



## Crazy Twos

### Purpose:

You can help your child to count in twos.

### What you need:

A pack of cards with picture cards and jokers removed. (Ace =1)

### What to do:

Deal each player 6 cards.

The other cards are placed face down in a pile.

The player to the left of the dealer places a card from their hand face up on the table.

Players take turns to place a card that is 2 greater than the card turned up. e.g If a 5 was turned up then a 7 is needed to have a turn. If the player can't place a card he/she has to pick up a card from the deck. If that card can be placed the player can put it on the pile.

When either a 9 or a 10 is placed on the pile, the next player starts the sequence again by placing any card they choose.

The winner is the first player to get rid of their cards.

### What to expect your child to do:

Be able to count in twos from odd or even numbers to 10.

### He Kupu Māori

card	kāri
pile of cards	putunga kāri
two bigger than	e rua te rahinga ake

### He Whakawhitinga Kōrero:

- Tohaina kia ono ngā kāri ki ia kaitākaro. (*Deal out six cards to each player.*)
- Ko koe te tuatahi. Whakatakotoria tētahi kāri, ko tōna mata ki runga. (*You go first. Put down a card, face up.*)
- Kei a koe ināianei. Kei a koe te kāri e rua te rahinga ake i tērā? (*Your turn now. Have you got a card that is two greater than that one?*)
- He aha te tau e rua te rahinga ake i tērā? (*What number is two greater than that one?*)
- Kāore i a koe te kāri e rua te rahinga ake? Me tango ake tētahi anō kāri. (*You haven't got the card which is two greater? You need to pick up another card.*)
- Kua tae atu ki te [iwa/tekau]. Me tīmata anō. Māu e whakatakoto tētahi kāri. (*We've got up to [nine/ten]. We need to start again. You place down another card.*)
- Kua pau aku kāri katoa. Ko au te toa! (*My cards are all gone. I'm the winner!*)