

TAKE FOUR AND ADD

a game for 2 players

Place the number cards face down on the table. Each player chooses four number cards and then arranges them in their four boxes to make an addition with the highest possible total.

The player who creates the largest total is the winner of the round and scores one point.

For example - if a player chooses 2, 8, 4 and 3, they could make $82 + 43$.

Play several rounds. The winner will be the person who collects the most points.

Player 1

+

Player 2

+



TARGET

- Material:** A deck of cards per pair (Aces=1, Jacks=11, Queens=12, Kings=13)
- Players:** Group of two or whole class playing in pairs
- Rules:** The deck of cards is shuffled and five cards are dealt to each player who places them face up in a row. The rest of the deck is placed face down at the between the two. The top card is turned over and becomes the target card. The players manipulate the numbers to form an equation that equals the target card. They may use any operation or combination of operations. No card can be used twice.
- When a player comes up with an equation, he slaps the target card and says "Target!" That player then proceeds to explain the equation to his partner. If the equation is correct the player gets to keep the cards. If the equation is wrong then the other player gets the cards. Any cards not used are returned to the bottom of the deck. Another set of cards are dealt out and play continues in the same way until there are not enough cards left to give five cards to each player.
- Players total up the value of their cards at the end of the game.

This game is a modification of a game found at www.richlandone.org/services/titleone/MATH/math_games

Multiplication Challenge

Rules adapted from *Rules of Card Games: War*. <http://www.pagat.com/war/war.html>

Material: A deck of playing cards without Jokers, Jacks, Queens, and Kings

Players: Group of two to four or whole class

Rules: Deal cards so that each player has the same number of cards. Keep the cards face down. Both players turn over their top two cards. Whoever has the highest product (by multiplying their two cards together) takes all turned over cards and places the cards face down on the bottom of his/her deck. If both cards are equal, there is a challenge. In a challenge, each player places a card face down on top of his/her first card. Then, each player places two cards face up on top of his/her face down card. Whoever has the highest product (by multiplying their second set of two cards together) takes all the played cards (face up and face down). If the products are equal, the players have another challenge (another face down card, another two face-up cards).
Play continues until one person is out of cards (or only has one card). Whoever has all the cards is the winner.

Variation 1: The game can be played with three or four players in exactly the same way except that in the challenge all the players (not just the ones who tied!) take part. Again if any two products are tied for highest, the players have another challenge (another face down card, another two face-up cards).
A player who runs out of cards (or only has one card) drops out and the other players continue to play. Whoever has all the cards is the winner.

Variation 2: Players can play so that the lowest product wins.

Four Kings

Material : A 44-card game using a deck of cards from which the Jokers, Jacks, and Queens have been removed.

Players : Individual or pairs

Rules : The object of a game of kings is to form 4 rows of cards from Ace (1) to 10 in ascending order without turning up the 4 kings. The game ends when the fourth king is uncovered.

Place the 4 Jacks face up at the side to indicate which suit will be in which row. Shuffle the cards and lay them face down on the table in rows of ten. Place the 4 cards left over on the side, face down. The player turns over one of the four cards and puts it in the correct spot in the correct suit row after first removing the card that was in that position. This card is then put in its proper position. If a King turns up it is put to the side and a replacement taken from the remaining cards at the side.

Adapted from Maths Recovery

Note to parents :

This game helps children with the recognition of numerals and with the forward and backward number sequences. Have your child read the numerals as she turns over the cards.

FOUR KINGS

- ▶▶ Forward and backward number sequence
- ▶▶ Numeral recognition

~~Ten!~~

Material: Two sets of playing cards without Jokers, Jacks, Kings and Queens
or
Eight sets of number cards zero to nine.

Players: One or two

Rules: Place the cards face up in twelve approximately equal piles.



Players take turns choosing a set of cards with a total sum of 10. For example, in the set of cards above, the first player can choose a seven and a three or a six and a four, or even a three, an Ace, a one and a four. He can also choose the ten. Each player keeps the cards that add up to ten. Play continues until no more sets of ten can be formed. The winner is the player who finishes with the most cards. When a player plays alone, the object of the game is to find the maximum number of cards that have a sum of ten.

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Note to parents:

The game *Ten!* Provides an interesting way to practice addition facts to ten. When this game becomes too easy, another sum such as twelve or thirteen can be used instead of ten.

TEN

» Addition facts

Good Riddance

- Material:** A game with 60 cards: ten of each of the numerals 1 to 6
A pair of number cubes
- Players:** Three or four
- Rules:** Share the cards equally among all the players. First player rolls the dice and the players try to make the sum in as many different ways as possible. For example, if a 4 and a 5 are rolled, all the players try to make 9 as many ways as possible: $6 + 3$, $4 + 4 + 1$, $3 + 3 + 3$, $4 + 3 + 2$, and so on. The first person to use all her cards is the winner.
- Variation:** Use a pair of ten-side dice to increase the difficulty.

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Note to parents:

Good riddance is a good way for children to practice their facts and encourages them to see that numbers can be broken down in many different ways. It makes children think flexibly about numbers and helps them make connections among them. This game also helps children develop the idea of reversibility - being able to see and understand $3 + _ = 5$ as easily as $3 + 2 = 5$

GOOD RIDDANCE

▶▶ Addition facts

First to 100

Need : A deck of cards with the Jacks, Queens, Kings and Jokers removed and blank sheets of paper and pencils

Skill : Great way to practice addition to 100

Shuffle the cards and place them in the middle between the players. Each player draws one card from the top and record on a blank paper the number on their card. When it is their turn again, they draw another card and add the number on this card to the first one they recorded. This continues, until one of the players reaches 100. The used cards go back to the bottom of the deck.

ADDITION FACE OFF

LEVEL: open ended - Elementary

SKILLS: addition basic facts

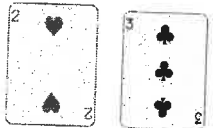




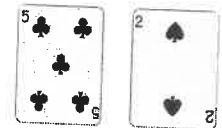
PLAYERS: 2

EQUIPMENT: cards (Ace=1) - 9

GOAL: to have the higher sum and collect the most cards

GETTING STARTED: Players divide cards evenly between themselves. Each player turns over two cards and adds them together. The greatest sum gets all of the cards. In the event of a tie (ie. each player has the same sum), Face Off is declared. Each player deals out three more cards face down and then turns over two more cards. These two cards are added together. The greatest sum wins all of the cards. Play continues until one player has collected all of the cards.

EXAMPLE:

<p>PLAYER ONE</p>  <p>$2 + 3 = 5$</p>	<p>FACE OFF IS DECLARED</p> 	<p>PLAYER TWO</p> 
<p>PLAYER TWO</p>  <p>$4 + 1 = 5$</p>	<p>PLAYER ONE</p>  <p>$4 + 2 = 6$</p>	<p>PLAYER TWO</p>  <p>$5 + 2 = 7$</p>

"TIE BREAK" ←

**"Seven is a greater sum than six."
Player Two collects all of the cards.**

VARIATIONS:

1. Vary the number of cards to modify the level of difficulty, eg three cards per player or five cards per player.

SALUTE

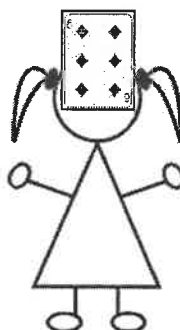
- LEVEL:** open ended - Elementary
- SKILLS:** missing addend, problem solving (for missing factor, see page 55)
- PLAYERS:** 3 cooperative - 1 general/referee, 2 players
- EQUIPMENT:** cards (Ace=1) - 12 (Jack =11, Queen=12, King=0)
- GOAL:** to identify the missing addend (card) on your head

GETTING STARTED: One player is designated as the "General" and will be providing the SALUTE signal and calling the sums for players. The other two players divide the cards and place them face down. The General calls "SALUTE!" and both players take a card from the top of the deck and, without looking at it, place it on top of their heads so that the other player can see it. The general must add the two cards and call the sum out loud.

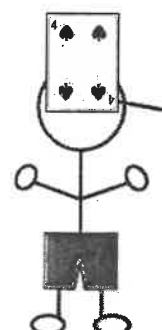
EXAMPLE:

Players "Salute" - both players draw a card and place on their heads. The General says "Your sum equals 10, what's on your head?"

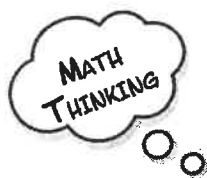
The players then use the sum and the number on the card they can see on the other player's head to try and figure out their own card.



PLAYER ONE



PLAYER TWO



Player One "The sum is 10, I see 4. $10 - 4 = 6$, I think 6 is on my head."

Player Two "The sum is 10. I see 6. I am going to count on from 6... 7-8-9-10. I had to count on 4 more, I must have a 4. $6 + 4 = 10$."

Players should let the group know the strategy they used to figure out the number on their head. The General calls "Salute" again, and without looking, both players draw a new card and place them on their heads. The General says the sum out loud and players again try to figure out their card value. Have players change roles so that each will have a chance to be the General.

JOURNAL WORK & EXTENSIONS:

1. After practicing several rounds have students complete the Salute Recording Sheet.
2. Have students describe three strategies they could use to figure out their number. They can write or illustrate their answers.
3. Use the skills checklist to help you assess student's understanding.

Double Card Multiplication

Need – Deck of cards and about 20 counters

Develops basic multiplication skills up to 10x10

Shuffle the cards and place them in the middle, face down.

Player 1 starts by taking the first two cards, placing them face up.

The numbers shown on the two cards are multiplied and player 1

says the answer. Player 2 takes the next two cards and turns

them face up and gives the answer by multiplying the numbers

on the two cards. The player with the highest answer wins the

round and takes a counter. Game ends when a player has a given

number of counters (determined at the beginning of the game)

e.g. 10

4. Build A Number

7+ years

2+ players or teams

Need – 1 or 2 sets of number cards (see BLM 1)

Great for teaching place value skills!

Decide on the size of the numbers to be built, i.e. 3, 4, 5 or 6 digits. On a board or a piece of paper draw a box for each digit. Do this for each player or each

team, e.g.

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--	--	--

 for 2 players making 3 digit numbers.

Players or teams take turns to draw a Number Card and place or write it in a box. (Use 2 sets of cards if needed.)

Continue until each box has a digit. Players can't move a digit once it has been put in a box. The player or team with the highest number is the winner.

Example of a game – The player with **690** is the winner and gains a point.

After 1st draw

	5	
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		0
--	--	---

After 2nd draw

	5	3
--	---	---

6		0
---	--	---

After 3rd draw

4	5	3
---	---	---

6	9	0
---	---	---

Variations

Lowest Number

After a few rounds change the rules so that the lowest number wins.

Closest Number

The rules can also change so the winner is closest to a given number, e.g. 500.