

ROWCO

Learning Objective: Use knowledge of number facts to find the total value of the cards collected.

Intended Outcome: Using and explaining strategies, such as making tens or skip counting, to find the total value of the cards collected.

Game Objective: To collect a higher total than your opponent.

Materials:

- A pack of cards (with face cards removed)
- One Joker card

Summary:

- This game is played with two players.
- Cards are set up in a 5×5 grid with the Joker card in the middle.
- Players take turns at selecting a card (following the instructions).
- The player with the highest overall total at the end of the game is the winner.

Variation:

For more of a challenge, use the black cards as positive values and the red cards as negative values. The object is still to collect a higher total than your opponent.

Detailed instructions can be found below.

ROWCO

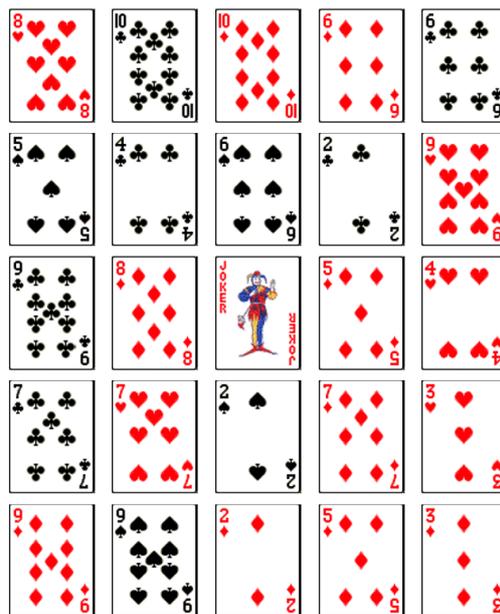
At a recent CHOOSEMATHS Family Night parents and students were introduced to an engaging addition game called ROWCO. Players quickly picked up the rules and soon the challenge was on to develop a winning strategy to ensure they were the “top” player in their family.

The game, ROWCO, has been adapted from the original game created by mathematics educator Dr Paul Swan. The game can be played with a regular deck of cards and requires its players to take turns at collecting cards with the aim of getting a higher total than your opponent.

Instructions:

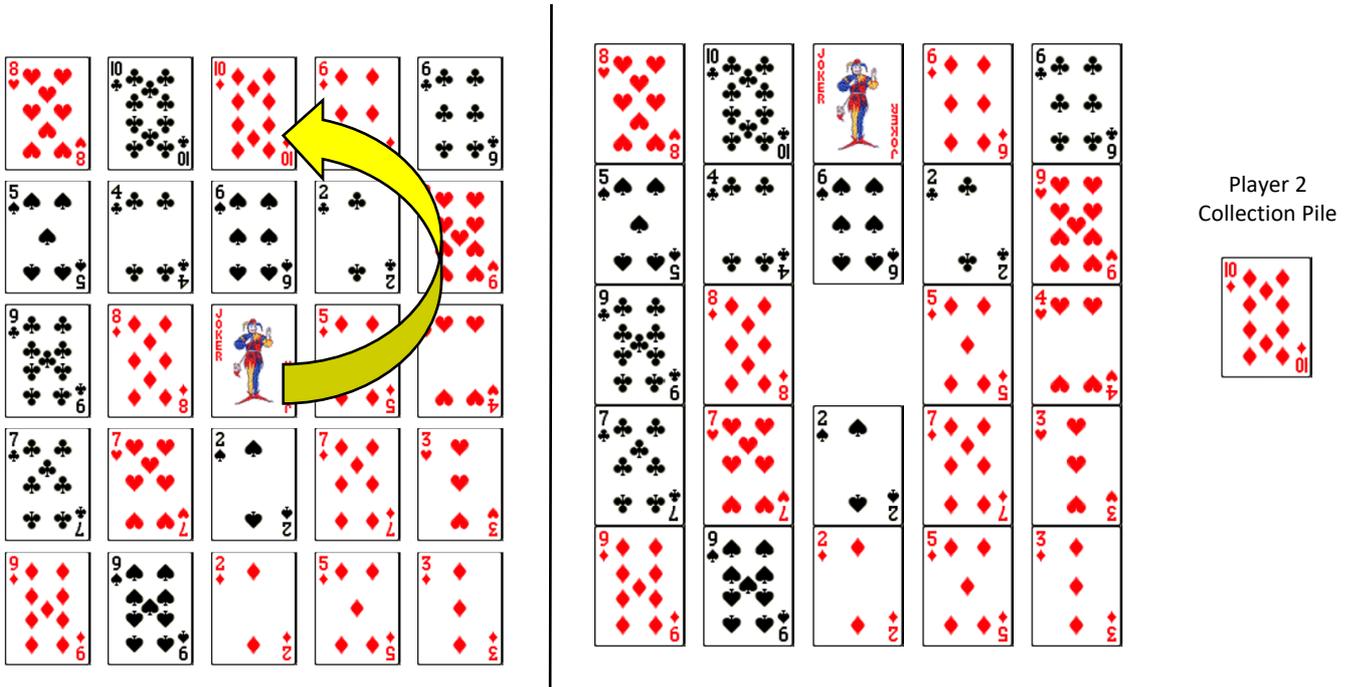
The object of this game is to collect a higher total than your opponent.

Remove the picture cards from the deck and place the remaining cards in a 5 x 5 grid with the Joker in the centre (Aces will have a value of one).



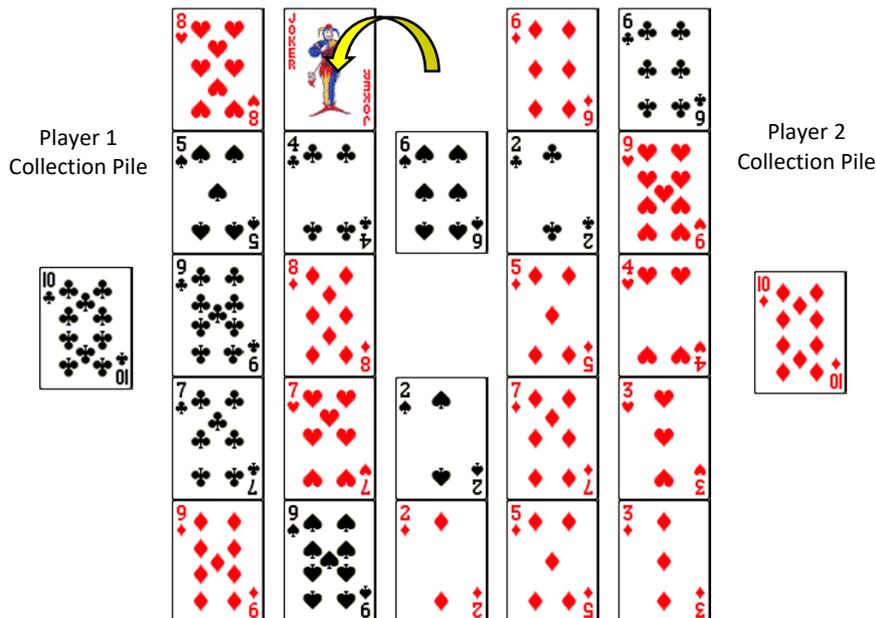
Player 1 chooses whether they want to be Rows or Columns, here Player 1 has chosen Rows.

Player 2 will play as Columns – they begin by moving the Joker from the centre and selecting the 10 of Diamonds which is the highest card in the Joker's Column.



Player 2 then places the 10 of Diamonds in their pile and leaves the Joker in the now empty space.

Player 1 will now move the Joker to the highest remaining card in this Row – here it will be the 10 of Clubs, which they will place in their collection pile.



Play continues until players are unable to choose from the row or column that contains the Joker.

Players then add up the cards in their collection pile.

The winner is the player with the highest total.

Further Information:

To purchase a set of the cards, visit the MAVshop website

<https://shop.mav.vic.edu.au/products/rowco-card-game>

To find information about other games by Dr. Paul Swan, visit

<http://www.drpaulswan.com.au/>