



GAP TRAP, BAZINGA!

GAME SPECIFICS:

Tool type: Strategic Card Game

Our inspiration: [Cabanga!](#)

Format: Offline

Time needed: 20-35 min

SET-UP

Number of participants: 2-6

- A card deck (50 cards)

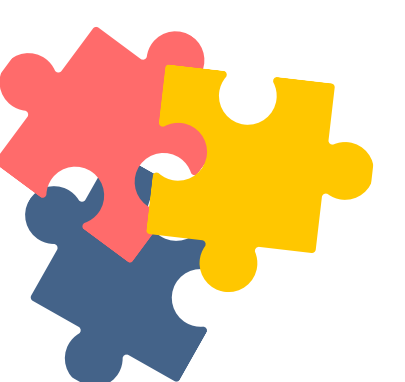
Focus (SLD topic)

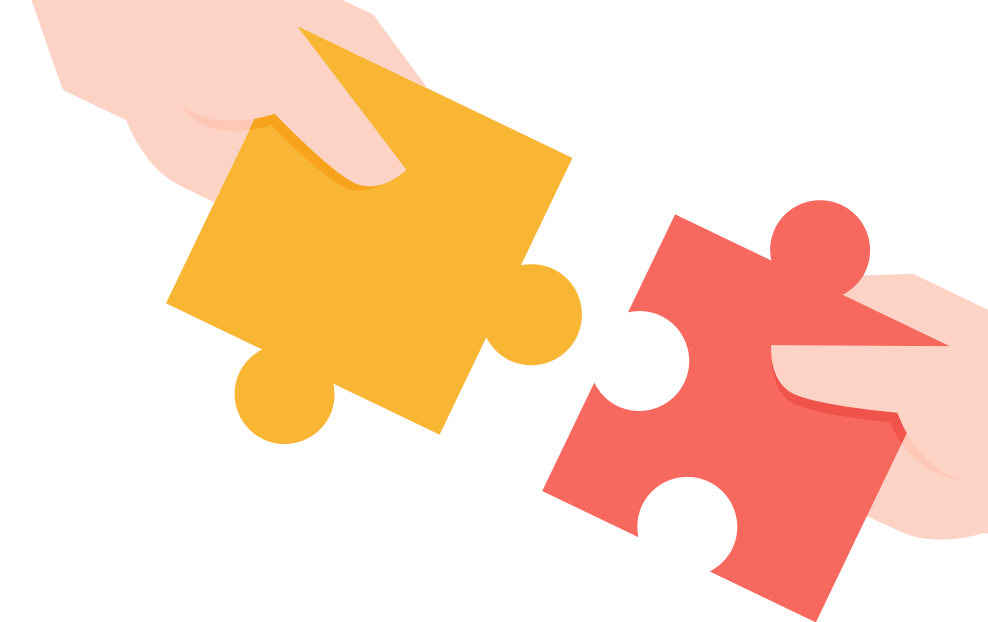
- Dyscalculia
- Numerical sequencing
- Mental calculation
- Strategic anticipation

GAME OVERVIEW

Gap Trap, Bazinga! is a fast-paced strategic card game where players race to empty their hand by placing number cards in ascending order between two central anchor cards. The real twist: if you leave a numerical gap that another player can fill from their own hand, they shout “Bazinga!” and you collect penalty cards. The game builds number sense, mental calculation, and anticipatory thinking in a highly social, pressure-free format – ideal for making numeracy fun for youth with Dyscalculia or maths anxiety.

For **young players** or those **newer to number work**, facilitators can reduce the card deck to 1-30, deal fewer cards, or remove the “Bazinga!” rule for the first round to allow players to build confidence gradually.





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INSTRUCTIONS / STEPS

1. Shuffle the 50-card deck (numbered 1-50) and deal 6 cards to each player. Place two cards face-up in the centre as anchors – these define the allowed range (e.g. 8 and 35).
2. On their turn, each player places one card from their hand face-up between the two anchor cards (the new card must fit numerically between them).
3. After placing, the active player draws one card from the remaining deck.
4. **Gap Trap, Bazinga! rule:** if the gap created by your card placement can be filled by a card in another player's hand, that player shouts "Bazinga!" immediately and the active player must take those cards as penalty cards.
5. The round ends when a player empties their hand or the deck runs out. Count penalty cards – the player with the fewest at the end of all rounds wins.
6. **SLD tip:** encourage players to say their number aloud when placing, to reinforce number sequencing and verbalise their strategy.

Accessibility note for facilitators: The game mechanic can create pressure for some players. Here are some adaptations:

- Allow players to say their number aloud and verify it on a visible number line before placing it.
- Reduce the number range (e.g. 1-20 instead of 1-50) for players who need more support.
- Remove time pressure entirely.
- For younger or less confident groups, play without the "Bazinga!" rule for the first round, introducing it only once participants are comfortable with the core mechanic.



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