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# Card games to develop number facts



## Declare a fraction war.

War is one of the original math card games, but this version adds a fraction aspect. Students deal two cards, a numerator and denominator, then determine whose fraction is the largest. The winner keeps all four cards, and play continues until the cards are gone.

$$\frac{2}{7}$$

$$\frac{2}{4}$$

$$\frac{3}{4}$$

$$\frac{6}{8}$$

$$\frac{1}{2}$$

$$\frac{3}{7}$$

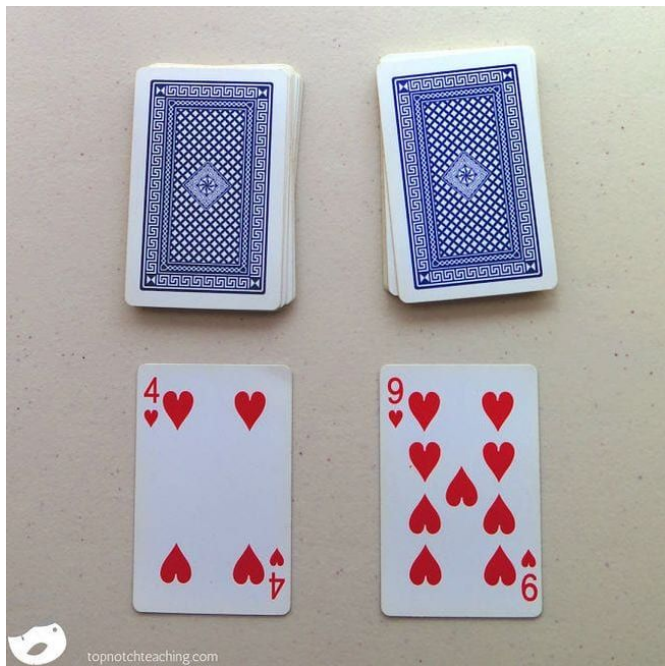
$$\frac{1}{4}$$

$$\frac{5}{10}$$

$$\frac{3}{8}$$

# Do some basic fast facts practice

Give your flash cards a rest and practice facts with math card games instead. Simply lay down two cards from the deck (remove the face cards first) and add, subtract, or multiply them. Kids can work on this alone, or you can make it a contest to see who can call out the correct answer first.



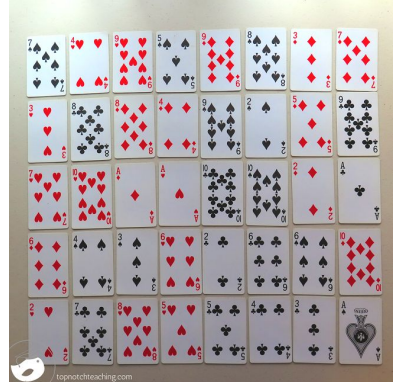
# I spy with my little eye

This card game is for two players.

You will need one deck of cards with the picture cards removed (40 cards remaining).

## Instructions

1. The cards are dealt face up in an array, either a 10 x 4 or 8 x 5 array.
2. The first player challenges the other one to find two cards next to each other that add to make a particular number. The first player says, "I spy with my little eye two cards that add to make \_\_\_\_."
3. The second player then looks for 2 cards that add to make the number. The two cards to be added need to be next to each other either horizontally or vertically. The player then picks the cards up to add them to their pile. They do this with any other pairs that add to make the number as well.
4. If the second player misses any pairs that add to the number, then player one may claim them.
5. The players alternate taking turns and continue until all the cards are gone.
6. The winner is the player with the most cards at the end of the game.
7. As large gaps appear in the array, move the cards closer together to fill those gaps.

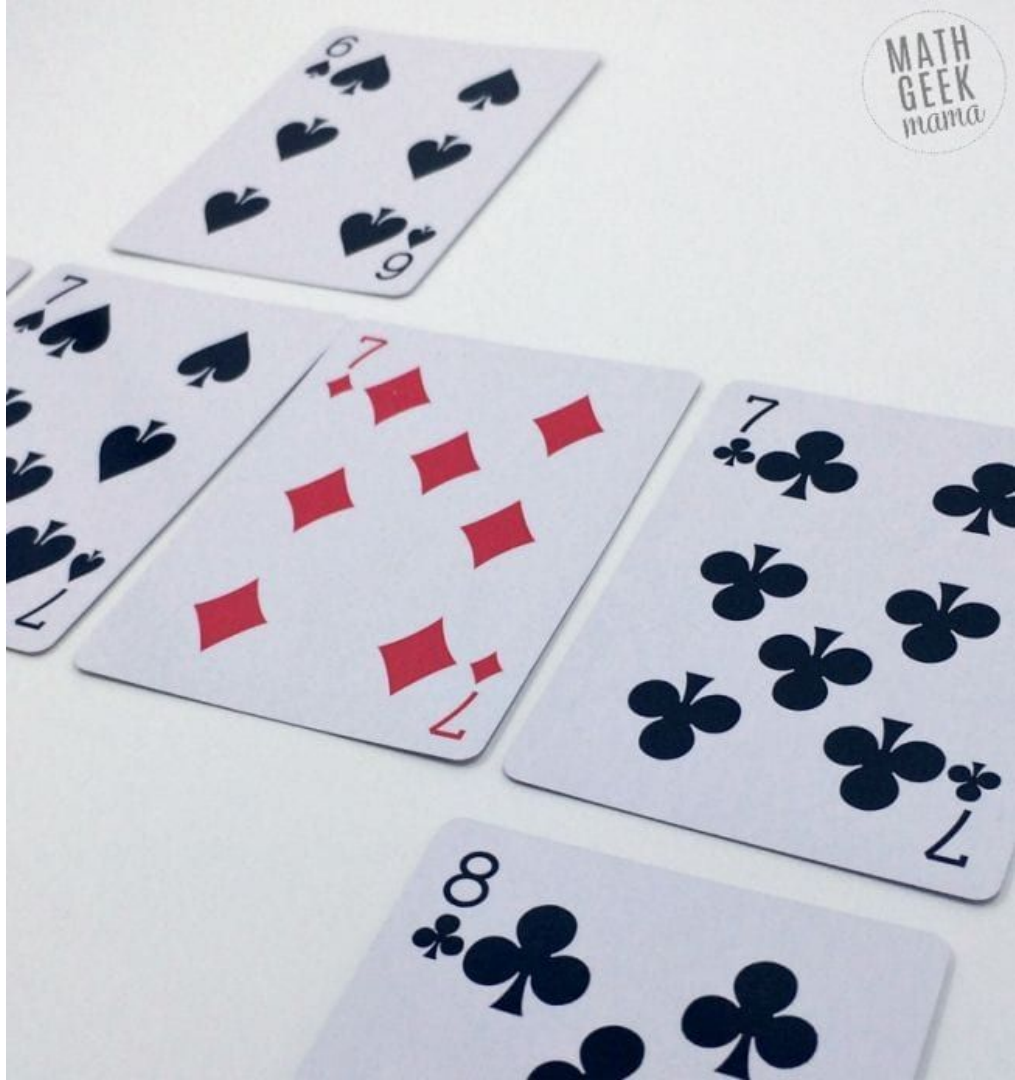


## Variations

- You could change the operation that students use, for example, multiplication or subtraction.
- Allow your students to add three numbers together.
- You could also allow students to add pairs of cards diagonally.

## Practice number sequencing with builder's paradise.

Simple math card games can help kids learn how to put numbers in order. To play builder's paradise, discard the face cards and lay out the 4 sevens in a deck side by side. In each round, players work to add the next higher or lower number in each suit, trying to be the first to get rid of all their cards.



# Find a way to make 10 (or 15, or 20 ... )

One of the terrific things about math card games is that many of them can be customised for various concepts and skill levels. The original goal of this game was to look at the cards you're dealt to find ones that add up to 10, but it can be changed to 15, 20, or any number you choose. You can also add to the difficulty by allowing addition and subtraction (for example, you could use  $8+4=12$  or  $12-2=10$ ).



# Try for a total of 10.

Play this card game alone or as a team. Lay out 20 cards on the table (leave out face cards or change them to equal 0, while aces equal 1). Kids remove sets of cards that add up to 10, ultimately trying to remove all the cards from the table.

**It's harder than you think!**



# First to add it up

This card game is suitable for 2 – 4 players.

You will need one deck of cards and pencil and paper to keep track of each player's scores.

In this game, picture cards = 10 and ace = 1.

## Instructions

1. Shuffle the cards and have them in the center facing down.
2. One player draws 3 cards from the deck and lays them face up in the middle.
3. Players must add the 3 cards to find the total. The first player to call the total of the 3 cards is awarded that number of points.
4. No points are awarded for an incorrect answer.
5. Play continues with each player having a turn at revealing the 3 cards.
6. The winner is the player with the highest number of points when all cards have been turned over.

## Variations

- You could draw any number of cards, for example 2, 4 or even 5.
- Use multiplication instead of addition.





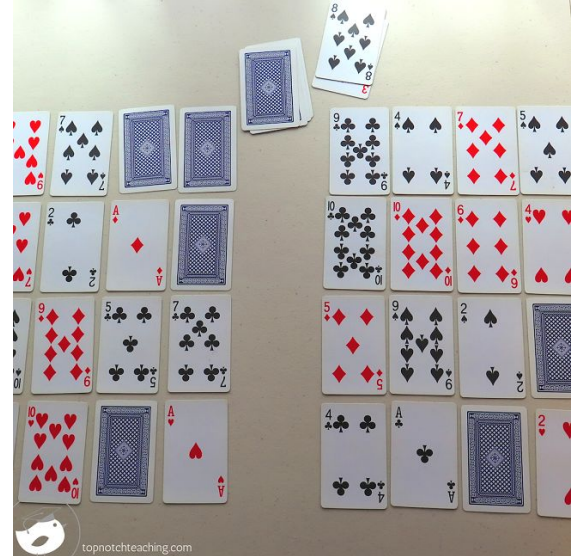
# Card bingo

This card game is suitable for a small group. You will need two decks of cards.

Remove the picture cards from both decks.

## Instructions

1. Each player is dealt 16 cards. They must place the cards facing up in a 4 x 4 array.
2. The rest of the cards are face down in the middle.
3. One player takes on the role of the caller. That player flips a card over from the pile in the middle and calls out the number of the card, e.g. 6.
4. If the card called out matches one in the player's array, that player turns that card over so it is facing down. It doesn't matter what suit the card is.
5. The first player to turn 4 cards over in a row, either horizontally, vertically or diagonally, is the winner.



# Fast facts

This card game is suitable for 2 players.

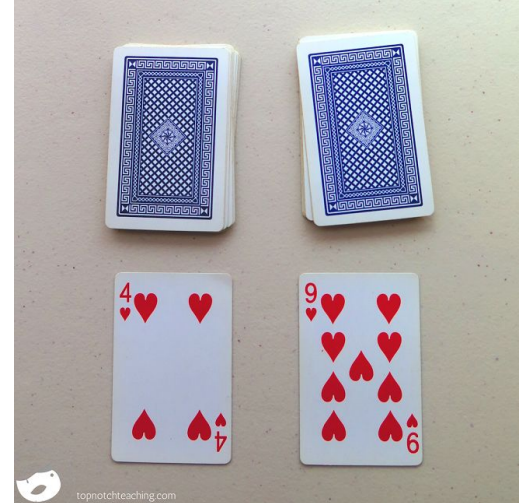
You will need one deck of cards with the picture cards removed. In this game aces = 1.

## Instructions

1. Deal out half the cards to each player with the cards facing down in a pile.
2. Both players take the card on the top of their pile and lay it face up in the middle.
3. The first player to call out the product of the two cards wins both cards.
4. If it is a draw the cards are left on the table. Turn 2 more cards over and whichever player wins, picks up all the cards in the middle.
5. The winner is the player with the most cards once all the card have been used.

## Variations

- You could also use addition or subtraction.
- If you are just introducing multiplication to your students you could remove the cards that are beyond their ability at the moment, such as 7, 8 or 9.



# Counting on card game

This is a card game for 2 players. You will need a deck of cards with the picture cards removed

(Jack, Queen, King, Joker). The ace can be used as a 1 in this game.

## Instructions

1. Separate the cards into two piles, one with the cards: ace, 2, 3 and 4 and the other pile with the cards 5 – 10.
2. Shuffle each pile so they're in a random order and place face down on the playing surface.
3. Players take turns turning over the top two cards. They add the two numbers using the counting on strategy: count on from the larger number, and count on the smaller number. For example, if the two cards turned over were 8 and 4. They would start with 8, count on 4: 9, 10, 11, 12.
4. If players have the correct answer, they get to keep both cards.
5. If the answer is incorrect the other player can have a go at answering the question to keep both the cards.
6. Continue play until one of the piles run out of cards.
7. The winner is the player with the most cards at the end of the game.
- 8.

