# Memory Sums (Grades 1-3, Addition to 18)

This is a math-based variation on the game “Concentration,” testing memory and addition skills!

Number of players: Two

What you need:

* A regular deck of cards with kings, jacks, and jokers removed, with the aces used for the number 1 and queens used for the number 0
* Large flat surface (for example, a table or section of the floor)

How to play:

1. Choose a number between 4 and 18. This is your target number.
2. Go through the deck and pull out all the cards that could add up to the target number (in pairs).
* For example, if you chose 7 as your target number, you would pull out aces (for 1) and 6s, 2s and 5s, 3s and 4s, and queens (for 0) and 7s.
1. Shuffle the cards you pulled out of the deck, then lay them out face-down in a grid pattern on a flat surface, so each card has its own position on the grid.
2. The players take turns turning over two cards. If the two cards add up to the target number, the player keeps those two cards as a completed “book.” If the two cards don’t add up to the target number, they’re put back where they were, face down. Either way, after turning over two cards, the player’s turn is done.
3. Play continues until all of the cards from the grid have been matched up with other cards to add up to the target number. The player with the largest number of completed books wins.

Variation: If a player successfully makes a book, he or she gets to turn over another two cards. The player’s turn continues until he or she turns over two cards that don’t make a book.

