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# PACT PROGRESS

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The newsletter of Parents and Children Together



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## Bringing those Numbers to Life!

Here, in Saskatchewan, we like to play card games. When people come to visit we often pull out the "Skip Bo" cards and play a game we call "Hand and Foot". It can get surprisingly rowdy!

- Print and cut out or make a card like the one below for each player. The game rules are on the following page.

### Value of Cards for Hand and Foot

- Cards 1-6 are worth 5 points
- Cards 7-11 are worth 10 points
- Cards 12 and Skip Bo are worth 15 points
- "3"s count as -50 at the end when the points are counted up.
- Skip Bo cards count as -15 at the end when the points are counted up.

I frequently find that my math skills come into play during these game times. We add up our points in "Hand and Foot" and then subtract the points for the cards we have, if any, left in our hand. We do it all in our heads. Keeping track of points in "Scrabble" and "Rummy" is also a great way to sharpen these simple skills.

Applying the concepts our children learn in their mathbooks to the real world and everyday life helps them to understand and take interest in them. Math is only "*boring*" when the numbers on the page don't mean anything to us.

Think of simple ways to bring those numbers on the page to life each day.

- "How many days until your birthday?"
- "How much older are you than your brother?"
- "How many minutes until your favourite show comes on?" ...

## Hand and Foot Card Game

- Swirl the cards into a messy, face down pile in the middle of the table. Each person takes two sets of seven cards - one for their "hand" and one for their "foot". Keep aside the "foot" cards (sit on them or whatever you like). The "hand" cards you can look at. Choose teams, you can later play off the cards of your team member(s).
- Player One turns over a card in the centre for the person to his left (Player Two) who then starts the game by picking up two cards - either the one in the centre and another or two other cards. (Players One and Two change each game, rotating clockwise. So, Player Two will become Player One in the next game and the player to his left will become Player Two.) Player Two then discards a card, (usually a "3" if he has one).
- Player Three then plays his turn. He must pick up at least two cards. He can pick up the discard pile but must pick up all of it if there are less than five cards in it or pick up the most recently discarded five cards if there are more than five cards in it. Player Three then discards one card.
- Player Four takes his turn and play repeats like this until 75 points worth of cards can be put down. Cards are put down in sets of three or sets of two cards and one Skip Bo (wild) card.
- "3" cards cannot be put down in sets, they can only be discarded. Skip Bo cards cannot be put down in sets.
- Once you have put down your 75 points you can add single cards to your sets during your turn. Once another player on your team has put down their 75 points you can also put down your cards on their sets. Ideally, between or among you, you will have all of the numbers down in sets (except for "3s").
- Pick up two cards, play what you can, discard one card. Do this until you have played your entire "hand", then pick up your "foot". Play in the same manner until you have played all the cards in your "foot". The game is finished when all members of one team have played all of their cards. The points are then added up. If any cards remain in your hand at the end of the game, subtract that amount.

A letter from our Founder and Director, Hellen Codling:

## The Treat Spot



Many children say it, have you heard your child ask it? "When will I ever need math besides in school?" I found myself using the math skills I had learned in school as a child when I volunteered to help in the "Treat Spot" here at Arlington Beach Camp. It was my job to help keep track of the purchases as campers, cabin owners, and guests visited the store to buy candy and other treats, and mini golf games.

It was fun to watch the campers count candies into paper bags and choose other treats to use up the \$2.00 allowance they were allowed to spend each day. It was difficult for some children to decide what they wanted. For others it was easy to choose from the icecream or pop cooler, or from the candy shelves. Some children would save some of their allotted money for the next day so that they would have enough money for a cold cappuccino which cost \$2.25 or to buy an Arlington Beach water bottle for \$2.95. Some children would give some of their money to a favourite counselor or friend. It was definitely a good application of math skills as we added the costs of their treats and copied the amounts on the record sheet.

The smiles on the children's faces as they went out the door showed that visiting the Treat Spot was one of their favourite activities of the day!

How much did I spend? What is my change if I am allowed to spend \$2.00 a day at the Treat Spot?

Day One: 1 bottled pop, 5 candies, 1 licorice

Day Two: 2 freezies, 5 candies

Day Three: 1 slushie 1 icecream cup, 8 candies

Day Four: 1 bag of chips, 1 freezie

Day Five: 1 cappuccino, 1 licorice

Make your own list, add up the costs, find the change.



<b>candies</b>	<b>\$ .05</b>
<b>licorice</b>	<b>\$ .25</b>
<b>bag of chips</b>	<b>\$ 1.00</b>
<b>chocolate bars</b>	<b>\$ 1.00</b>
<b>ice cream bars</b>	<b>\$ 1.00</b>
<b>ice cream cups</b>	<b>\$ .60</b>
<b>freezies</b>	<b>\$ .50</b>
<b>slushies</b>	<b>\$ 1.75</b>
<b>milkshakes</b>	<b>\$ 1.75</b>
<b>cappucino</b>	<b>\$ 2.25</b>
<b>canned pop</b>	<b>\$ 1.00</b>
<b>bottled pop</b>	<b>\$ 1.50</b>
<b>bottled water</b>	<b>\$ 1.00</b>
<b>water bottle</b>	<b>\$ 2.95</b>

*100 % Mastery is the Key!*

