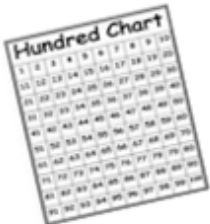




**GET  
TOGETHERS**  
Partnering to share ideas

Fawcett G.E.T. Together  
Math Games to Build Math  
Skills  
And Number Sense



# Beat That

## Number Sense Game for 1+ Players

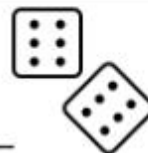
**Need:** 2 dice, paper and pencil for scoring

**Getting Ready:** Have all the materials out in front of you.

**How to Play:** Roll the dice and put them in order to make the highest number possible. If you roll a 4 and a 6, for example, your best answer would be 64. Using 3 dice, a roll of 3, 5 and 2 should give you 532, and so on. Write down your answer, pass the dice, and challenge the next player to "Beat That!" For a change, try making the smallest number possible! This is a great game for reinforcing the concept of place value. If you are playing with younger children, explain your reasoning out loud and encourage them to do the same.

## Trash Can Game

### Number Sense Game for 2 Players



**Players** 2

**Materials:** 1 die, scratch paper

**How to Play:** Draw a game board like on the facing page. Roll your die and pick where to put your number. **Once placed, a digit cannot be moved.** You have four rolls to make a number.

Write the number you made and the greatest number you can make with those digits. Then compare them with a  $<$ ,  $>$  or  $=$ .

*Example:*

H	T	O	Trash can
$536 < 653$			

The player who creates the largest number each round gets a point.

Player 1 \_\_\_\_\_  
          hundreds    tens    ones    trash can

\_\_\_\_\_ ○ \_\_\_\_\_  
Your number    the greatest number  
                  with those digits

Now compare with a  $<$ ,  $>$  or  $=$ .

Player 2 \_\_\_\_\_  
          hundreds    tens    ones    trash can

\_\_\_\_\_ ○ \_\_\_\_\_  
Your number    the greatest number  
                  with those digits

Now compare with a  $<$ ,  $>$  or  $=$ .

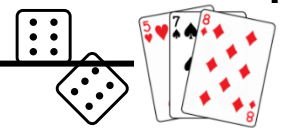
# Counting On with Cards and Dice

## 2+ Players

**Need:** One dice. Pack of playing cards with the picture cards removed. Aces are valued at 1. Picture cards can be added for an extra challenge. Jacks = 11, Queens = 12 and Kings = 13.

**Getting Ready:** Shuffle the cards and place them face down on the table in one pile.

**How to Play:** Player one flips over the top card and starts a discard pile. Then they throw the dice. Their challenge is to start counting from the number shown on the card and count on the number of times shown on the dice. (Example, player flips over a 7 and rolls a 4. They would count up 4 from 7: 7, 8, 9, 10, 11.). There is no winner or loser in this game, it is simply a turn-taking game.



# Ten or Twenty

## Addition Game for 2 - 4 Players



**Need:** Pack of playing cards with the picture cards removed. Aces are valued at 1.

**Getting Ready:** Each player is dealt 5 cards to hold in their hand.

The remaining cards are placed face down in a pile in the center.

The top card is turned over and placed beside the pile.

### **How to Play:**

Players take it in turns to pick up the top card of the pile or the top card of the discard pile. If the player can make a set of 3 cards that total 10 or 20 in value, the set is put down facing up in front of the player. The player finishes the turn by discarding a card face up on the discard pile. If the player has made a set of 3 on their turn they also pick up three more cards from the pile to restore their hand to 5 cards.

The winner is the person who has made the most sets when all of the pile is gone.

# Quick Stop



## Addition or Multiplication Game for 2+ Players

**Need:** Pack of playing cards and pencil and paper for every player.

**Getting Ready:** Shuffle the cards and place them face down on the table in one pile.

**How to Play:** Each player draws one card and places it face up in front of them. Players write the value of this card at the top of their paper (Aces are worth 1 and face cards are all worth 10). When all players are ready, everyone draws a second card and places it below their first card. Players then add the values of the two cards to get a total. Keep drawing cards until one player reaches 100. One variation would be to multiply rather than add.



# Multiplication Quick Draw

## Multiplication Game for 2 Players

**Need:** Pack of playing cards with the picture cards removed. Aces are valued at 1.

**Getting Ready:** Deal out all of the cards to the two players.

### How to Play:

One player calls, 'Draw' and both players turn over their top card and place it face up in the center.

The players multiply the two numbers that are showing and the first player to say the answer out loud wins the two cards.

After all cards have been used, the players count the number of cards that they have won. The winner is the person who has the most cards.



# Largest Number

## Comparing Numbers Game for 2 - 4 Players

**Need:** Pack of playing cards with the picture cards removed. Aces are valued at 1.

**Getting Ready:** Select the number of digits to be used in the numbers for this game, e.g. 2 digit numbers, 3 digit numbers, 4, 5 or 6 digit numbers.

Each player is dealt that number of cards.

### How to Play:

Players arrange their cards to make the largest possible number with the cards that they have been dealt, e.g. with cards 2, 5 and 8, a player would make 852.

The player with the largest number in each round keeps the cards they were dealt.

The game ends when there are not enough cards to deal out. The winner is the player who has collected the most cards.

# Closest To ...

## Comparing Numbers Game for 2 - 4 Players



**Need:** Pack of playing cards with the picture cards removed. Aces are valued at 1.

**Getting Ready:** Select the number of digits to be in the numbers for this game, e.g. 2 digit numbers, 3 digit numbers, 4 or 5 digit numbers.

Each player is dealt that number of cards.

### How to Play:

The aim of the game is to make a number as close as possible to 50 if making 2 digit numbers (or to 500 for 3 digit numbers, 5000 for 4 digit numbers or 50,000 for 5 digit numbers.)

The players arrange their cards to make a number as close as possible to 50 (or 500, 5000, or 50,000).

The player with the closest number wins the round and keeps the cards they were dealt.

The game ends when there are not enough cards to deal out. The winner is the player who has collected the most cards.