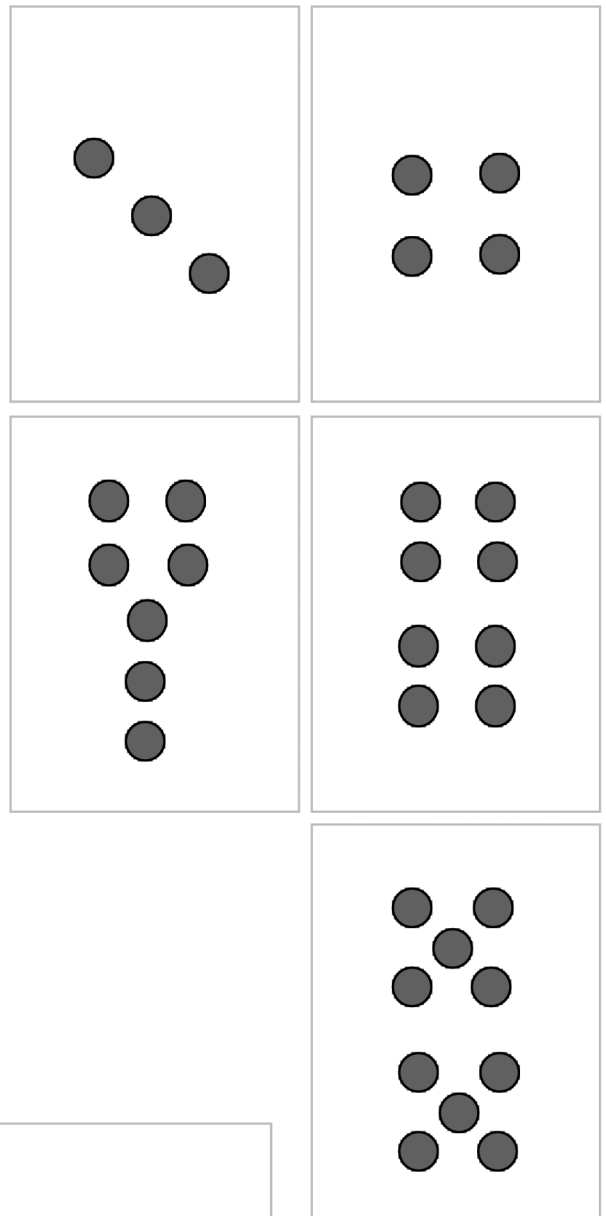
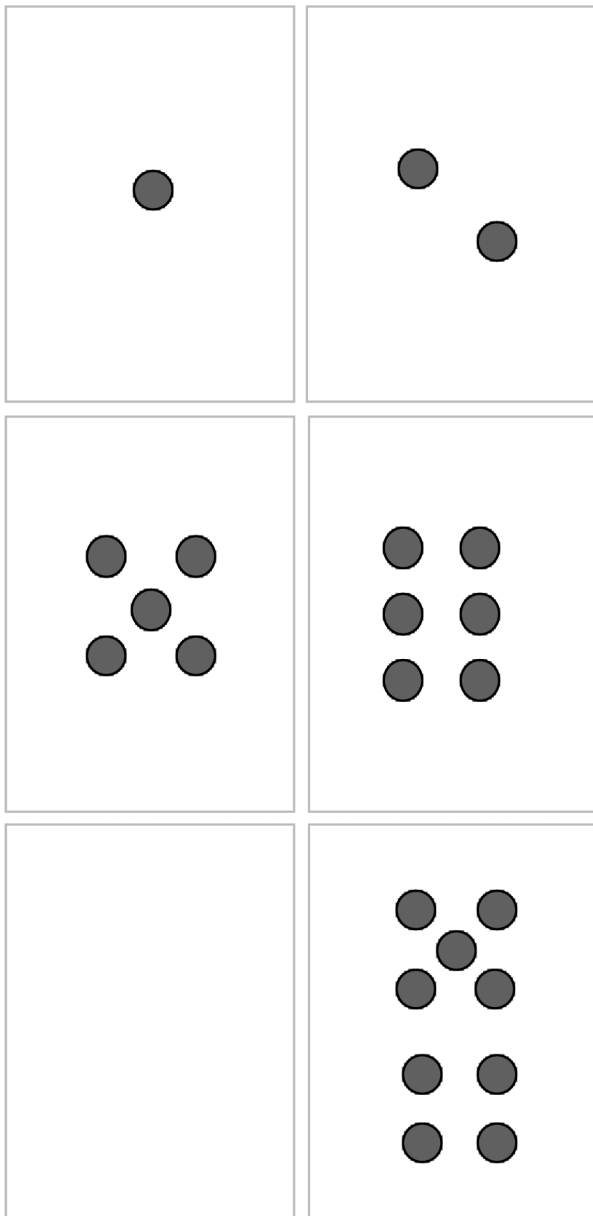


DOT-PATTERN CARDS AND BOX

Enlarge as required. Make 4 sets of cards for each box. Zero is optional.



DOT-PATTERN

NUMBER CARDS

40 cards: four each of the numbers 1 to 10.

Game 1: (For 2/3 + players)
 Shuffle the cards. Guess which number will come up most often in the first 20 cards dealt. As each card is turned over, keep a tally score of the numbers that are dealt. If your guess has most tallies, you win a token. The winner has the most tokens after five rounds.

Game 2: LOTTO (For 2/3 + players)
 Each player lays out 6 pattern cards, showing each of the numbers 6-10. Use a die showing the numbers 6-10 (adapt one with sticky labels or use a spinner). Each player takes turns to throw the die and then turn over the matching card. The first player to get four cards in a row turned over, wins the round.

Game 3: CARD WARS (For 2 players)
 Share the shuffled pack between both players, face down. Players turn over the top card at the same time and call out the number shown. The player with the higher number takes both cards and sets them aside. If both cards are the same, they stay on the table and go to the winner of the next pair. The winner at the end of the game is the player who has won most cards.
Variation: the card with the lower value wins.