

Pesca de Haz Diez

Objetivo del Juego

Hacer 10 con tantos pares de cartas como sea posible.



Materiales

Una baraja de cartas con las cartas de monos o corte , dieces, y jokers eliminados o baraja con marcos para diez (adjunto)

Conceptos Matemáticos

- Construye fluidez con modos para hacer diez

Como Jugar

1. Cada jugador recibe 5 cartas.
2. Cada jugador busca cartas en su mano para hacer 10. Los jugadores bajan pares de cartas que suman 10.
3. Los jugadores toman turnos pidiendo una carta que hará 10 con alguna carta en su mano.
4. Si el jugador consigue la carta que pidió, baja el par que hace 10.
5. Si el jugador no consigue la carta que pidió, el jugador debe “pescar” y tomar la carta superior de la baraja.
6. Si una carta nueva hace un diez con una carta en la mano del jugador, baja el par de cartas.
7. Si un jugador se queda sin cartas, toma 2 cartas de la parte de arriba de la baraja.
8. El turno de un jugador termina cuando no puede hacer más pares que formen 10.
9. El juego termina cuando no hay más cartas.
10. El jugador con los más pares de diez gana.

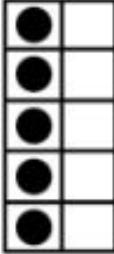
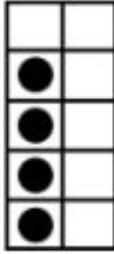
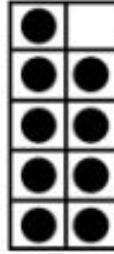
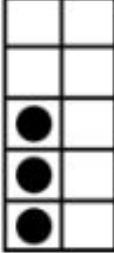
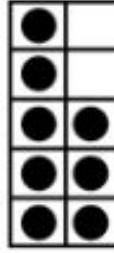
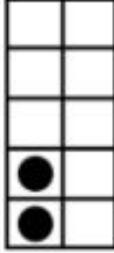
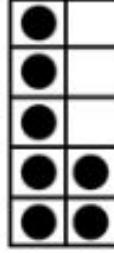
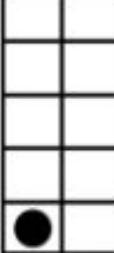
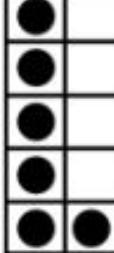
Plática Matemática

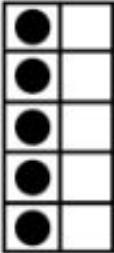
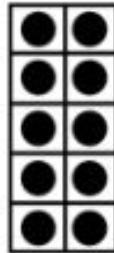
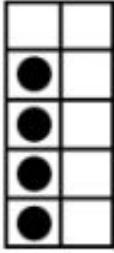
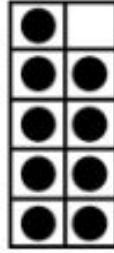
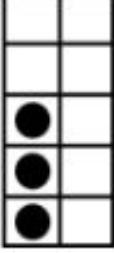
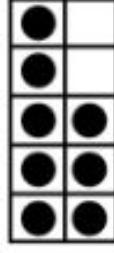
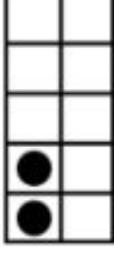
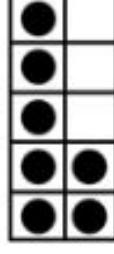
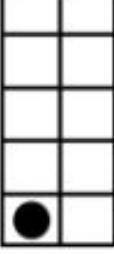
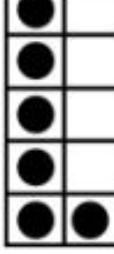
Tengo un _____. ¿Tienes un ____?

____ más ____ es igual a 10.

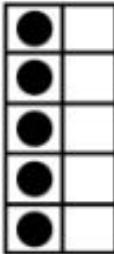
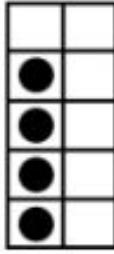
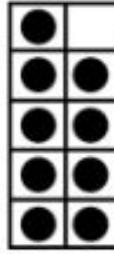
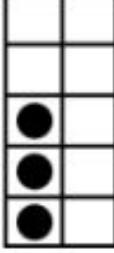
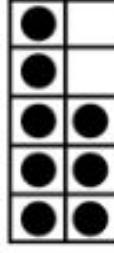
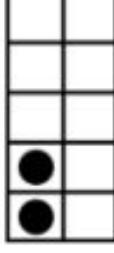
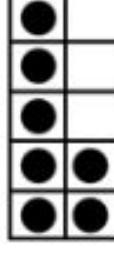
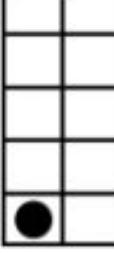
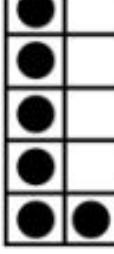
____ más ____ es lo mismo que 10.



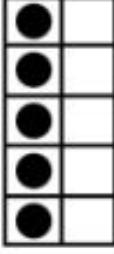
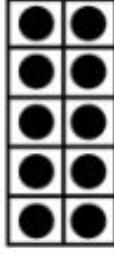
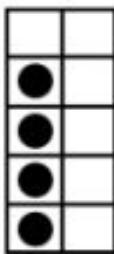
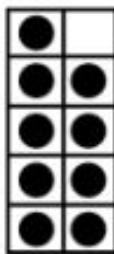
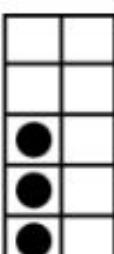
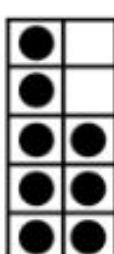
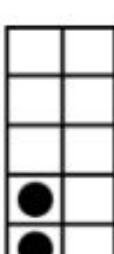
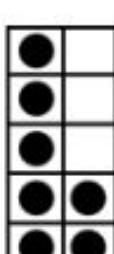
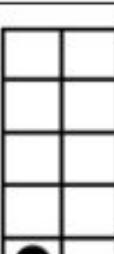
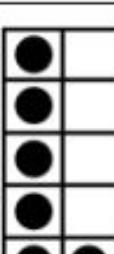
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