

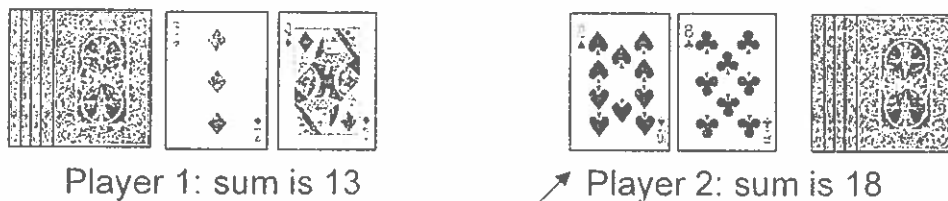
Addition Number Battle (Grades 1 - 3)

Players: Groups of two

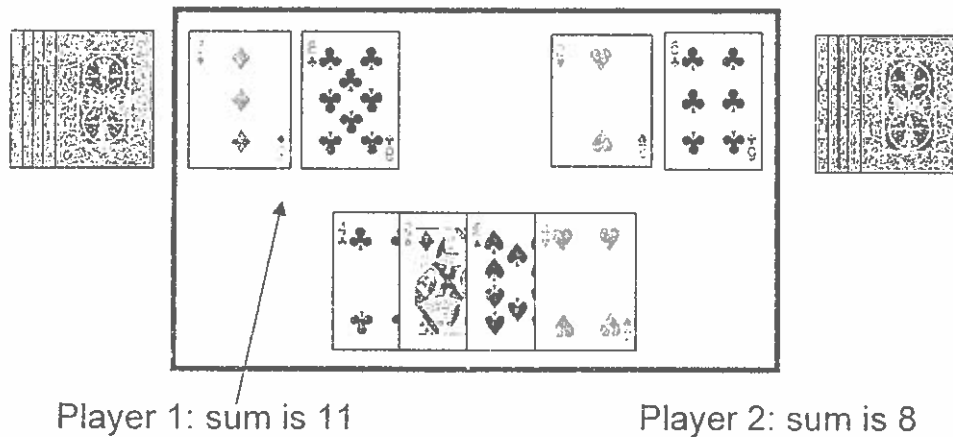
Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11 (teacher decides)

Skill: Number recognition and addition

How to Play: Players split a deck of cards and simultaneously flip over their top two cards.



The highest sum wins all four cards.



If the cards sums have the same value, the cards are placed in a center pile. The next hand is played normally and the winner of the next addition number battle takes the center pile as well.

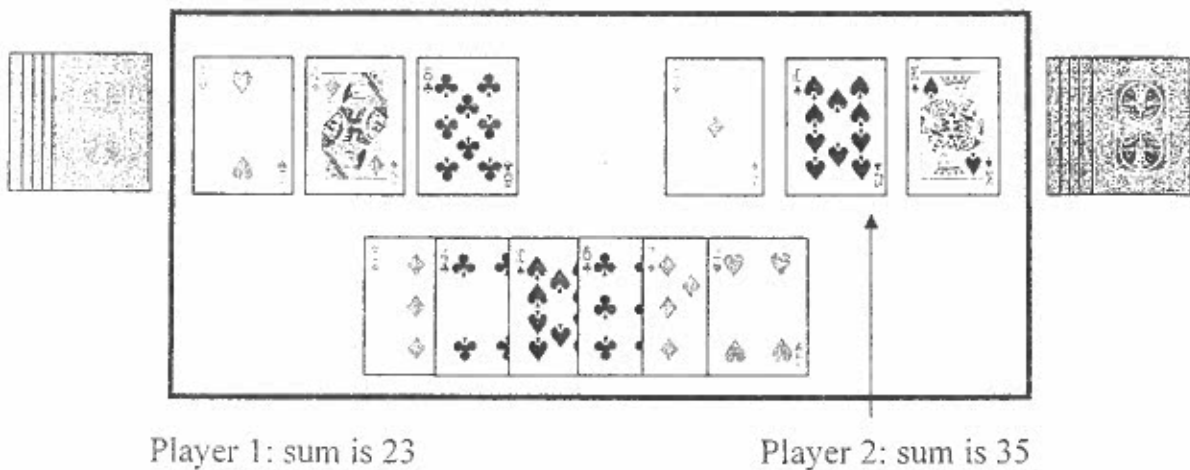
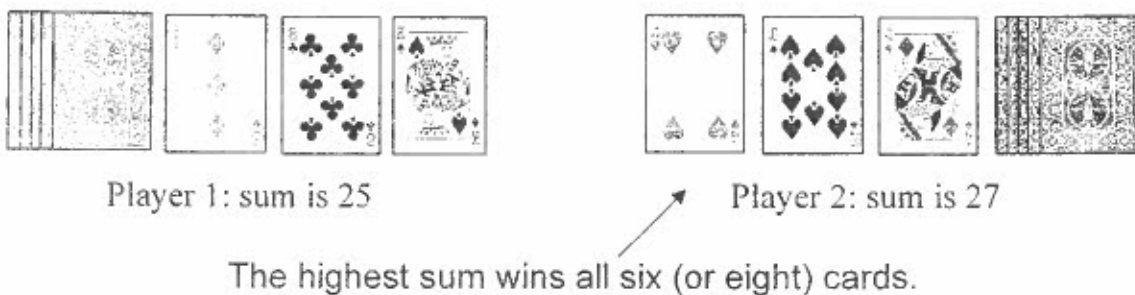
Advanced Addition Number Battle (Grades 1 - 6)

Players: Groups of two

Materials: Deck of cards, Ace worth 11, Jack worth 12, Queen worth 13, King worth 14

Skill: Number recognition and addition

How to Play: Players split a deck of cards and simultaneously flip over their top three (or four) cards.



If the cards sums have the same value, the cards are placed in a center pile. The next hand is played normally and the winner of the next addition number battle takes the center pile as well.

Subtraction Number Battle (Grades 1 - 3)

Players: Groups of two

Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11 (teacher decides)

Skill: Number recognition and subtraction

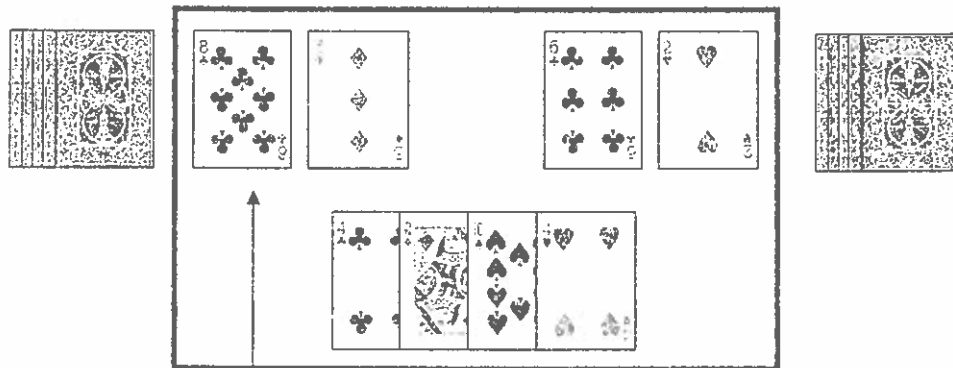
How to Play: Players split a deck of cards and simultaneously flip over their top two cards and subtract the smaller number from the larger number.



Player 1: difference is 7

Player 2: difference is 0

The greatest difference wins all four cards.



Player 1: difference is 5

Player 2: difference is 4

If the cards differences have the same value, the cards are placed in a center pile. The next hand is played normally and the winner of the next subtraction number battle takes the center pile as well.

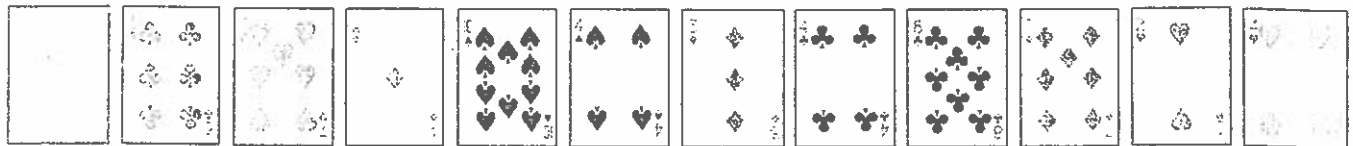
Give Me 10 (Grades 1-3)

Players: Groups of two or more

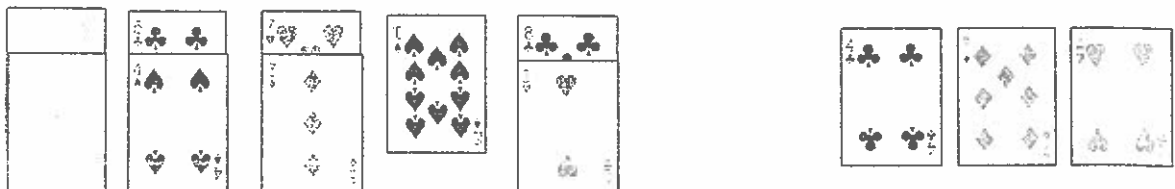
Materials: Deck of cards with the face cards removed, Ace worth one

Skill: Number recognition and addition

How to Play: Deal 12 cards face up.



Players take turns finding and removing combinations of cards that add up to 10.



When both the players agree that no more tens are possible, the next 12 cards are dealt face up.

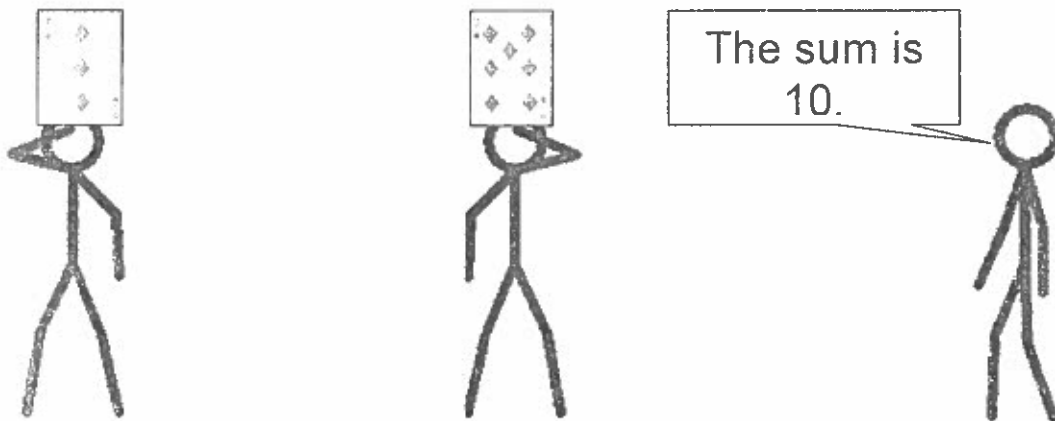
Reading Addition Minds (Grades 1 - 5)

Players: Groups of three (groups of four or five for more advanced)

Materials: Deck of cards

Skill: Addition, sum

How to Play: In this game for three players, one student is the leader and the other two are the "mind readers".



The two players each draw a card and, without looking at it, hold it up to their foreheads so that everyone else can see it, but themselves. The leader announces the sum of the two cards. Each "mind reader" must figure out which card is on his or her own forehead and say it aloud. When both "mind readers" have figured out their cards, a new leader is chosen and the game continues.

With Reading Addition Minds, all players get practice with sums and addends in every round.

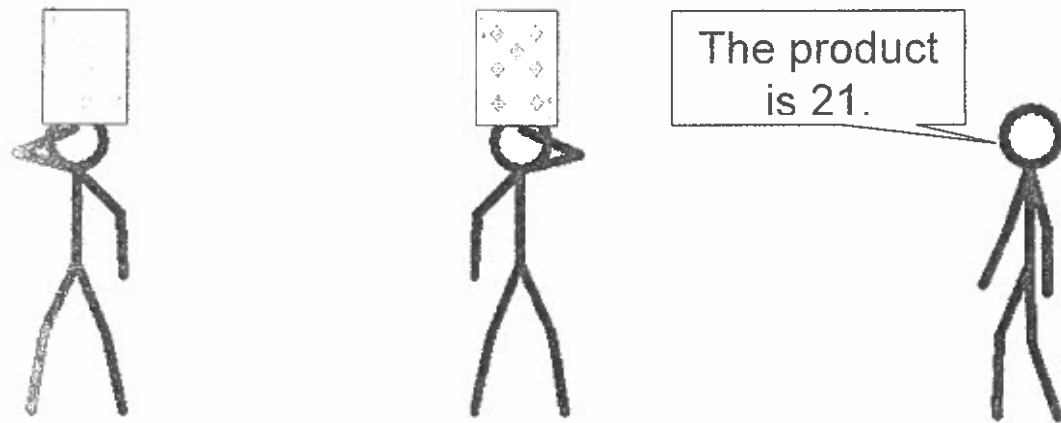
Reading Multiplication Minds (Grades 3 - 6)

Players: Groups of three (groups of four or five for more advanced)

Materials: Deck of cards

Skill: Multiplication, product

How to Play: In this game for three players, one student is the leader and the other two are the “mind readers”.



The two players each draw a card and, without looking at it, hold it up to their foreheads so that everyone else can see it, but themselves. The leader announces the products of the two cards. Each “mind reader” must figure out which card is on his or her own forehead and say it aloud. When both “mind readers” have figured out their cards, a new leader is chosen and the game continues.

With Reading Multiplication Minds, all players get practice with products and factors in every round.

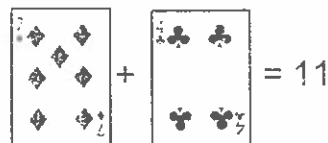
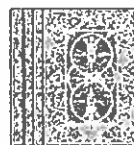
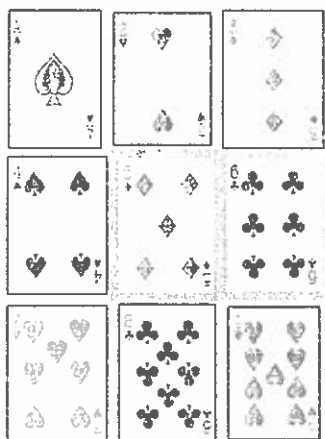
Addition Squares (Grades 2 - 5)

Players: Groups of two

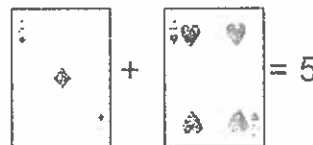
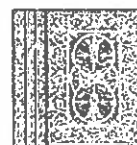
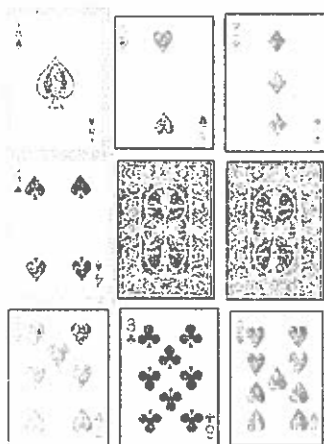
Materials: Cards Ace through 9, all face cards and tens removed

Skill: Number sense and addition

How to Play: Place one set of Ace through nine cards in order, face up, in a 3 X 3 grid. The other three sets of Ace through nine cards are shuffled and turned face down.

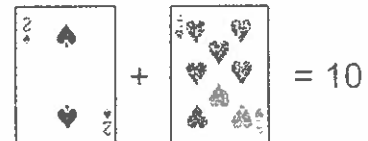
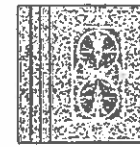
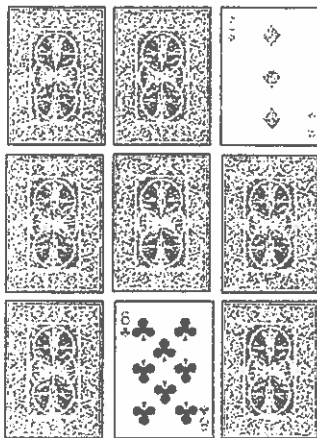


Player 1 selects the top two cards from the shuffled deck and determines the sum of the two numbers. Player 1 then turns over any number or numbers of the playing grid that have the same sum. In our example, we chose 5 and 6 for the sum of 11, but there are other combinations that could have been made.



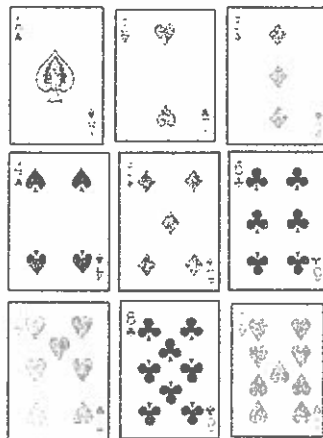
Player 1 then draws the next two cards of the shuffled deck and repeats.

Addition Squares (Grades 2 - 5)....continued



Player 1: score for the round is 11

Player 1 continues until they can no longer turn over the *exact sum* drawn from the face down deck. If there are numbers are on the playing grid still showing, Player 1 adds those numbers together and that is their score.



At this point, the grid is reset with all grid cards facing up and the drawing deck is reshuffled and it is now Player 2's turn. Lowest score wins the round with zero being a perfect score.

After playing three rounds, add up the scores from each round and the player with the *lowest total points is the game winner*.

Multiplication Number Battle (Grades 3 - 6)

Players: Groups of two

Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11 (teacher decides)

Skill: Number recognition and multiplication

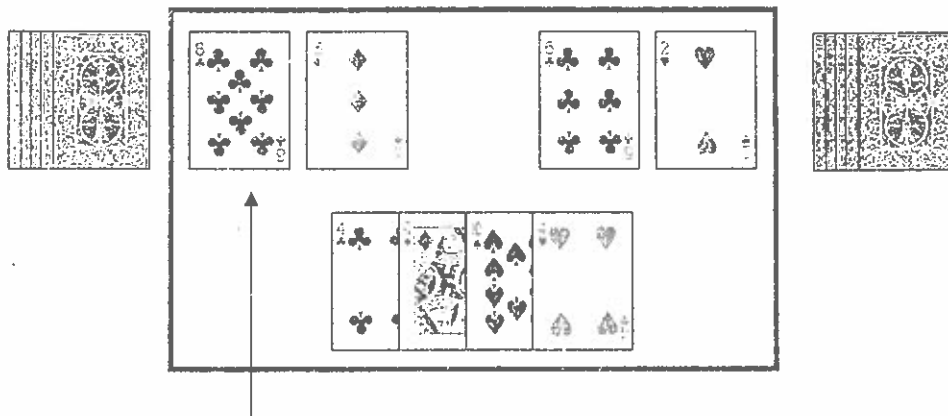
How to Play: Players split a deck of cards and simultaneously flip over their top two cards.



Player 1: product is 30

Player 2: product is 80

The highest product wins all four cards.



Player 1: product is 24

Player 2: product is 12

If the cards products have the same value, the cards are placed in a center pile. The next hand is played normally and the winner of the next multiplication number battle takes the center pile as well.

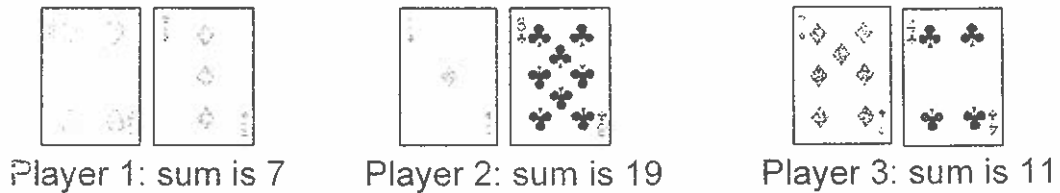
First to Fifty Addition (Grades 2 - 5)

Players: Groups of two or more

Materials: Deck of cards, Ace worth 11, Jack worth 12, Queen worth 13, King worth 14

Skill: Addition

How to Play: Deal two cards to each player. Each player then turns over the two cards they have been given and determines the sum.



The greatest sum is 19, so player 2 keeps their cards.

The player with the largest sum keeps their two cards while the other cards are returned to the bottom of the deck and new hands are dealt again. Players total the value of the cards they have won until one player is the first to fifty (or higher).

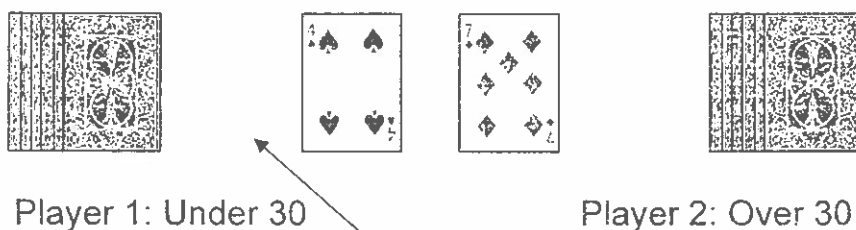
Over-Under (Grades 3 - 6)

Players: Groups of two

Materials: Deck of cards with face cards removed, Aces worth one

Skill: Multiplication

How to Play: Players split a deck of cards. One player is the Under 30 player and the other is the Over 30 player.



The product is under 30. Player 1 keeps the cards.

Each player turns over a card at the same time and the two numbers are multiplied together. If the product is less than 30, the Under 30 player keeps the cards. If the product is greater than 30, the Over 30 player keeps the cards.

If the answer is exactly 30 each player takes back their card and places it back in their deck.

When all the cards have been used the person with the most cards is the winner.

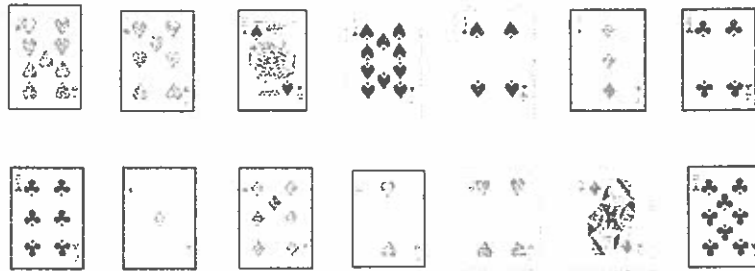
I Spy Products (Grades 3 – 6)

Players: Groups of two or more

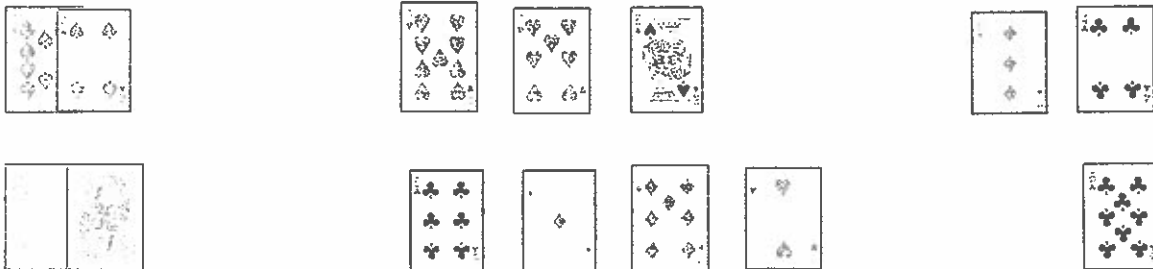
Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11

Skill: Multiplication

How to Play: Deal out the entire deck of cards face up in a 13 X 4 array. *Example is not in the 13 x 4 array due to space.*



One player challenges the other player to find two cards next to each other, either vertically or horizontally, that multiply to make a number by saying, "I spy two cards with a product of 40."



The other player then looks for two cards that multiply to make the product then picks this pair up and any other pair(s) that multiply to make the stated product.

If the second player misses any pairs that multiply to the chosen product, then the first player may claim them. Players swap roles and continue until the table is cleared. The winner is the player with the most cards at the end of the game. *As large gaps appear the size of the array may be reduced to help fill the gaps.*