

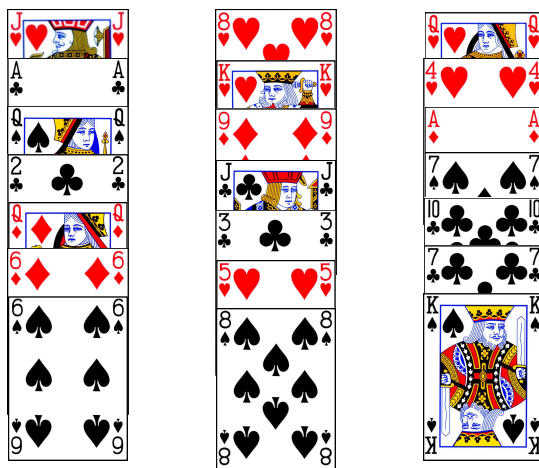
Educational activities

The mystery number

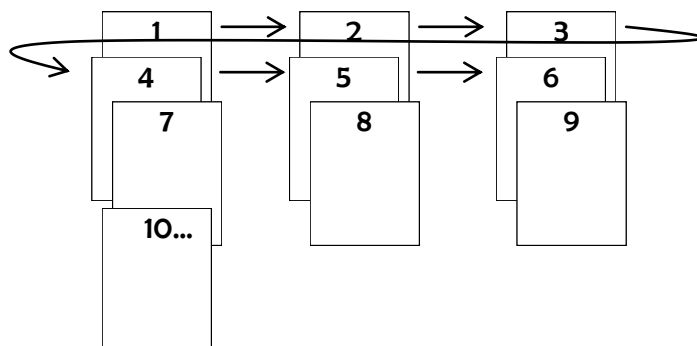
This trick allows you to easily find a playing card chosen by a spectator.

Materials: Any 21 cards from a deck of cards.

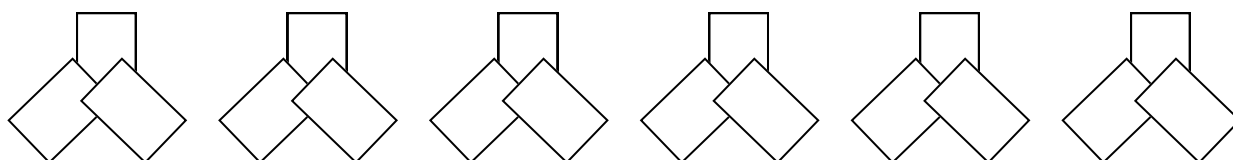
- 1 Present the spectator with the deck of face-up cards and ask them to choose one secretly.
- 2 Once he has done this, shuffle the cards, then spread them out in three columns, face up, superimposing them so that let their number appear.

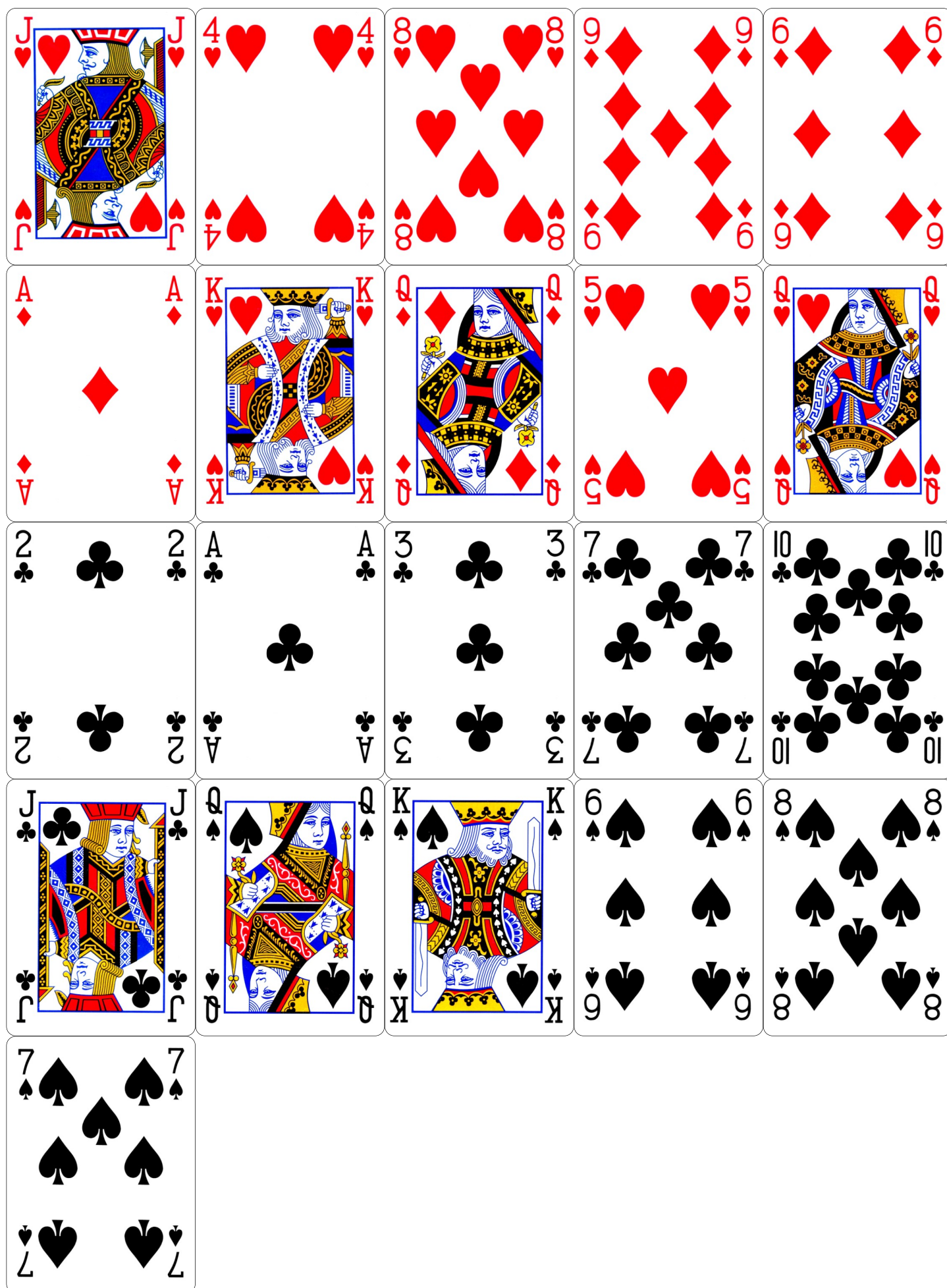


- 3 Ask him to tell you in which column the card he chose is located. Form three piles with the three columns and stack them in such a way that you place the column he showed you between the other two packages.
- 4 Form three columns of 7 face-up cards again, making sure to arrange them as follows:



- 5 Ask him again to tell you which column his card is in. Place the pile of cards again this column between the other two. Form three columns one last time as before and stack them again after questioning it by placing the "good" battery between the other two.
- 6 The chosen card is located exactly in eleventh position (in the middle of the deck). Spot it when you put it on the table.
- 7 Place the different cards face down. Form groups of three cards. Mark the eleventh card carefully. Ask the spectator to tell you one of the groups of their choice. Then another, etc. As long as it's not the one who contains the chosen card, rejects the packet. If he shows you the "good" deck, reject all the other cards from others groups. Then turn over the other two cards from the "good group", specifying each time: "It's not that one". End your turn by turning over the "eleventh card" and specifying: "...Since it's this one!"





Activity proposed by Bruce Demaugé-Bost (Petit Abécédaire de l'école) based on the short film "Bunny Magic".
 Director: Philip Watts. Bunny Magic © Philip Watts. CC0 activity card game