

Traditional War Card Game: How to Play

Highest card wins: This is the traditional game where each player turns over the top card from their own pile and the player with the largest card wins all the cards. In the event of ties, everyone turns over an additional card and the winner takes the larger pile.

1. Remove the Jacks, Kings and Queens from a regular deck of cards.
2. Shuffle.
3. Players place cards face down in a pile.
4. At the count of three, both players flip over their first card.
5. The player with the largest card wins all the cards.

Addition War Card Game: How to Play

6. Remove the Jacks, Kings and Queens from a regular deck of cards.
7. Shuffle.
8. Players place cards face down in a pile.
9. At the count of three, both players flip over their first card.
10. The first person to say the correct sum of the 2 cards receives both cards and puts them in a separate pile.
11. If both players say the answer at the same time, the cards are put in the middle of the table.
12. The next player to win the "flip" gets the cards in the middle of the table in addition to the cards just played.
13. The winner is the person with the most cards at the end of play.

Subtraction War Card Game: How to Play

1. Remove the Jacks, Kings and Queens from a regular deck of cards.
2. Shuffle.
3. Players place cards face down in a pile.
4. At the count of three, both players flip over their first two cards.
5. The first person to say the correct difference of the two cards receives all four cards and puts them in a separate pile.
6. If both players say the answer at the same time, the cards are put in the middle of the table.
7. The next player to win the "flip" gets the cards in the middle of the table in addition to the cards just played.
8. The winner is the person with the most cards at the end of play.

Multiplication War Card Game: How to Play

1. Remove the Jacks, Kings and Queens from a regular deck of cards.
2. Shuffle.
3. Players place cards face down in a pile.
4. At the count of three, both players flip over their first card.
5. The first person to say the product of the 2 cards receives both cards and puts them in a separate pile.
6. If both players say the answer at the same time, the cards are put in the middle of the table.
7. The next player to win the "flip" gets the cards in the middle of the table in addition to the cards just played.
8. The winner is the person with the most cards at the end of play.

Other Variations:

1. Each kid turns over two cards and multiplies his or her own cards together. Whoever has the highest product, wins both sets of cards. The winner has the most cards at the end.

2. Do not remove the Joker, Jack, Queen and King in the deck. Instead, assign the following values to them:

Joker = 14 King = 13 Queen = 12 Jack = 11

Play continues as outlined above, or play your favorite version.

3. **Fraction War:** Aces are 1, Jack is 10, Queen is 11, and King is 12. Students turn over two cards. The first card is the denominator, the second number is the numerator. Whoever has the largest fraction wins!

4. **Decimal War:** Take out all face cards. Aces are 1. Players turn over three cards. The first card is the whole number, the second number is the tenths, and the third number is the hundredths. If kids are just learning decimals, just have them draw two cards: the first is the whole number, while the second number is the tenths.

5. **Guess the Card:** For this game, you will need three players. Shuffle the deck of cards, removing the face cards. Aces are worth 1. Two of the players sit facing each other. Deal the cards evenly between the two players. Players place their stack of cards face down in front of them. The third player sits so that he or she can see the players. At the count of three, the two players facing each other flip over their card and press it to their foreheads, being careful to not see their own card. The third player looks at both cards and calls out the product of the two numbers. Looking at their opponents card, players try to be the first to call out the number on their own card (by figuring out what the missing addend is). The winner takes both cards. For the next round, players rotate and continue until all cards are used.

6. **Negative and Positive Numbers:** Do not remove the Joker, Jack, Queen and King in the deck. Instead, assign the following values to them:

The black cards are positive numbers and the red cards are negative numbers.

Joker = 15 King = 13 Queen = 12 Jack = 11

Follow any of the rules above using positive and negative numbers.

7. **Addition Double War:** Follow the rules of War with each player turning over two cards at a time. Players add the value of their two cards and the largest sum wins. Students can practice addition strategies: counting all the “pips” on both cards for the sum, starting with one card and counting on using the pips on the second card, doubles facts, special “tricks” for adding ten and nine, sharing, and making a ten. To make this game a little more challenging, turn over three cards each time and find their sum.

8. **Subtraction Double War:** Follow the directions for Addition Double War, only the biggest difference wins. Good opportunity to practice subtraction strategies and facts.

9. **Multiplication Double War:** Follow the directions for Addition Double War, only this time the largest product wins. For a student just learning multiplication facts, use two decks of cards and start with the easiest fact families first, gradually adding the larger numbers.

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