Math Number Fluency Practice: ELEVATOR (number order practice for grades 1-2)

Players: groups of 2-5

Materials: regular deck of cards, no jokers, Ace = 1, Jack = 11, Queen = 12, King = 13

How to Play: Shuffle the cards. Each player is dealt four cards face up. The remaining cards are placed in a pile in the center of the table.



The goal of the game is to be the first player to arrange the cards in either ascending (least to greatest) or descending (greatest to least) order. The cards do not have to be in consecutive order (i.e. 4, 5, 6, 7), but for example could be 2, 5, 7, J(11). *Cards may NOT be rearranged, only exchanged.*

Starting with Player 1, each player may exchange one of his/her cards for one from the top of the deck. The card exchanged is placed back at the bottom of the deck in the center. Players alternate turns.

The first person to get all four cards in ascending order gets 1 point. First player to 5 points is the winner. Then play again for descending order.

