

Card Games to Practise Maths Facts

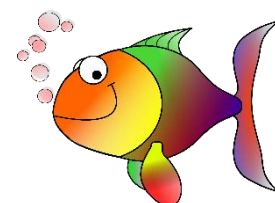
You will need a pack of cards to play these games

Go Fish!

Skills practised: Number facts

How to Play Go Fish!

1. Sort through the deck to remove all cards that are higher than that featured number for the maths game. For example, if the goal is to learn addition facts for the number seven, the game will be played with ones (aces) through sevens.
2. Deal out five cards to each player and place the remaining cards in a draw pile.
3. Have each player look through his or her hand of cards to find any pairs that add up to the featured number and place them face up in their discard pile. For example, if learning addition facts for the number seven, appropriate pairs would be $6+1$, $5+2$ or $4+3$. The 7 card would also be laid aside as a correct solution that doesn't require a pair.
4. The person to the left of the dealer may now ask any other player for a card that will help create the sum required. If the person asked has the card in his hand, he must give it up to the player that made the request. A player can keep asking for cards until no further matches are able to be made, at which point he is told to Go Fish! from the draw pile and the next player takes a turn trying to make a match.
5. If a player runs out of cards he can choose five more cards from the draw pile to stay in the game.
6. Continue playing until all the cards in the deck have been matched into pairs. The player with the highest number of pairs at the end of the game is the winner.

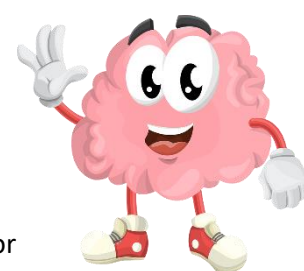


Memory

Skills practised: This can be modified to teach number facts to children or matching numbers.

How to Play Memory:

1. Sort through the deck to remove all cards that are higher than that featured number for the math game. For example, if the goal is to learn addition facts for the number six, the game will be played with ones (aces) through sixes.
2. Shuffle the deck and turn all the cards face down in a grid pattern.
3. Taking turns, have each player flip two cards to look for a matching pair. For example, if learning addition facts for the number six, appropriate pairs would be $5+1$, $4+2$ or $3+3$. The 6 card would also be laid aside as a correct solution that doesn't require a pair.
4. Continue playing until all the cards in the deck have been matched into pairs. The player with the highest number of pairs at the end of the game is the winner.



Subtraction/Addition “War”

Skills practised: Comparing numbers. Specific language – higher/lower, bigger/smaller Calculations



How to play Subtraction War:

1. Shuffle the deck of cards and deal them face down, giving each player an equal number of cards until the deck runs out. Each player keeps his cards in a stack. Assign picture cards, such as jacks, queens, and kings, a value of 10. Give aces a value of 1.
2. Demonstrate to your child how to play the game: Each player turns two cards face up, reads the number sentence and supplies the answer. For example, if your child draws a 5 and a 4, he says $5 - 4 = 1$. If you draw a 7 and an 2, then your number sentence is $7 - 2 = 5$. Because your result is larger, you win the four cards and you put them at the bottom of your pile.
3. If each of you has a number sentence with the same answer, then the four cards remain for the next go and the winner of the next sum wins all eight cards.
4. Set up the timer and play the game for 10 to 15 minutes. When the bell goes off, each player counts his cards. The player with the most cards wins. If one player runs out of cards before time is up, then the other player wins. To play Addition War you simply add the numbers rather than subtract.

Close Call

Skills practised: Calculations. Problem solving Common number patterns Place value

How to play Close call:

1. Remove 10s and face cards from the deck. Shuffle the deck and deal each player 6 cards.
2. Each player selects four of their cards and creates two 2-digit numbers from them. The goal is to create two numbers that have a sum as close to 100 as possible, without going over. (For example, a player may choose to use the cards 4, 6, 8, and 1, creating the problem $14 + 86 = 100$.)
3. After players have made their selections, they place their cards face up in front of them, arranging them so other players can see which two numbers they have created.
4. The player with the numbers closest to 100, without going over, wins a point. In the case of a tie, a point is awarded to each team.
5. Shuffle the cards before dealing another round.
6. Play continues for 5 rounds. The player with the most points after the last round wins the game.

Variations: Use only 2 of the cards, create single-digit numbers, and set the goal to 10. To make the game more challenging, deal 8 cards to each player, let them choose 6, create 3-digit numbers, and set the goal to 1,000.

"I'm the Greatest!"

Skills practised: Addition Place value

How to play "I'm the greatest"



1. The object of the game is to win points by forming the largest sum.
2. Remove tens and face cards from the deck. If you have jokers, add them into the deck. Jokers will equal zero.
3. Shuffle the cards. Give each player six cards.
4. Players have exactly one minute to make a 3-digit plus 3-digit addition problem using the numbers on their six cards. Players should experiment and double check their work to ensure they have the largest sum possible.
5. The player with the greatest sum wins the round and one point. The first player to earn 10 points wins the game.