

EACH CARD IN ITS PLACE-1

You have 6 cards at your disposal. In some of them it is written a number and in some others there is a drawing of several objects; in those cases, in order to know which number represents a card, you will have to count the objects drawn. You will soon notice that the six cards correspond to the six first even numbers. **Which are they? Do we remember them?**

Once you have identified the number of each card, **you will place them on the game board ordered from the lowest to the highest**. Once done, pay attention to **the place occupied by each card**, since that could be the key of the game onwards.

Now, we remove the cards from the game board, we turn them down, we shuffle them properly and we place them next to the board, in a pile. Then, one of the players, takes a card from the pile, he turns it down and once he has seen the number, **he has to put it in its exact place in the board**. Now the second player has to do the same, and lastly, the third one, and so on, **until all the cards are perfectly placed on the board**. If someone **makes a mistake** in his turn, **he scores a point and the game starts again**. The game **is over** when you can finish **three plays without mistakes**. **The winner will be the player with the lowest score**.

✍ Some things to bear in mind:

- ✍ If you all agree, **you can correct the position of the last placed card** on the board. If there is no agreement, the teacher must decide.*
- ✍ Each team must play, at least, three plays without mistakes and a different child must start in each play.*
- ✍ There are three versions of this game, different in the representation of the different numbers; it is advisable that the teams exchange the set of cards.*

YOU WILL NEED (EACH TEAM):

A set of cards, a board (laminated sheet) to place them and a blank sheet to record the score.

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