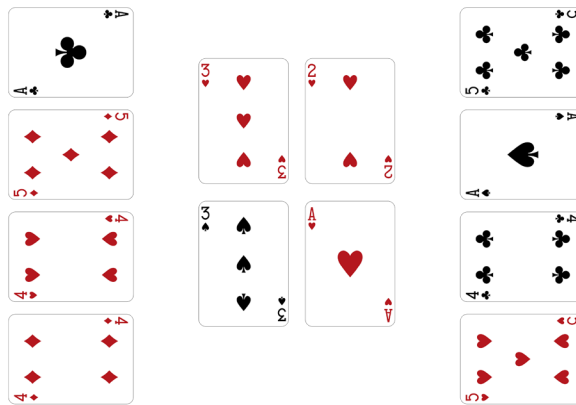
What was the best move you made so far? Why?

HOW TO PLAY

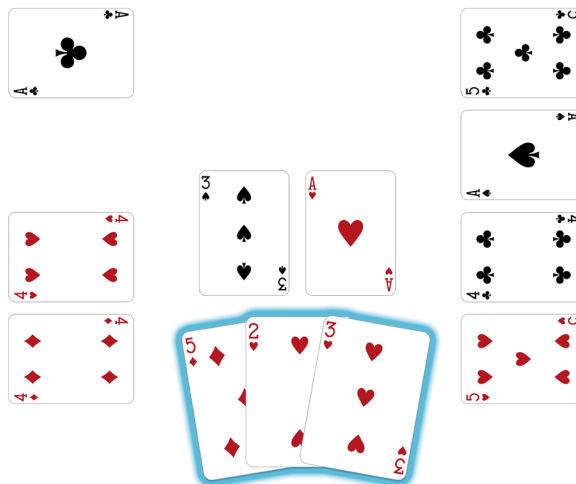
1. First, let children get familiar with the deck of cards. Let them explore the deck and talk about the different numbers and symbols.
2. Choose whether to play the **Beginner Version** with only the Ace–5 cards or the **Advanced Version** with the Ace–10 cards.

Beginner Version

1. Make a pile of the Aces, 2s, 3s, 4s, and 5s from your deck.
These will be the cards we use to play. Aces will count as 1s.
2. Shuffle the deck and deal 4 cards face-down to each player.
3. Place 4 more cards from the deck face-up in the middle of the table.
4. Normally players do not show each other their cards, but with children, you may want to play with the cards face-up. Here is what the cards might look like at the beginning of a game:



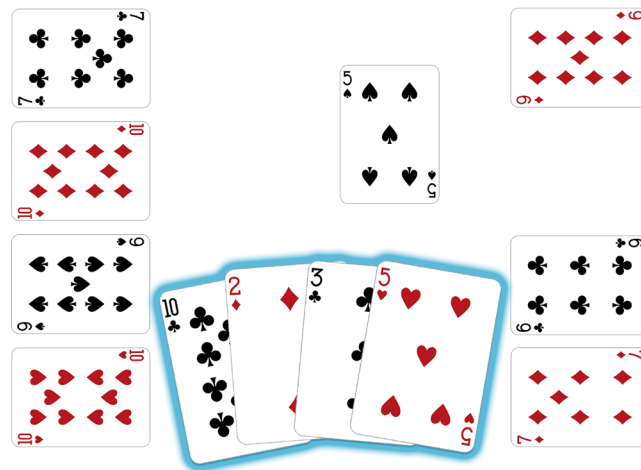
5. On your turn, try to match a card from your hand with one of the face-up cards in the center of the table. If you can make a match, “capture” the card from the middle, and place both cards next to you face-down.
6. You can also capture cards from the middle that together **add up** to a card in your hand. For example, if you have a 5, you could capture a 2 and a 3 from the middle since $2 + 3 = 5$.



7. Whenever nobody can make a match, add cards to the middle until there are four again.
8. The game ends when all the cards have been captured or nobody can capture any more cards. Count the number of captured cards, and whoever has the most wins!

Advanced Version

1. Separate the Ace–5 cards and the 6–10 cards into two separate piles. The Ace–5 cards will be for the middle and the 6–10 cards will be for the players. Shuffle both piles.
2. Deal four cards from the 6–10 pile face-down to each player.
3. Deal four cards from the Ace–5 pile face-up to the middle of the table.
4. To make matches, players will need to find cards in the middle that **add up** to one of their cards. For example, if a player holds a 10, that player could take a 2, 3, and 5 from the center because $2 + 3 + 5 = 10$.



This version of the game really emphasizes addition because players have to combine numbers on every turn.

5. Whenever nobody can make a match, deal cards to the middle until there are four again.
6. As in the Beginner Version, whoever captures the most cards wins.

TIPS FOR PLAYING

- To win the game, players will want to capture as many cards as possible at a time. This means children will practice adding several numbers at once as they get more comfortable with playing.
- For the Advanced Version, you can add Ace–5 cards from another deck to have enough cards to make a lot of matches.

WHAT CHILDREN ARE LEARNING

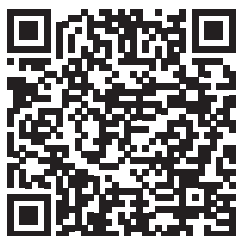
- At first, children may just be practicing identifying the numbers on the cards and matching that number to a card on the table. You can help them by saying the name of the number.
- Children are also starting to think about strategy and probability. They will learn that adding two cards together will get them more points at the end of the game than just matching and picking up one card.
- When children are ready to practice addition, they can play the advanced version and explore different ways that smaller numbers can be combined to make larger numbers. For example, 4 and 4 make 8, and 2, 2, and 4 also make 8.

MATH TOPICS

Number: Counting and Cardinality

Number: Operations

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 *Cassino*.