

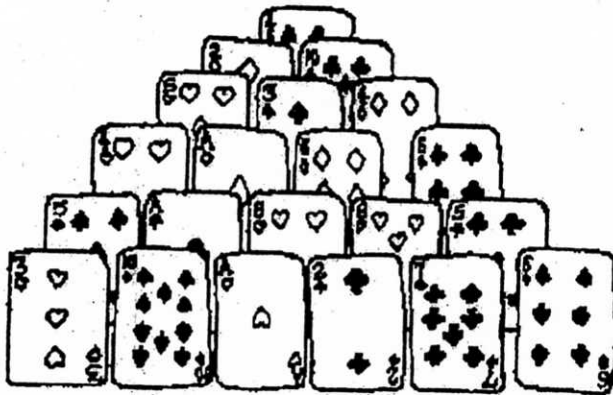
Pyramid

(a solitaire game)

What you need:

deck of cards for each player

Shuffle cards and arrange 21 of the cards in a six-row pyramid, like this:



Each row of the pyramid overlaps the preceding row.

Put the remaining 23 cards in a pile face-down beside you.

The goal is to remove as many cards from the pyramid as possible. Two prerequisites must be met before removing a card:

1. First, a card must be fully exposed (both corners are uncovered). When the game begins, only the six cards in the the bottom row meet this requirement.
2. Second, you can only remove cards that, when added together, equal ten.

In the pyramid on the previous page, you can take out two cards - the 7 and the 3. The 10 cannot be taken off unless there is a 0 to go with it. After taking the 7 and 3 off the pyramid, there are now only 4 cards which are fully exposed, and none of them combine to equal 10. Therefore, you can't remove any other cards.

The game isn't over, though. You have 23 cards which were not used in the pyramid. You turn these cards over, one at a time. When you turn a card over, you can use it to match any exposed card in the pyramid.

The game ends when you have turned over all 23 cards that were not a part of the original pyramid. Your score is the number of cards remaining in the pyramid. The smaller, the better.

For a change of pace, or when you think the children know their combinations of 10, try to make 9. Make sure to take the 10s out of the deck. Then switch the goal to eight. This time, because the deck is reduced quite a bit in size, you need to make a smaller pyramid. When going for eight, play with a five-row rather than a six-row pyramid.

In order to guarantee that Pyramid will be fun and not a chore when the students are first learning this game, work together to brainstorm and list all the addends that will equal 10 ($10+0$, $9+1$, $8+2$, etc.). You will notice that the students will quickly learn these combinations by heart and will not need the list.

Every time a new card is exposed, ask what number is needed to make a match. Always go back to the remaining exposed cards in the pyramid and ask what numbers they are hoping will be turned over from the pile.