

Sevens

Zeno Play Math Cardpack Expansion Game

Skill Range: K and Above

Math Skills

Reinforced: Number Sense, Addition, Number order

Players: 3 - 5 Players

Cards Used: Ace - 10 Ace = 1

Setup: If there are 4 or 5 players, deal out the full deck. Whoever has the seven of clubs places it on the table face up and play continues to the left. If there are 3 players, the dealer removes a seven from the deck prior to dealing and places it face up on the center of the table. Then the remainder of the deck is dealt out evenly. For scoring purposes, Aces are worth 15 points; 2 - 8 cards are worth 5 points; 9 and 10 cards are worth 10 points.

To Play: The first player to discard all of their cards is the winner of the round. Players have several choices on their turn. They can "build" on any seven chain currently on the table; they can begin a new seven chain by placing a seven of a different suit on the table or if they have no playable cards they must knock. A seven chain is built by adding numbers of the same suit in sequence to the seven chain on the table. Only one card can be placed during a turn. Example: the first player places a seven of hearts face up on the table. The second player can place a six or eight of hearts on either side of the seven building the chain in either direction. OR they can start a new seven chain by placing a seven of a different suit face up in the center of play. If neither of these plays are possible the player must knock (knock on the table). When a player knocks, the remaining players each present a card facedown to the knocking player. If the knocking player guesses the card they have offered, the presenting player must keep it. If the knocking player guesses incorrectly, then the knocker keeps the card. The round is over when a player has no more cards in their hand. The player who goes out receives a score of zero. The remaining players sum their cards and that is their score for the round. Players may play multiple rounds and keep a running score.

Variations: For younger students, use cards Ace - 6 with the three being the "center card." The scoring values are their face value.

