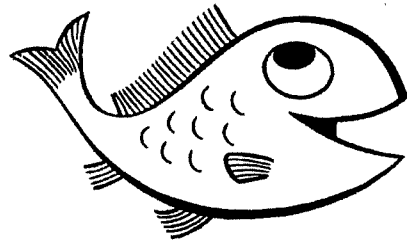


MAKE A 10 FISH

- Remove the Tens, Jacks, Queens, and Kings
- Play with 2-4 players. This game is played like "Go Fish," except that the card pairs have to "make a ten"
- Each player gets 5 cards, the rest are face down in a pile in the middle of the table
- If I have a 4, I can ask for a 6
- When I get the 6, I can lay down my two cards and say, "4+6=10"
- Play until there are no cards left



VARIATIONS

- ★ Change the game by asking for a different sum
- ★ Add in face cards to increase the challenge:
Jack=11, Queen=12, King=13

FIRST TO 50

- Play this game with 2-4 people. Use cards 2 through 10.
- Deal two cards to each person.
- Each player then turns over the two cards they have been dealt.
- Add the two cards to find the sum. Example: 5 and 7 is 12 points.
 - The player with the largest total keeps the two cards while the other cards are returned to the deck which is shuffled and dealt again.
- The winner is the person who makes it to 50 points.

VARIATIONS

- ★ Include the Jacks for 11 points, Queens for 12, and Kings for 13
- ★ Deal each player 3 cards so they will have 3 addends. The first person to 80 wins.

OVER UNDER

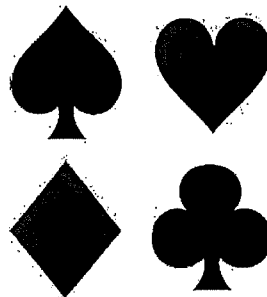
- Play with 2 players.
- Use a deck of cards without the face cards.
 - Use the Aces as 1
- Deal all of the cards out to the two players.
 - One player becomes the **Under 10** player, the other becomes the **Over 10** player.
- Each player turns over a card at the same time and the two numbers are added together.
 - If the answer is below 10, the *Under 10* player gets the cards.
 - If it is more than 10, the *Over 10* player keeps the cards.
 - If the answer is 10, each player take back their card and returns it to their deck.
- When all cards have been played the player with the most cards is the champion.

TOSS UP

- Play with 2-4 players
- Each player draws three cards from the deck and tosses them into the air.
- Points are earned for every card that lands face up. (Aces=1, Jacks=11, Queens=12 and Kings=13).
- The first player to reach a designated score wins (50 or 100)

VARIATIONS

- ★ Subtract any cards that land face down.

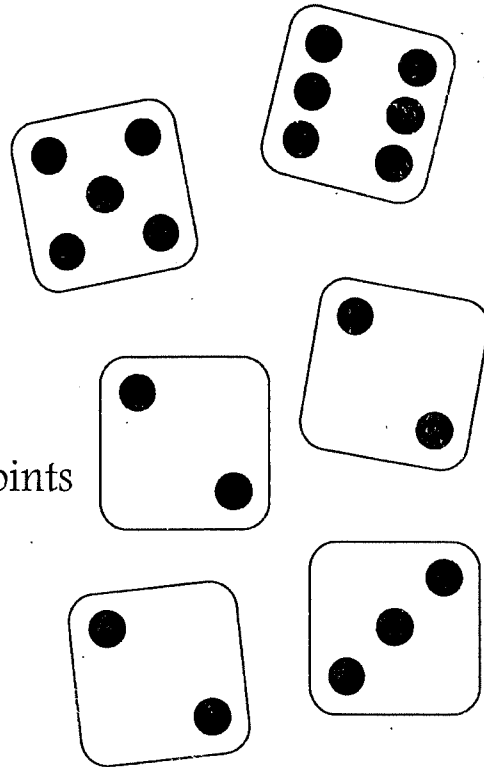


Farkle

Subtraction with Regrouping

Points

- * for every 1: 10 points
- * for every 5: 5 points
- * Three 2s: 22 points
- * Three 3s: 33 points
- * Three 4s: 44 points
- * Three 5s: 55 points
- * Three 6s: 66 points
- * Straight 6 (1, 2, 3, 4, 5, 6): 150 points
- * Three pair: 50 points
- * Two Triplets: 250 points
- * Four of a kind: 100 points
- * Five of a kind: 200 points
- * Six of a kind: 300 points
- * Four of a kind and a pair: 150 points



Farkle

Subtraction with Regrouping

Materials:

- ★ 6 dice, paper and pencil

Object of the game:

- ★ Be the first person to get from 1,000 points to 0

Rules:

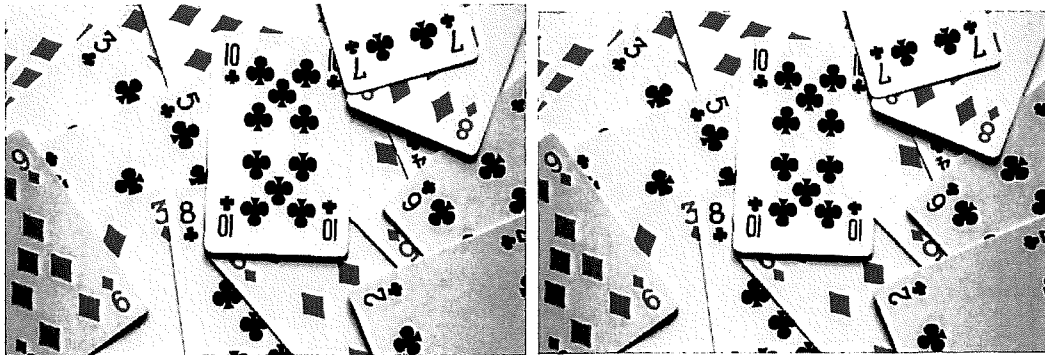
- ★ One player at a time will roll all 6 dice.

Points are awarded for certain numbers rolled (see point card).

- ★ The points earned are subtracted from 1,000.
- ★ This number is their new total.
- ★ Play continues until one player reaches a score of 0.

Largest Number

- Goal: To practice number concepts and comparing values.
 - 2-4 Players
1. Remove all of the face cards from the deck.
 2. Select the number of digits to be used for this game, ex. 2, 3, 4, 5 or 6 digits.
 3. Each player is dealt that number of cards.
 4. Players arrange their cards to make the largest possible number with the cards they were dealt. Ex. With the cards 2, 5, 8, a player would make 852.
 5. Each player needs to read their number to the other players. Ex. "Eight hundred fifty-two". (No "ands" in the number please!!)
 6. The player with the largest number scores a point.
 7. Play for a set amount of time. The player at the end with the most points wins!





Addition War


How to Play:

1. Shuffle your deck of cards.
2. Deal out all of the cards between the players. Cards are placed face down in a stack on the table.
3. Each player turns over the top two cards and states the equation. "3 and 8 is the same as 11".
4. The person with the highest sum takes all of the cards.
5. If the sum is the same, each player lays two cards face down and a third card face up. Whoever has the highest card wins all of the cards.
6. All cards are face value except...

Aces  = 1

Jacks  = 11

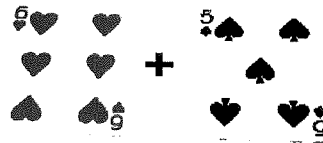
Queens  = 12

Kings  = 13

7. At the end both players count their cards. The player with the most cards wins.



Addition War



Addition Draw

- Goal: To practice addition facts.
 - 2 Players
1. Deal out all of the cards between the two players.
 2. One player calls, **“Draw”!**
 3. Both players turn over their top card and place it face up in the center.
 4. Players add the cards together and say the answer out loud.
 5. The first player to say the answer, wins both of the cards and puts them aside.
 6. After all of the cards have been used, the players count the cards they have won.
 7. The winner is the person who has the most cards at the end of the game.

****This game can also be turned into Subtraction Draw or Multiplication Draw!****



Break the Bank

- Goal: Practice addition number facts to 30.
 - 2-5 Players
1. Deal out all of the cards to the players. Each player puts their cards face down in a pile in front of them.
 2. The first player turns over their top card and places it in the center.
 3. The next player turns over their top card and places it on top of the first. This player then adds the two cards and tells everyone the total.
 4. The next player does the same thing adding the value of their card to the previous total.
 5. Play continues until the total reaches 30 or over. The player that puts down the card that takes the total over 30 takes all of the cards, shuffles them and adds them to their pile.
 6. Play continues for a set amount of time or until one player has no cards left.

**You may increase or decrease the total.

**You may also turn this game into adding 2, two-digit numbers.

Number Sentence Memory

- Goal: To practice math computations using all operations. (+, -, x)
- 2-4 Players
 1. Spread all the cards out in rows face down.
 2. Each player takes a turn to flip over any three cards.
 3. If the player can use the three cards to state an accurate number sentence, they can keep the cards.
 - Ex. 2, 3, 5. A player could say “2 and 3 is the same as 5, or 3 and 2 is the same as 5, 5 is the same as 3 and 2, 5-3 is the same as 2, etc...”
 - Ex. 4, 2, 8. A player could say “2x4 is the same as 8”. We have not introduced multiplication, but they will begin third grade learning about repeated addition $3+3+3+3=12$ ($3\times 4=12$)
 4. If a number sentence cannot be made, the cards are turned face down again.
 5. Play continues until no cards remain.

The winner is the player with the most cards at the end of the game!!

