

Hit (Grades 5 - 8)

Players: Groups of two or more

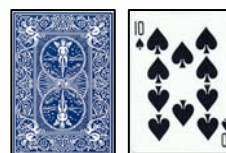
Materials: Deck of cards with face cards removed

Skill: Number recognition, addition, subtraction, multiplication, positive integers, negative integers, and mathematical reasoning

How to Play: Black cards are positive numbers; red cards are negative numbers. For each player, turn one card face down and one card face up. Everyone can see the face-up card, but only the player gets to look at his/her face-down card (until the end of the game, when all cards are revealed). The goal of the game is to get as close to zero as possible.

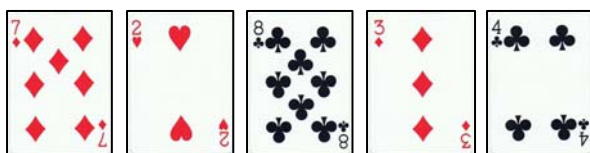


Player 1



Player 2

Each player adds his/her cards together in their head. Then he/she may ask for up to 5 “hits,” or extra cards, that are dealt face up, for a maximum of 7 cards total.



Player 1: asked for 3 hits, total is 0
 $-7 + -2 = -9 + 8 = -1 + -3 = -4 + 4 = 0$



Player 2: asked for 1 hit, total is 2
 $10 + -1 = 9 + -7 = 2$

Player 1 is closest to zero, so they win that round.

When everyone is done asking for hits, all cards are turned face up. Whatever each player's cards add up to is his/her score, and whoever scores closest to zero when all of the cards are revealed wins that round and becomes the dealer for the next round.