



“Toss It 10!”

Number of Players: 2 – 3

Materials: Deck of “Toss It 10” cards

Objective: The objective is to place the numerals (or images) from 1-10 in sequence a ten frame formation.

Set Up: Set aside the *game contents* and *link to directions* cards. Shuffle cards and deal 10 cards face down to each player. Without looking at the cards, each player arranges their ten cards in a ten frame formation (2 x 5 array). Place the remaining cards in the center to create the draw pile. Turn the top card face up to create the discard pile.

Directions:

- The first player selects a card from either the draw or the discard pile and places it in the appropriate sequential position in their ten frame formation. This card replaces the face down card. A wild card can be used in any position.
- The first player continues to play until they have exhausted all possible moves. When this occurs, the unusable card goes in the discard pile and it is the next player's turn.
- Players continue taking turns trying to complete their ten frame sequence.
- Once the draw pile is used up, players can choose a face down card from their array and continue the play. The empty space must be filled in later for a sequence to be complete.
- If a player draws a “Toss It” card, they place it in the discard pile, call out “Toss It,” and it is the next player's turn.
- The first player to have all ten cards in sequence is the winner.
- If a player makes a mistake, they place the card in the discard pile and lose a turn.

Model of Ten Frame Sequence

Top Row	1	2	3	4	5
Bottom Row	6	7	8	9	10