Treasure Hunt Directions – skip counting

Purpose

Practice skip counting sequences

Making the deck

Determine your sequence, and make cards for the first ten multiples of your number. Make each row with a different color marker, or a different font. Make 12 treasure cards.

Setting up the game

Shuffle the cards. Place the start cards (cards with the lowest number) face up. Place all other cards face down in rows beside the start cards. There should be 10 cards in each row, including the starting card. Place the remaining cards face down in a stack. This will be the draw pile. (Make sure there are no treasure cards in the draw pile; if there are, trade them out for number cards from the cards in the rows.)

Playing the game

Player 1 turns over the top card in the draw pile, determines which space it belongs in, removes the card in that space, and places their card there. They then pass the card they picked up to the next player. Player 2 places the new card, and passes the picked-up card to Player 1. When a player picks up a treasure card, the next player begins their turn by taking a card from the draw pile. Play continues until all cards have been turned face-up and placed in their positions. Players count their treasure cards to see who has the most treasures.

Notes

- All 3 rows can be the same counting sequence or you can make your own cards so each row has a different sequence
- If using different counting sequences, you can color-code the rows (easier) or make all the numbers the same color (harder)
- Game can be played to develop backwards counting: start with the highest numbers turned face-up and placed at the ends of the rows instead of at the beginning.





