

MATHS GAMES with CARDS for the SUMMER

MAKE 10 GO FISH

Objective: make combinations to 10 with 2 cards. Ex. If you have a 3, ask do you have a 7?

MAKE 10 with 7 CARDS

Flip over 7 cards. Players take turns making combinations to 10. Encourage players to say the number sentence. Replace cards as needed.

Variations: Make 10 with 3 cards; Make 20 with 3 or 4 cards; Make a different target number

MATHS WAR

Number Sense: greater/lesser card wins; flip over more cards to make 2, 3, 4 or 5 digit numbers. Ex. with 2 cards create a 2 digit number: a draw of 3 and 5 could be 53 or 35; with 3 cards create a 3 digit number: a draw of 2, 4, 7 could be 247, 274, 427, 472, 724, or 742

Fraction War: flip two cards and decide which is numerator and denominator. Try to create the largest/smallest fraction

Addition/Subtraction War: each player flips two cards and adds/subtracts- the greater/lesser sum/difference wins; use more than 2 cards each and add/subtract single digits or create multi-digit numbers to add/subtract

Multiplication/Division War: each player flips two cards and multiplies/divides- the greater/lesser product/quotient wins; use more than 2 cards each and multiply/divide single digits or create multi-digit numbers to multiply/divide

Combination of Operations War: use a combination of operations and number of cards to create largest/smallest number

CLOSE to 100

Select 6 cards. Use any 4 cards to make two 2-digit numbers that when added together make as close to 100 as possible. Your score is how far you are from 100. After 5 rounds, lowest score wins.

CLOSE to 1000

Select 8 cards. Use any 6 cards to make two 3-digit numbers that when added together make as close to 1000 as possible. Your score is how far you are from 1000. After 5 rounds, lowest score wins.

KRYPTO

Using a deck of Uno Cards or any cards (0-10) turn over 5 cards. Then flip over one more card to serve as the target number. Use any of the 5 number cards and any combination of operations to create the target number. If you use 2 cards to create the target number you get 2 points; 3 cards 3 points; 4 cards 4 points; 5 points for all 5 cards.

ANY 4 to 24

With a deck of cards remove the Js, Qs and Ks. Keep Aces - 10. Aces are worth 1 and the other cards are worth their number. Flip over 4 cards. Try to create 24 using any operation and every card. Most likely there is a solution! To extend this, have students record their solution(s) accurately by paying attention to order of operations.