

# Dice and Card Games



## Go Fish!

**Equipment:** Standard deck of playing cards

### How to Play:

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 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

**Equipment:** Standard deck of playing cards

### How to Play:

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 War

**Equipment:** Standard deck of playing cards, timer

### How to Play:

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 a 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 it's war! At this point, you'll reverse the math "operation" and do an addition problem. Each player puts four cards face down and turns up two of them. The player with the 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.

## Ten-Twenty-Thirty

**Equipment:** Standard deck of playing cards

### How to Play:

1. Shuffle the deck. Create a row of seven cards, face up. Place two cards on top of each of the seven so you have seven piles of 3 cards each. Arrange the cards so you can see the face value of every card.
2. Place the rest of the deck to the side, to be used later.
3. The object of the game is to remove a pile when the sum of all of its cards is 10, 20, or 30. All face cards equal 10. For example, if a pile has an ace, 9, and jack in it, it could be removed because its sum is 20 ( $1 + 9 + 10$ ). Go ahead and remove all of the piles that equal 10 to start.
4. Deal a fourth card on top of every pile that remains. Remove any stacks that now equal a multiple of 10.
5. Deal a fifth card on top of every pile that remains. Remove any stacks possible.
6. Continue adding cards and removing stacks until your deck is depleted or the stacks have all been removed.
7. If you remove all the stacks first, you have won! If your deck is emptied first, try again.

## Close Call

**Equipment:** Standard deck of playing cards, pencil and paper for working out, Score Sheet

### How to Play:

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:

- *Change the number of cards dealt, the number of cards used, or the goal.*
- *For younger players, restrict the number of cards dealt to 4 per player, allow them to 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

**Equipment:** Standard deck of playing cards, pencil and paper for each player, timer (optional)

### How to Play:

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.

### Variations:

- *For younger players, deal two or four cards and form 1 or 2 digit sums.*

## Number War

**Equipment:** 2 Dice, counters (beads, rocks, Popsicle sticks) and/or paper and pen for scoring

**How to Play:**

1. Have each player roll one die. The player with the highest number goes first.
2. Each player rolls their two dice. The numbers on both dice are added together to come up with an individual player's score. The player with the highest scoring combination wins the round.
3. Winning rounds can be noted on a pad of paper with a tally mark under the winning player's name, or with counters such as beads, rocks, or pennies.
4. Play a number of rounds and have players add up their counter or tally marks at the end to come up with a game champion.

**Variations:**

- *Play with one dice for younger children to practice basic less than/greater than sequencing.*
- *Learn subtraction skills by having players subtract the lower die from the higher die to come up with a number for each round.*
- *Increase the number of dice in the game to 3+ to teach more complicated addition skills.*
- *Practice place value skills by having players create a double-digit number from the rolled dice. For example, rolling a two and a five becomes either 25 or 52.*

## Build a Tower

**Equipment:** 2 Dice, building material (Lego, wooden blocks, Popsicle sticks)

**How to Play:**

1. Have players roll a pair of dice and add the two numbers.
2. The player gets that number in building materials if the dice are added correctly and uses them to build a tower.
3. Go through 10 or 15 rounds. The player with the tallest or most creative tower at the end wins.