

Fun Math Card Games

Card Sort P-K

Materials: One full deck of cards--~Have children sort and create groups by attribute. Some sorting possibilities are by color, suit, or number.

Memory (2-4 players) P-K

Materials: Two decks of cards. Remove all face cards, aces, and Jokers. Only play with cards 2-10 in one red suit and one black suit (ex., Hearts and Spades).

~Cards are laid out in a 3x6 grid face down, and players take turns flipping pairs of cards over. Player 1 turns one card over, then another. If the two cards match, **the player keeps the cards** and gets another turn. If they don't match, the cards are turned back over. Play moves on to Player 2. Play ends when all the cards are gone. Whoever has the most cards at the end of the game wins.

Numerical Order (2-6 players) P-K

Materials: One deck of cards with all face cards and Jokers removed (Aces are worth one)

~Shuffle the cards and distribute them evenly among the players. All of the 5s go in the middle of the table in a horizontal line. The objective of the game is for all players to place their cards in numerical order, using matching suits. For the first round, players will need to have either a 4 or a 6 to place above or below the same suit 5. Each player puts down one card in numerical order on his turn. A player who doesn't have a card to put down, must pass. Whoever gets rid of his cards first wins!

Double Digit War (2 players) P-2

Materials: Two decks of cards with all face cards and Jokers removed (Aces are worth one)

~Deal out an even number of cards to each player. Players simultaneously flip over their top two cards. The player that can make a larger double digit number wins all four cards. If the cards have the same value, each player lays two cards face down, then two new cards face up. The player with the largest double digit number wins all the cards from the round, including the face-down cards. Use words like "Greater than" and "Less than."

10 in the Pond (2-5 players) K-3

Materials: Two decks of cards with all face cards, 10s and Jokers removed (Aces are worth one)

~Eight cards are dealt face up in the middle (two rows of four). The dealer then deals out all remaining cards face down to each player. (Dealer can either play, or just be the dealer.)

Starting with the player to the left of the dealer, the first player flips over the top card in his pile. The player says, "I have ____ (whatever number is flipped over). I need ____ (whatever number is needed) to make 10." If that number is in the "pond" in the middle, the player picks it up and keeps both cards that add up to ten in a separate face-up pile. It is then the next person's turn.

*If the player is right, but the needed card is **not** in the pond, the player must put their card in the middle, into the "pond." It is then the next person's turn.

If the person says the **wrong number, (a partner that does not make 10) the dealer or other player tells the right answer, and has the player put their flipped card in the pond. Play goes to the next person. Play continues until each player has played all their cards in their face down stack. The player with the most cards in their face up pile wins!

What's the Difference? Grades 1-2

Materials: Two decks of cards with all face cards and Jokers removed, and a pencil and paper for each person or team

~This game is for two players or teams. Decide who is on the *Red* team and who is on the *Black* team. Shuffle the cards and place them face down in the center. Each team takes one card and flips it face up. If the color of both cards is red, the Red team gets the difference of the value on the cards. If the color of both cards is black, the Black team

gets the difference. For example, if a 2 of Hearts and a 10 of Spades are turned over, both teams get 8 points, the difference of these cards. The team that reaches a sum of 25 (or 50 or whatever number you determine) wins.

What's My Number? Grades 3-4

Materials: Two decks of cards with all face cards, Jokers, and 10s removed (Aces are worth one)

~Shuffle the cards and lay them face down in a stack. Player 1 and Player 2 select a card and, without looking, place the card on their forehead (number facing out). Player 3 multiplies the two numbers together and calls out the product. Player 1 and Player 2 should use the product and the card their opponent is holding to determine the card on their own forehead. No peeking! The first player to correctly identify their own card wins that round and takes the two cards. Take turns changing roles.

Place Value War (2-4 players) Grade 4

Materials: Two decks of cards with all face cards, Jokers, and 10s removed (Aces are worth one)

~Shuffle the cards and deal five cards to each player. Players organize their cards to create the largest number possible with the digits they have. They compare (or "war" with the other players. Whoever creates the largest number wins that round and collects all the cards. Whoever has the most cards (when all the cards are gone) wins.

*Note that you can decrease the number of cards to flip over for lower grades.

Who's Greater? (2 players) Comparing fractions Grades 4-6

Materials: Two decks of cards with all face cards, Jokers, and 10s removed (Aces are worth one) Scratch Paper

~Shuffle the cards and divide them between players. Players turn over two cards each, the first being the numerator (top) and the second, the denominator (bottom). Players say the name of their fraction outloud and the player with the greater fraction takes all four cards. This is determined by finding the common denominator of both fractions (hence, the scratch paper). In the event of a tie, each player deals out two more cards to make a new fraction. The player with the greater fraction collects all the cards. Play continues until one player has collected all of the cards.

Sum or Difference Fraction Number Battle (2 players) Comparing fractions Grades 5-8

Materials: Two decks of cards—Aces worth 1, Jacks worth 11, Queens worth 12, Kings worth 13, Scratch Paper

~Players work as a team as they add fractions. Deal four cards and place them face up. Use the four cards to create two fractions. You can either make the fractions greater than one (improper fractions) or less than one (proper fractions). Players find a common denominator and add the fractions, then reduce the answer to its simplest form. For **Difference Fraction Battle**, after finding the common denominator, subtract the smaller fraction from the larger fraction. Simplify. *These games have no winner; rather, they are an opportunity for students to work collaboratively.

Multiply and Conquer! Grades 5-8 (2 players)

Materials: One deck of cards with all face cards and Jokers removed (Aces are worth one); dice with only 1, 2, and 3 on all sides; Scratch Paper

~Shuffle the deck and put it in the middle. Each person draws three cards and places them face up in the middle. Then they each roll one die. The die tells them where to place the decimal. When both players have flipped their cards and placed the decimal, each person multiplies the numbers and places the decimal in the correct position in the product. For instance, if one player draws a 3, 7, and 9, and rolls a 2 on the die, the number would be 3.79 The other player might roll a 1, 4, and 6, and then rolls a 1 on the die. That number would be 14.6 When these numbers are multiplied together, the product is 55.334. If the players come up with the same product, repeat the process with new cards. If the players come up with different products, work together to see who's right. This game is not a contest, but is used for collaborative work.

Exponent Battle Grades 5-8

Materials: Two decks of cards with all face cards, tens and Jokers removed (Aces are worth one) Scratch paper

~Players split a deck of cards and simultaneously flip over their top two cards. The first card is the base and the second card is the exponent. The highest value wins all four cards. Play continues until all cards are played. Player with the most cards wins.

There are ***so many*** Math games that can be played with cards. Feel free to change or adapt any rules in the games listed here. Also, you can just Google “Math games with cards” and you will have more games than you know what to do with! Play with your kids and make math FUN!