

Math Games with Cards

Children learn best through innovative games and hands on experiences. They are enthusiastic to play games when presented in an exciting format. We hope you enjoy this selection of games.

Card Patterning- Grade K-3

You will need a deck of cards. Create simple patterns working with black and red combinations. The first player uses the cards to create a pattern for his/her partner and then asks, "What's next?" (ie: B R B R...). The partner guesses what comes next. If they are correct they then make a pattern for the first player. Players continue to alternate turns.

Variation: Use suit patterning (ie: Diamond, Diamond, Heart...).

Can You Figure It?- Grade 1-3

You will need a deck of cards. Players take turns creating simple number patterns with cards, (ie: 2, 4, 6....) or (Jack, Queen, King, Jack....). Player number one makes a pattern and player number two guesses it. If they are correct, player number two makes a pattern for player number one to guess. Players continue to alternate turns.

What's the Rule- Grade 2 and up

You will need a deck of cards: Ace to 10 (Ace =1), picture cards and jokers removed. Players take turns creating number sequences that follow a specific pattern. Other players must study the pattern and define the rule.

Pattern examples: 1, 3, 5, 7, 9 = $n + 2$

2, 6, 10 = $n + 4$

10, 8, 6, 4 = $n - 2$

Multiplication Snap- Grade 4 and Up

A deck of cards needs to be divided evenly between two players. Players turn over one card at the same time and multiply the two cards. The first player to say the correct answer out loud wins both cards. The game ends once you run out of cards from the original piles. The winner is the player with the most cards at the end. (Players should be of equal skill level.)

Round It Up- Grade 3 and Up

You will need a deck of cards (take out K's, Q's & J's). Each player takes a turn and flips over two cards to create a two-digit number (cards 2 and 5 can be 25 or 52). Once the number is decided, it is rounded to the nearest 10 (25 is rounded to 30, 52 is rounded to 50) and finally crossed off on their game board. If the number is already crossed off the player misses that turn. The first player to cross off all his/her numbers wins.

Game board: 10 20 30 40 50 60 70 80 90 100

Make 20- Grade 3- 5

You will need a deck of cards using only A to 5 (Ace= 1)

Each player begins the game at number ten. The goal is to get to twenty or zero. Each player turns over one card. This number determines the number of space that player can move on their game board.

Odd card- players must subtract and move back the number of spaces indicated on the card

Even card- players must add and move forward the number of spaces indicated on the card.

The first player to get **exactly** to twenty or zero is the winner.

Game Board: 1 2 3 4 5 6 7 8 9 **10** 11 12 13 14 15 16 17 18 19 20

Subtraction Number Battle -Grades 2 and up

You will need a deck of cards, face cards worth ten, Ace worth 1 or 11 (teacher decides)

Players split a deck of cards and simultaneously flip over their top two cards and subtract the smaller number from the larger number.

Player 1: difference is 7 Player 2: difference is 0

The greatest difference wins all four cards.

Make 25 with 5 Cards – Grade 3 and up

This is a great game for teaching kids addition. The object of the game is to have a hand totaling 25 while using only five cards. To play, deal each child five cards face down.

The remaining cards are placed in the center of the group with the top card turned up.

The children will take turns picking up and discarding one card until they have reached a total sum of twenty-five. If a player has a hand totaling 25 using only five cards, they will immediately call out “25”. Once a player has called out their hand, the other players will receive one more turn to complete their hands.