

MATH GAME

RESOURCE PAGES

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GREAT ADDITION AND SUBTRACTION GAMES

ADDITION WAR

The player who collects the most cards wins

Materials:

- From one deck of playing cards select the Ace through 10 cards
- You can leave the jack, queen and king in the deck if you want—they will count as 10
- The Ace card stands for the digit 1

Rules:

- Split the deck of cards into piles—one for each player
- One the count of three both players flip over their cards—they add the two cards together in their head
- The first player to say the correct answer wins the two cards. The winner for that hand will collect both cards and put them into a pile by their side
- If the players say the total at the same time (a tie) they leave those two cards in the middle and turn over two more cards—the winner of this hand gets to keep all four (4) cards
- Keep playing until you get all the way through the deck
- The winner is the person who has collected the most pairs of cards

Variations:

- Jacks can be 11's; queen's 12's; kings 13's
- You can play a two card for each person variation of this game. Deal out two cards face down to each of 2, 3, or 4 players. One the count of three everyone turns their cards over
- Each player adds his or her two numbers, and the player with the larger or largest sum collects all the cards dealt out that time (if she or he correctly identifies the sum of their own cards—if an error is made, and another player correctly challenges the error, then that other player wins all the cards of that hand).
- Ties occur when two or more players have the same largest sum. Such ties are settled by each player being dealt two more cards and the player with the highest new sum wins all the cards played since the previous winning round.
- The game can also be played by saying the smallest sum wins each round
- Make up your own variations!

SUBTRACTION WAR

The player who collects the most cards wins

Materials:

- From one deck of playing cards select the Ace through 10 cards
- You can leave the jack, queen and king in the deck if you want—they will count as 10
- The Ace card stands for the digit 1

Rules:

- Split the deck of cards into piles—one for each player
- One the count of three both players flip over one card—the players subtract the smaller number from the larger number in their hand
- The first player to say the correct answer wins the two cards. The winner for that hand will collect both cards and put them into a pile by their side
- If the players say the answer at the same time (a tie) they leave those two cards in the middle and turn over two more cards—the winner of this hand gets to keep all four (4) cards
- Keep playing until you get all the way through the deck
- The winner is the person who has collected the most pairs of cards

Variations:

- Jacks can be 11's; queen's 12's; kings 13's
- You can play a two card for each person variation of this game. Deal out two cards face down to each of 2, 3, or 4 players
- Each player subtracts his or her two numbers, and the player with the larger or largest difference (the answer in a subtraction problem) collects all the cards dealt out that time (if she or he correctly identifies the sum of their own cards—if an error is made, and another player correctly challenges the error, then that other player wins all the cards of that hand)
- Ties occur when two or more players have the same largest sum. Such ties are settled by each player being dealt two more cards and the player with the highest new difference wins all the cards played since the previous winning round
- The game can also be played by saying the smallest difference (the answer in subtraction problems) wins the cards
- Make up your own variations!

SALUTE

The player who collects the most cards wins

Materials:

- From one deck of playing cards select the Ace through 10 cards.
- You can leave the jack, queen and king in the deck if you want—they will count as 10
- The Ace card stands for the digit 1

Rules:

- This game is for two players and one referee.
- Deal the cards face down into two piles. Each player draws the top card from her or his pile. **Without looking** each player places his or her card on his or her forehead, facing outward. That is, each player can see what the other person's card is (on the opponent's forehead), but they can't see their own card (it is on their own forehead)
- The referee calls out the sum of the two numbers **added** together
- The first player to name their own card is the winner of that "hand" and collects the two cards
- The winner of the game is the player with the most cards after all the cards are gone from the draw piles

Variations:

- Jacks can be 11's; queen's 12's; kings 13's
- The game can also be played by having the referee call out the difference (**subtraction**) of the two numbers.
- The game can also be played by having the referee call out the product of the two numbers when they are **multiplied** together.
- Make up your own variations!

TENS GO FISH

The player who collects the most cards wins

Materials:

- From one deck of playing cards select the Ace through 10 cards.
- You can leave the jack, queen and king in the deck if you want—they will count as 10
- The Ace card stands for the digit 1—you can use jokers for zero (0) if you have some

Rules:

- The object of the game is to get two cards that total 10
- Each player is dealt five (5) cards. The rest of the cards are placed face down in between the two players
- If you were dealt cards that can pair up to make 10, put them down in front of you and replace those cards with new cards from the deck.
- Take turns. On a turn, ask one player for a card that will go with a card in your hand to make 10
- If you get a card that makes 10, put the pair of cards down. Take one card from the deck—your turn is over.
- If you don't get a card that makes 10, take the top card from the deck—your turn is over.
- If the card you take from the deck makes 10 with a card that is in your hand, put the pair down and take one more card from the deck—your turn is over.
- If there are no cards left in your hand but there are still cards in the deck, you take two cards.
- The game is over when there are no more cards to draw or exchange.
- The winner is the person who was able to make the most combinations that equal 10.

Variations:

- Choose a different number as the target number. For example, play EIGHTS GO FISH, OR TWELVE GO FISH

TURN OVER 10

The player who collects the most cards wins

Materials:

- From one deck of playing cards select the Ace through 10 cards.
- You can leave the jack, queen and king in the deck if you want—they will count as 10
- The Ace card stands for the digit 1—you can use jokers for zero (0) if you have some

Rules:

- The object of the game is to turn over and collect two cards that total 10
- Arrange the cards face down in four (4) rows of five (5) cards (this is a total of 20 cards)
- Place the rest of the cards face down in a pile
- Take turns. On a turn, a player will turn over one card (If the card is a wild card you can make it what ever number you want).
- Turn over one more card—you are looking for a card that can be added to the first card to make 10 (For example—if I turned over a 3 for the first card I would be looking for a 7)
- If the two cards make a total that isn't 10—turn them face down in the same spot—your turn is over
- If the total is 10, take the two cards and put them next to you. Replace the two empty spaces with cards from the deck. (Don't put all the cards together—keep them in piles of 2 so you can show the combinations you made at the end of the game).
- The game is over when no more combinations of 10 can be made.
- The winner is the person who was able to make the most combinations that equal 10

Variations:

- Choose a different number as the target number. For example, play TURN OVER 8, OR TURN OVER 15

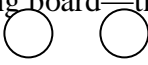
BUMP

The player with the most stacks of markers wins

Materials:

- Paper and pencil to create a playing board
- A pile of unifix cubes or other colored markers
- 2 dice

Rules:

- Each player picks a pile of unifix cubes or other marker (even colored paper works). Players have to choose different colors from each other (i.e., I pick yellow and you pick red)
- Players create a playing board—they draw 11 circles on the paper and write one number from 2-12 in each circle 
- Decide who will roll the 2 dice first.
- One player rolls the dice. The player covers that number with a unifix cube or marker (5 + 6=11 so you cover # 11)
- The next player rolls the dice and covers that number with a unifix cube
- If a player rolls a number that his/ her opponent's cube is already on, the player BUMPS the cube off and places their cube on it
- If a player rolls a number that already has their own cube on it, they stack a second cube (or marker) on it and now that player owns the circle. **Now that number cannot be bumped.**
- Keep playing until each circle has been stacked
- Count who has the most stacks and that person is the winner

Variations:

- Roll both dice and use them as a FRACTION—round to the nearest whole number. NOTE—a person can decide which number is the numerator (top #) or denominator (bottom #)

TIC TAC 15

The first player to get 3 cards in a row adding to 15 wins.

Materials:

- Make a tic-tac-toe board using 8 1/2 x 11 paper or photo copy the playing board included in this game packet
- From one deck of playing cards, select the Ace (1), 2, 3, 4, 5, 6, 7, 8, and 9

Rules:

- One player holds the even cards: 2, 4, 6, and 8
- The other player holds the odd cards: A, 3, 5, 7, and 9 (the Ace is used for the number 1)
- The odd player goes first, but holding five cards or going first does not give any real advantage
- The first player to get 3 cards in a row that equal exactly 15 when added together wins
- Either player can use any of the cards already played to help make 3 in a row with a sum of 15—however **once a card is played, it is not moved to another location.**

Variation:

- Mix all 9 cards in a facedown random draw pile. Players take turns drawing the top card and placing it on the tic-tac-toe board
- You can change the game to a new target number like TIC TAC 20

GAMES THAT DON'T NEED ANY SUPPLIES

(Great games that help students to remember how number are ordered)

GREATER THAN/LESS THAN

- The caller says, "I am thinking of a number between 1 and 25."
- Give each child a guess and after each guess, you tell them if the answer is higher or lower than their guess.
- Let them keep guessing until someone gets it right.
- **Keep using more difficult numbers as their skill level increases! FOR EXAMPLE: I am thinking of a number between 230 and 250**
- The winner can choose the next number to be guessed

COUNT-A-THON

- This game helps to develop number sense.
- You can have the players count by 2's, 3's, 5's, or 10's beginning with a certain number and working until they reach a certain number.
- Write the beginning and ending numbers on a piece of paper and ask the players to count from the low number up to the high number using multiples of one factor (for example, count by 2's from 324 to 398).
- For an extra challenge use larger or irregular numbers like 15's or 35's.

GREAT MULTIPLICATION GAMES

MULTIPLICATION WAR

The player who gets all or most the cards wins.

Materials:

- From one or two deck(s) of playing cards (two decks are recommended), select the Ace (used for the digit 1) and cards that are part of other multiplication facts players already know
- Also select all the cards of the new multiplication number to practice, for example all the 6's.
- Jokers can represent the number that is being learned/practiced (on one day maybe a 6, or another day it might be a 7—whatever you need it to be).
- Face cards such as jacks, queens, and kings can be counted as 10's

Rules:

- Split the deck of cards into piles—one for each player
- One the count of three both players flip over their cards—they multiply the two cards together in their head
- The first player to say the correct answer wins the two cards. The winner for that hand will collect both cards and put them into a pile by their side
- If the players say the total at the same time (a tie) they leave those two cards in the middle and turn over two more cards—the winner of this hand gets to keep all four (4) cards
- Keep playing until you get all the way through the deck
- The winner is the person who has collected the most pairs of cards

Variations:

- Deal out two cards face down to each of 2, 3, or 4 players.
- Each player multiplies his or her two numbers, and the player with the larger or largest product collects all the cards dealt out that time (provided that she or he correctly identifies the product of their own cards—if an error is made, and another player correctly challenges the error, then that other player wins all the cards of that hand).
- Ties occur when two or more players have the same largest product. Such ties are settled by each player being dealt two more cards and the player with the highest new product wins all the cards played since the previous winning round.
- The game can also be played by saying the smallest product wins each round.
- Make up your own variations!

CIRCLES AND STARS

The player who can write most multiplication sentences and then solve them wins

Materials:

- Two sheets of paper for each student to draw on
- One sheet of paper to record the student's scores

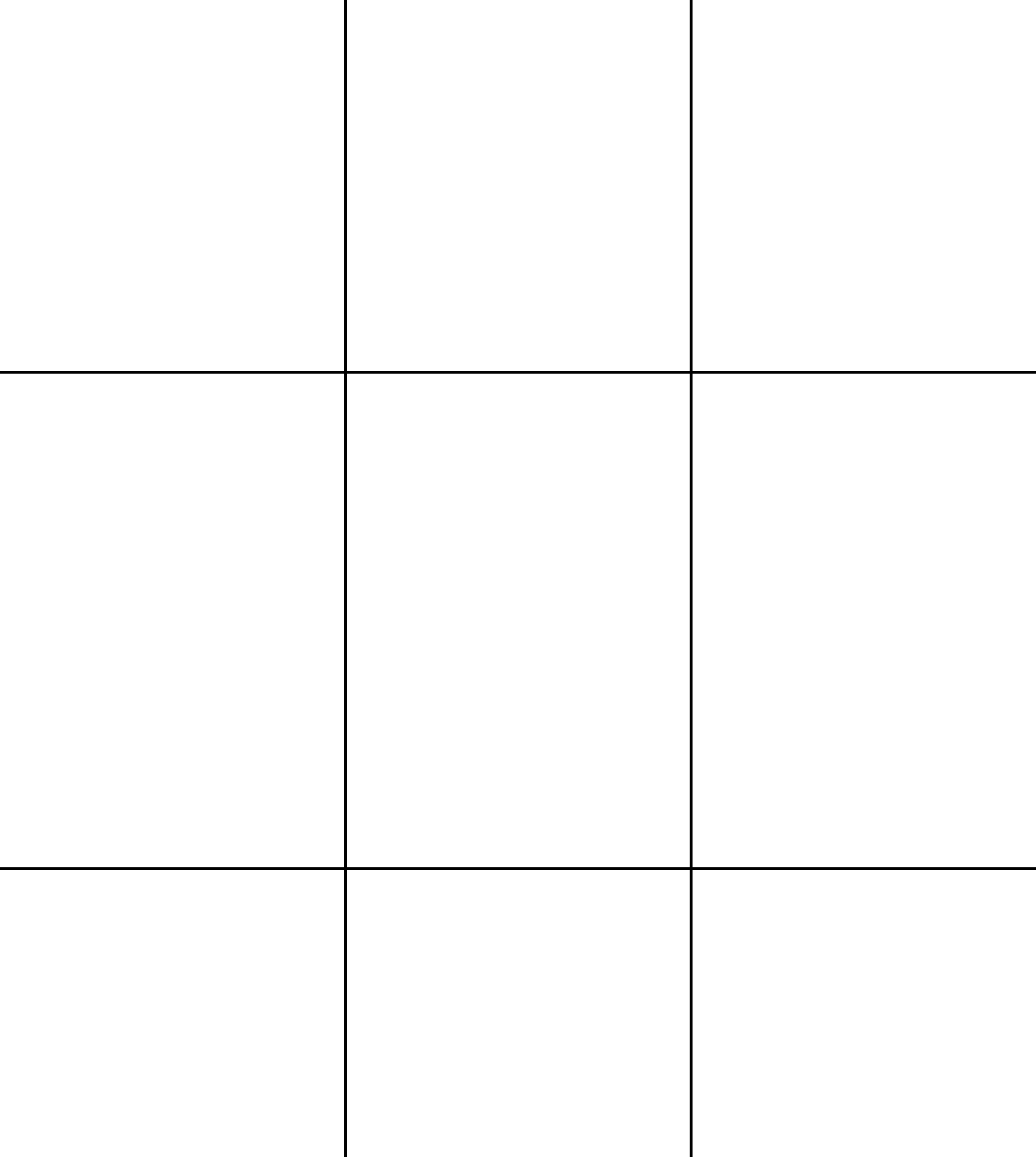
Rules:

- One player represents (stands for) circles and the other represents stars.
- The game is played similar to Paper, Rock, and Scissors. At the count of 3 each person shows between 1 and 5 fingers
- Each player draws the number of circles shown by fingers and then places stars (or dots) for the second person in each circle.
- After drawing the pictures players write a sentence explaining how many groups of some thing there are (FOR EXAMPLE 5 groups of 2)
- Players then write a multiplication sentence showing the same thing as the picture (EXAMPLE $5 \times 2 = 10$)
- Players earn one point for correctly writing the multiplication sentence
- Players earn one more point for saying the correct total for the multiplication sentence

Variations:

- Players may use two hands for 1-10 facts to create more of a challenge

TIC TAC TOE 15 GAME BOARD



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*Play as many games per day as you want; but just record information on two games per day.
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