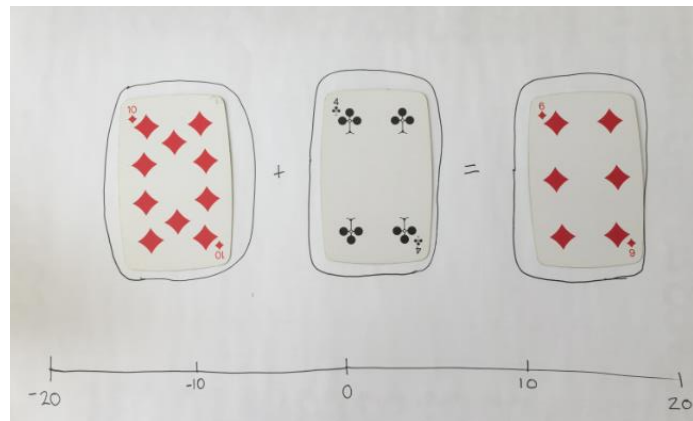


Integers Card Game

This new card game is to practise adding and subtracting integers (positive and negative numbers). It's great practising this way, instead of just working out problems with paper and pencil. The red cards are negative and the black are positive.



Each player starts with 6 cards, drawing one at the beginning of their turn and discarding one at the end. The goal is to play pairs that equal 6 or -6. The person playing 3 pairs first wins. They may need a 'jottings' sheet to help them make 6 or -6 as seen below.



Twist: the person who gets three pairs stops the game. Then, all the players add the absolute value of their cards to get a score. The winner has to have the lowest total score at the end of the game. Does it matter which order they add the cards in?