

Math Card Games

Instructions

War

2 Players

Practice Greater Than and Less Than

Deal equal amount of cards to each player until no cards remain. Players should not look at their cards, but instead stack them neatly in a pile face down.

- Each player simultaneously draws a card off of the top of their pile and places it on the table. Whoever has the highest card or the card with the greatest number, wins the round and takes both cards. The cards a player wins are set aside. Ace's are considered worth 1, and the other cards are worth their face value.
- When both players draw a card off of the top of their respective piles that are equal to each other, the players say out loud "I declare war!" With each syllable, another card is drawn for a total of 4 additional cards. The first three cards are placed on the table face down and the fourth is turned face up to compare. Whoever has the highest 4th card gets all of the cards from the round.
- Whoever ends the game with the most cards wins.

*Note: Start playing without the face cards (King, Queen, Jack, & Joker) as students begin to understand the value of each card.

Take It Away

2 – 4 Players

Practice subtraction of two 2 digit numbers

Remove the 10's and face cards from the pack. The dealer deals 4 cards to each player. Players look at their cards.

Play the Game

- Each player makes two 2 digit numbers from their cards.
- Players then subtract their smallest number from their largest number and tell the answer. (Do this mentally or use pencil and paper if necessary.)
- The player with highest number for the answer keeps their cards.
e.g. With 3, 6, 7 and 9 a player could make $97 - 36 = 61$. If this is the highest answer, this player keeps these cards.
- Other players return their cards to the pack and 4 cards are dealt to each player for the new round.
- The game ends when there are no longer enough cards to deal each player 4 cards. Players total the values of the cards they have won. The winner is the player with the highest total.

*Note: If 2 digit numbers are challenging for your players, consider starting with 1 digit numbers. Each player would be dealt 2 cards per round. The remaining rules would still apply.

Make My Number

2 – 4 Players

Practice computation facts

Remove the face cards from the pack. The dealer lays out four cards, face up, in the center. The rest of the cards are placed in a pile face down.

- The first player turns over the top card on the pile and places it beside the pile.
- This player then attempts to create an equation that uses any of the 4 cards in the center to make the number they have turned over. e.g. With the four cards – 2, 5, 3 and 10 in the centre, when 7 is turned over, $5 + 2$ could be used or $10 - 3$ could be used. Players can also use more than 2 cards to create an equation with mixed operations. e.g. If 7 was turned over, $2 \times 5 - 3$ could be used.

• The player calls out, 'Made My Number!' when they have an equation and tells the other players the equation. If the equation is correct the player takes the numbers/cards used in the equation.

These are then replaced with new cards from the pile. The player also takes the card that was turned over.

- If the player is unable to Make The Number, the card is returned to the bottom of the pile.
- The next player then draws a card and attempts to make this number.
- The winner is the player who has the most cards at the end of the game.

*Note: To make the game last longer, consider using two packs of cards. Get two decks of cards that are different colors so you can easily separate the cards at the end of the game. Be sure to remove the face cards from both decks.