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DOUBLE TROUBLE



Equipment:

One deck of standard playing cards and a stopwatch.

Objective:

To turn over all the cards as quickly as possible while completing addition or subtraction facts and exercises.

To Begin:

- ♠ Remove all face cards (kings, queens, and jacks) from the deck.
- ♠ Divide the remaining 40 cards into two stacks of 20. *One stack has all black cards and the other stack has all red cards.*
- ♠ Shuffle each stack.
- ♠ Place each stack of 20 cards face down in front of you.

Game Play:

- ♦ Choose to do either **addition** or **subtraction** prior to each round.
- ♦ Turn over one card from each stack.
- ♦ Add the numbers together (during subtraction round, subtract the lower number from the higher number).
- ♦ **If Correct Answer** – Each card is placed faceup beside the stack from which it came (black next to the black stack and red next to the red stack). **If Incorrect Answer** – Return each card to the bottom of its original stack. You will get another chance to earn them.
- ♣ **Double Trouble** - Anytime you turn over doubles, complete the exercise assigned to the card. Therefore, if you turn over two aces, complete two push-ups before turning over the next cards. The doubles are then placed in the *correct answer* piles.
- ♣ **Double Trouble Bonus** - Congratulations! Subtract five seconds from your final score each time you turn doubles (so don't rush through the exercises).
- ♣ Continue until all 20 cards from each deck are turned over.

The Timer:

The timer has two important jobs.

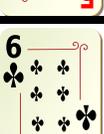
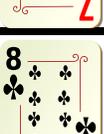
- ♥ Start and stop the timer each round.
- ♥ Double check the player's math throughout the game.

DOUBLE TROUBLE Solitaire makes learning math **DOUBLE THE FUN!**

DOUBLE TROUBLE



Solitaire

Doubles	Exercises
	2 Push-ups
	4 Burpees
	6 Plank Jacks
	8 Squats
	10 Side Jumps
	12 Alternating Lunges
	14 High/Low Plank
	16 Mountain Climbers
	18 Arm Circles
	20 Jumping Jacks