

**Name:** Making Tens Go Fish

**Players:** 2 or more

**Need:** Cards 1 to 10 (Ace=1)

**Purpose:** To practice combinations that equal 10

**To play:** Each player begins with 7 cards. If cards in the player's hand equal 10, then they can set it down as a match.

Players take turns asking each other for the addend that would equal 10. For example, if a player had a 4 in their hand, they would ask, "Do you have a 6?" If the opponent does not have a 6, they would respond by saying, "No, go fish". The asking player would then have to pick up a card from the deck. Should a player happen to pick up a card that was a match with an existing card, they can place it down as a match.