r-rateriting bortas		
0 + 10	1 + 9	2 + 8
3 + 7	4 + 6	5 + 5
6 + 4	7 + 3	8 + 2
9 + 1	10 + 0	0 + 9
1 + 8	2 + 7	3 + 6

4 + 5	5 + 4	6 + 3
7 + 2	8 + 1	9 + 0
0 + 8	1 + 7	2 + 6
3 + 5	4 + 4	5 + 3
6 + 2	7 + 1	8 + 0

r racerting bortas		
0 + 7	1 + 6	2 + 5
3 + 4	4 + 3	5 + 2
6 + 1	7 + 0	0 + 6
1 + 5	2 + 4	3 + 3
4 + 2	5 + 1	6 + 0

. rateriary 5 5 rtas		
0 + 5	1 + 4	2 + 3
3 + 2	4 + 1	5 + 0
0 + 4	1 + 3	2 + 2
3 + 1	4 + 0	0 + 3
1 + 2	2 + 1	3 + 0

Teacher notes

GAME 1: MATCH BONDS

- Players pick two cards at random.
- If they find a matching bond, they keep the cards and take another turn. For example, 5 + 4 and 3 + 6 both equal 9 so are matching bonds.
- The winner is the player with the most cards.

GAME 2: SNAP

- Players share cards equally.
- Players place one card in the middle of the pile.
- If players see a matching bond, they shout 'snap' and take the pile of cards in the middle. For example, 5 + 4 and 3 + 6 both equal 9 so are matching bonds.
- The winner is the player with the most cards when all cards have been played.

GAME 3: MEMORY PAIRS

- Players place all cards face-down.
- They must reveal two cards at a time. If a matching bond is revealed they keep the pair.
- The winner is the player with the most cards.