

Play Math!

These games help re-frame math as fun and relevant so that all kids, teachers and families can build math confidence and lifetime skills. When available, we utilize recycled casino card decks to create an on-the-go way to “play math.” Playing these games with the kids in your life helps emphasize that math can be fun - not scary - and that working to solve a problem can be a blast! By igniting curiosity and confidence, every kid can be math powered.

math go fish



GRADE RANGE: K - 2nd grade
MATH SKILLS: Addition
CARDS USED: Ace-9; Ace = 1
NUMBER OF PLAYERS: 2 - 4

SET-UP:

Deal 5 cards to each player, then take one additional card from the deck and set it aside without looking at it. The remaining cards are placed face down in a draw pile.

TO PLAY:

If a player has any two cards that add to 10 (e.g., 3+7), s/he lays the pair on the table, face up. Once all players have laid down all of their “10” pairs, the first player asks any other player for a card that would complete a “10” pair in her/his hand. If the other player has the requested card, s/he must

hand it over and the first player may continue asking for cards from the same person or anyone else. If the player doesn't have the requested card, s/he says, “Go fish!” and the first player takes the top card from the “draw” pile. If this drawn card makes a “ten” with any card in the player's hand, that pair may be laid down and then the player's turn is over. If a player runs out of cards, s/he draws a new one, which ends the turn. When all the cards are paired, there will be one card without a match - it will be the match for the card that was removed at the beginning of the game. The player with that card gets the secret card to make a match. The winner is the player with the most pairs.

VARIATIONS:

The winner may be the player with the remaining card that matches the first secret card that was removed.

twinks



GRADE RANGE: 3rd grade and above
MATH SKILLS: Computational Fluency
CARDS USED: Ace - 9; Ace = 1
NUMBER OF PLAYERS: 2 - 6

SET-UP:

Place the deck face down between the players.

TO PLAY:

The dealer lays out four cards face up. Using any or all of the number operations (addition, subtraction, multiplication, division), the first player to find a combination equaling 12 (using 2, 3, or all 4 cards) calls “Twinks” and takes all the cards in the combination, plus any cards in the underlying piles. If no combinations are found, the dealer lays out one more card on top of the four piles.

EXAMPLE:

The dealer turns over 8, 4, 2 and 5. Player 3 calls “Twinks” and says $8 \times 2 - 4 = 12$ and collects all three cards (plus any cards that may be under those three cards from previous rounds).

Anytime a combination is found and cards removed, a new set of four cards is placed face up on top of the four spaces on the table (covering any cards left on the table). If someone calls “Twinks” incorrectly and is challenged, that player forfeits all cards to the challenger. The player with the most cards at the end of the game is the winner.

VARIATIONS:

- (1) Exponents may be used.
- (2) Make the target number a number other than 12.

salute



GRADE RANGE: 1st grade and above
MATH SKILLS: Addition and Multiplication Facts, Missing Addend and Missing Factor
CARDS USED: Ace - 9 and Jack; Jack = 0, Ace = 1
 Remove the Jack (0) from the multiplication version.
NUMBER OF PLAYERS: 3 - 4

SET-UP:

One player is the judge. Players rotate after every turn or after a game. You can play addition or multiplication.

TO PLAY:

Addition version - the judge gives each player a card, face down. When the judge says “Salute!” each player, without looking at their card, puts it up to their forehead so the judge and the other

player can see it. The judge then states, “The sum of the two numbers equals ____.” Seeing the other player's card and knowing the sum of the cards, players quickly deduce their own number (addend). The first player to correctly announce their own number wins the two cards. The other player should say their number (addend) also. For example, if Player A sees that Player B has a 7 and the judge announces the sum as 13, Player A knows that her card is a 6 and says so. The player with the most cards wins.

VARIATIONS:

(1) To make the addition game more challenging, play with more players. The judge announces the sum and each player has to look at all the other numbers before determining their own number.

(2) Salute with multiplication follows the same rules. The judge announces the product of the card numbers, rather than the sum.

25 game



GRADE RANGE: K and above
MATH SKILLS: Addition, Subtraction
CARDS USED: Ace - 10; Ace = 1
NUMBER OF PLAYERS: 2 or more

SET-UP: Place the deck face down between players.

TO PLAY:

The first player turns over the top card, announces the number/value, and places it face up in the center of the play area. The next player turns over a card, adds the value to the card already played, says the sum out loud, and places the card on top of the previously played card. The next player turns over a card and adds the number to the sum of the first two cards. If a player's sum exceeds 25, the next player must subtract rather than add. Play continues in this way until someone has a card that, when played, will give a total of exactly 25. The player who gets a total of exactly 25 wins that round and goes first in the next round.

VARIATIONS:

For younger players, make the target a smaller number (11-15) and eliminate 7, 8, 9 and 10 from the deck.

get to 100



GRADE RANGE: 2nd grade and above
MATH SKILLS: Place Value, Addition
CARDS USED: Ace - 9 and Jack; Jack = 0, Ace = 1
NUMBER OF PLAYERS: 2 - 4

SET-UP: Deal five cards to each player.

TO PLAY:

Using the five cards to create a set of one- and two-digit numbers, create a sum as close as possible to 100. A player's score for the round is their difference from 100. After five rounds, a player tries to have his or her total score (for all five rounds) equal 0.

EXAMPLE:

1st hand: 2, 3, 5, 5, 7 2nd hand: 1, 9, 6, 2, 3
 $75 + 25 + 3 = 103$ $91 + 6 + 2 + 3 = 102$
 Round 1 Score = 3 Round 2 Score = 2

At this point, the player would try to get the sum on to be less than 100. A sum of 95 would result in a score of -5 for the round. The total score for three rounds would then be 0.

place value game



GRADE RANGE: 1st grade and above
MATH SKILLS: Place Value, Addition
CARDS USED: Ace - 9; Ace = 1
NUMBER OF PLAYERS: 2-4 or more

SET-UP:

Players write down five lines on which numerals will be written to represent a number, using ten thousands, thousands, hundreds, tens, ones places.

TO PLAY:

Show one card (number/digit) at a time. After each number is shown, the players choose in which place value (on which line) to write it. Once the number is written in a space, it can't be erased, moved or changed in any way. When all the place value spaces have a number, whoever has made the greatest number wins. The game is part luck and part strategy. An added benefit is that there can be several winners.

VARIATIONS:

- (1) Use fewer or more columns.
- (2) Put the Jacks in and use them for zeros.
- (3) Have students make the least number possible.

math = fun