Make 10 Go Fish

Materials: standard deck of cards (remove the tens, jacks, queens, kings, and jokers)

1. Shuffle the cards and each player is dealt 5 cards.
2. The rest of the remaining cards are laid face down, in the play area, to resemble “fish” in the “lake”.
3. Players organize their cards and look for pairs of cards that make 10. If the player is dealt a pair of cards that make 10, they place them face up in their own personal pile. They then pick up 2 more cards from the “lake” so that all players begin with 5 cards.
4. Example of play: Player 1 asks Player 2 for a card that they need to make 10, e.g. Player 1 with a 6 asks for a 4. If Player 2 has a 4, they give it to Player 1. Player 1 then shows the other players their pair that makes 10 and then places the cards in their personal pile. If Player 2 does not have a 4, Player 1 picks up a card from the lake. If the new card can make a 10 with a card in their hand, they place the new 10 in the personal pile.
5. Next player takes a turn.
6. Play continues until one player is out of cards. Winner is the player with the most 10s in their personal pile.