



Fact Fluency With Playing Cards

Game	How to Play: First, remove face cards (K, Q, J, A).
Addition War	Players turn up two cards. The highest sum wins a point. Play 10 rounds (or more). The player with the most points at the end of 10 rounds wins.
Advanced Addition War	Turn up three (or four) cards for each hand and add them together. Player with the higher sum earns a point.
Subtraction War	Players turn up two cards and subtract the smaller number from the larger. This time, the greatest difference wins the point.
Multi-Digit Subtraction War	Turn up three cards. Make two of them into a 2-digit number, then subtract the third. Example: Suppose you turn up 3, 4, and 5. Should you arrange them as 54-3 or 45-3 or 35-4 or . . . ?
Multiplication War	Turn up two cards and multiply. Player with the higher number earns a point.
Advanced Multiplication War	Turn up three (or four) cards and multiply. Player with the higher number earns a point.
Multi-Digit Multiplication War	Turn up three cards. Make two of them into a 2-digit number, then multiply by the third. Example: Suppose you turn up 3, 4, and 5. Should you arrange them as 5×43 or 4×53 or 3×54 or . . . ?
Multi-Digit War	Turn up two or three cards and create a 2-digit or 3-digit number.
Fraction War	Players turn up two cards and make a fraction, using the smaller card as the numerator. Greatest fraction wins the point.
Improper Fraction War	Turn up two cards and make a fraction, using the larger card as the numerator. Greatest fraction wins.
Wild War	Players turn up three cards and may do whatever math manipulation they wish with the numbers. The greatest answer wins the point.