# Math Games

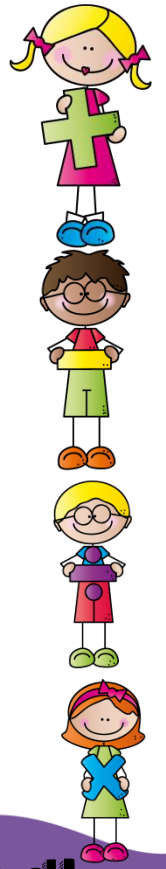
Direction cards for math games using dice or a deck of cards.



Math is more fun and concepts are easier to practice during game time! Print the directions, add a deck of cards or dice and voila you have a math center!

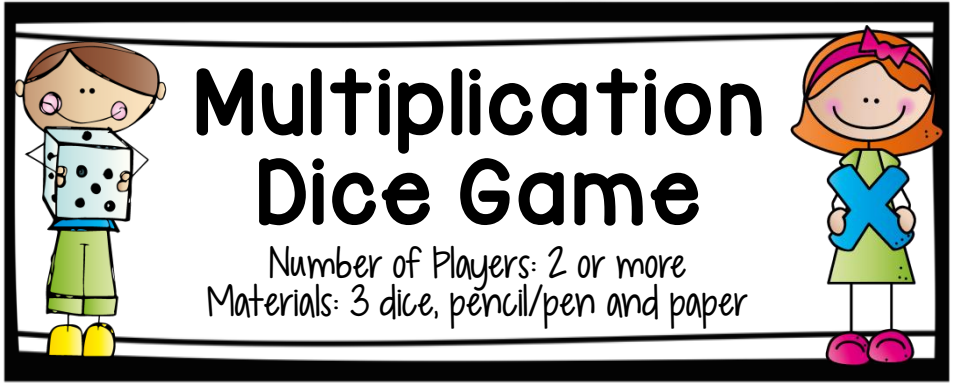






**15 different directions for games are included!**

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# Multiplication Dice Game

Number of Players: 2 or more
Materials: 3 dice, pencil/pen and paper

Goal: Get the highest score.

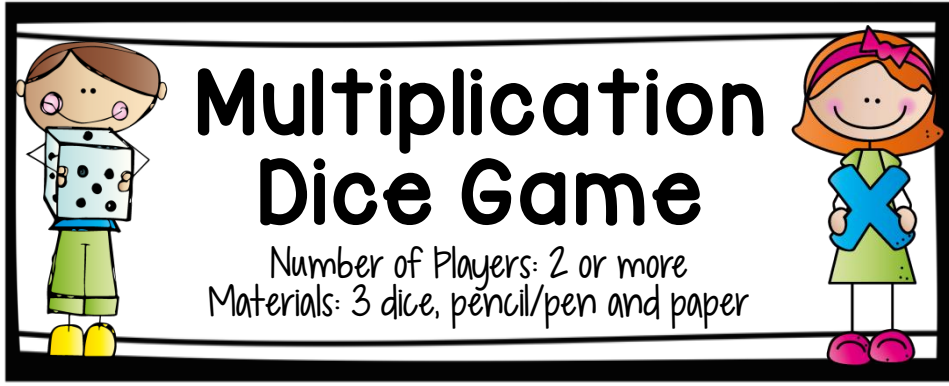
## How to Play

- Throw all three dice. The highest die is put to the side.
- Roll the remaining two dice. Take out the highest die.
- Throw the remaining die.
- Add the numbers of the first two dice. Multiply the sum by the third die. That is the total score for that round.

Play 5 or 10 rounds and add the totals to find the overall winner of the game.



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# Multiplication Dice Game

Number of Players: 2 or more
Materials: 3 dice, pencil/pen and paper

Goal: Get the highest score.

## How to Play

- Throw all three dice. The highest die is put to the side.
- Roll the remaining two dice. Take out the highest die.
- Throw the remaining die.
- Add the numbers of the first two dice. Multiply the sum by the third die. That is the total score for that round.

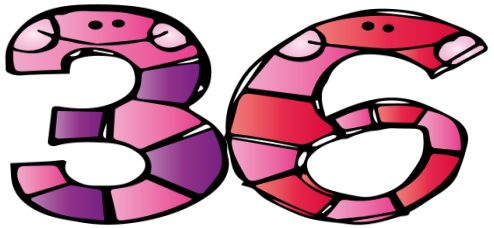
Play 5 or 10 rounds and add the totals to find the overall winner of the game.



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# Thirty-Six





Number of Players: 2 or more
Materials: 1 die, pencil/pen and paper

Goal: Get as close to 36, but not go over.





## How to Play

- Throw the die several times adding the number of each roll together.
- Continue adding the number of the die to your total.
- The player's turn ends when they go over 36 or when they decide to stop.
- The player who gets 36 points or closer than the rest of the players, wins the round, scoring a point.

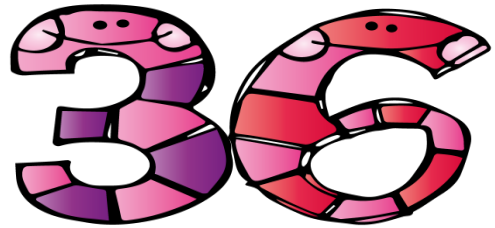
Play 10 rounds; the player with the most points from winning rounds is the overall winner.



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Thirty-Six





Number of Players: 2 or more
Materials: 1 die, pencil/pen and paper

Goal: Get as close to 36, but not go over.





## How to Play

- Throw the die several times adding the number of each roll together.
- Continue adding the number of the die to your total.
- The player's turn ends when they go over 36 or when they decide to stop.
- The player who gets 36 points or closer than the rest of the players, wins the round, scoring a point.

Play 10 rounds; the player with the most points from winning rounds is the overall winner.



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Number of Players: 2 or more
Materials: 1 deck of cards

**Goal: Collect all of the cards.**

## How to Play

- Deal all of the cards to the players face down.
- At the same time, turn over a card from the pile, placing it in the center. The card with the highest ranking wins. (Aces are the highest, jokers are the lowest.) The winner picks up the cards placing them at the bottom of their stack.
- If two cards have the same value, the players go to war. They place two more cards face up, the player with the highest value wins all of the cards.

The winner of the game is the one who gets all the cards in the deck or when his opponent runs out of cards during a war.

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Number of Players: 2 or more
Materials: 1 deck of cards

**Goal: Collect all of the cards.**

## How to Play

- Deal all of the cards to the players face down.
- At the same time, turn over a card from the pile, placing it in the center. The card with the highest ranking wins. (Aces are the highest, jokers are the lowest.) The winner picks up the cards placing them at the bottom of their stack.
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The winner of the game is the one who gets all the cards in the deck or when his opponent runs out of cards during a war.

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# Multiplication War

Number of Players: 2  Materials: 1 deck of cards



**Goal: Collect all of the cards.**



## How to Play

- Take out all jacks, queens, kings, and jokers. Use the aces as ones. Divide the deck into two piles. Keep the cards face down.
- At the same time, turn over 2 cards from the pile, placing them in the center. The players multiply the values of their cards. The player with the bigger product wins that battle and takes all 4 cards, adding them to the bottom of their stack.
- If the players have the same product, they go to war. Each player places two more cards face up, then multiplies the factors of all 4 cards together. The player with the higher product wins all 8 cards.

The winner of the game is the one who gets all the cards in the deck or when his opponent runs out of cards during a war.

*If you want to add more players, use two decks of cards.

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# Multiplication War

Number of Players: 2*  Materials: 1 deck of cards



**Goal: Collect all of the cards.**



## How to Play

- Take out all jacks, queens, kings, and jokers. Use the aces as ones. Divide the deck into two piles. Keep the cards face down.
- At the same time, turn over 2 cards from the pile, placing them in the center. The players multiply the values of their cards. The player with the bigger product wins that battle and takes all 4 cards, adding them to the bottom of their stack.
- If the players have the same product, they go to war. Each player places two more cards face up, then multiplies the factors of all 4 cards together. The player with the higher product wins all 8 cards.

The winner of the game is the one who gets all the cards in the deck or when his opponent runs out of cards during a war.

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# Multiplication Challenge

Number of Players: 2*

Materials: 1 deck of cards, pen/pencil, scratch paper.





## How to Play

- Ace is worth 11. Jack is worth 12. Queen is worth 13, King is worth 14, Joker is worth zero.
- Divide the deck into two piles. Keep the cards face down.
- At the same time, turn over 3 cards from the pile, placing them in the center. The players multiply the values of their cards. The player with the bigger product wins the battle and takes all 6 cards.
- If the players have the same product, the cards are placed in a center pile. The next hand is played as normal and the winner takes all of the cards from that round and the previous tie.

The winner of the game is the one who gets all the cards in the deck.

Challenge Version: Flip four cards during each round.

*If you want to add more players, use two decks of cards.

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# Multiplication Challenge

Number of Players: 2*

Materials: 1 deck of cards, pen/pencil, scratch paper





## How to Play

- Ace is worth 11. Jack is worth 12. Queen is worth 13, King is worth 14, Joker is worth zero.
- Divide the deck into two piles. Keep the cards face down.
- At the same time, turn over 3 cards from the pile, placing them in the center. The players multiply the values of their cards. The player with the bigger product wins the battle and takes all 6 cards.
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The winner of the game is the one who gets all the cards in the deck.

Challenge Version: Flip four cards during each round.

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# Multi-Digit Multiplication



Number of Players: 2*

Materials: 1 deck of cards, pen/pencil, scratch paper.

## How to Play

- Ace is worth 1. Remove face cards and 10s.
- Divide the deck into two piles. Keep the cards face down.
- At the same time, turn over 3 cards from the pile, placing them in the center. Make two of the cards into a 2-digit number then multiply by the third.. The player with the higher product wins all the cards.
- If the players have the same product, the cards are placed in a center pile. The next hand is played as normal and the winner takes all of the cards from that round and the previous tie.

The winner of the game is the one who gets all the cards in the deck.

Challenge Version: Flip four cards during each round to create two 2-digit numbers.

*If you want to add more players, use two decks of cards.

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# Multi-Digit Multiplication



Number of Players: 2*

Materials: 1 deck of cards, pen/pencil, scratch paper.

## How to Play

- Ace is worth 1. Remove face cards and 10s.
- Divide the deck into two piles. Keep the cards face down.
- At the same time, turn over 3 cards from the pile, placing them in the center. Make two of the cards into a 2-digit number then multiply by the third.. The player with the higher product wins all the cards.
- If the players have the same product, the cards are placed in a center pile. The next hand is played as normal and the winner takes all of the cards from that round and the previous tie.

The winner of the game is the one who gets all the cards in the deck.

Challenge Version: Flip four cards during each round to create two 2-digit numbers.

*If you want to add more players, use two decks of cards.

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# Place Value Battle



Number of Players: 2*
Materials: 1 deck of cards



## How to Play

- Take out all jacks, queens, kings, and jokers. Use the aces as ones. Divide the deck into two piles. Keep the cards face down.
- At the same time, players turn over 3 cards from their pile to create a 3-digit number. Players can move the cards around to create whatever number they want. Player with the higher number wins the battle and keeps all of the cards.
- The winner of the game is the one who gets all the cards in the deck or when his opponent runs out of cards..

Vary the game by changing the goal to have the smaller number.

*If you want to add more players, use two decks of cards.

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# Place Value Battle



Number of Players: 2*
Materials: 1 deck of cards



## How to Play

- Take out all jacks, queens, kings, and jokers. Use the aces as ones. Divide the deck into two piles. Keep the cards face down.
- At the same time, players turn over 3 cards from their pile to create a 3-digit number. Players can move the cards around to create whatever number they want. Player with the higher number wins the battle and keeps all of the cards.
- The winner of the game is the one who gets all the cards in the deck or when his opponent runs out of cards..

Vary the game by changing the goal to have the smaller number.

*If you want to add more players, use two decks of cards.

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# Addition Battle



Number of Players: 2*
Materials: 1 deck of cards



## How to Play

- Face cards (jacks, queens, kings) are worth ten. Jokers are worth zero. Ace is worth eleven
- Divide the deck into two piles. Keep the cards face down.
- At the same time, players turn over 2 cards from their pile. Players add the value of their cards to get a sum. The player with the higher sum wins the battle round and keeps all of the cards.
- If the sums are equal, the cards are placed in a center pile. The next hand is played as normal and the winner takes all of the cards from that round and the previous tie.
- The winner of the game is the one who gets all the cards in the deck...

Vary the game by changing the goal to have the smaller sum. Or change the game to be subtraction battle, with the lower difference.

*If you want to add more players, use two decks of cards.

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# Addition Battle



Number of Players: 2*
Materials: 1 deck of cards



## How to Play

- Face cards (jacks, queens, kings) are worth ten. Jokers are worth zero. Ace is worth eleven
- Divide the deck into two piles. Keep the cards face down.
- At the same time, players turn over 2 cards from their pile. Players add the value of their cards to get a sum. The player with the higher sum wins the battle round and keeps all of the cards.
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- The winner of the game is the one who gets all the cards in the deck...

Vary the game by changing the goal to have the smaller sum. Or change the game to be subtraction battle, with the lower difference.

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# Advanced Addition Battle





Number of Players: 2*
Materials: 1 deck of cards

## How to Play

- Face cards: Jokers are worth zero. Ace is worth 11. Jack is worth 12. Queen is worth 13. King is worth 14.
- Divide the deck into two piles. Keep the cards face down.
- At the same time, players turn over 3 cards from their pile. Players add the value of their cards to get a sum. The player with the higher sum wins the battle round and keeps all of the cards.
- If the sums are equal, the cards are placed in a center pile. The next hand is played as normal and the winner takes all of the cards from that round and the previous tie.
- The winner of the game is the one who gets all the cards in the deck...

Vary the game by changing the goal to have the smaller sum. Challenge version: Turn over 4 cards during each round.

*If you want to add more players, use two decks of cards.

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# Advanced Addition Battle





Number of Players: 2*
Materials: 1 deck of cards

## How to Play

- Face cards: Jokers are worth zero. Ace is worth 11. Jack is worth 12. Queen is worth 13. King is worth 14.
- Divide the deck into two piles. Keep the cards face down.
- At the same time, players turn over 3 cards from their pile. Players add the value of their cards to get a sum. The player with the higher sum wins the battle round and keeps all of the cards.
- If the sums are equal, the cards are placed in a center pile. The next hand is played as normal and the winner takes all of the cards from that round and the previous tie.
- The winner of the game is the one who gets all the cards in the deck...

Vary the game by changing the goal to have the smaller sum. Challenge version: Turn over 4 cards during each round.

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# Advanced Subtraction Battle





Number of Players: 2*
Materials: 1 deck of cards

## How to Play

- Remove face cards and tens Ace is worth 1.
- Divide the deck into two piles. Keep the cards face down.
- At the same time, players turn over 3 cards from their pile. Players use two cards to create a 2-digit number and subtract the third. The player with the greater difference wins the battle round and keeps all of the cards.
- If the differences are equal, the players should rearrange their cards to create a new 2-digit number and subtract the third to get a new difference. The player with the greater difference wins.
- The winner of the game is the one who gets all the cards in the deck...

Challenge version: Turn over 4 cards during each round to create two 2-digit numbers..

*If you want to add more players, use two decks of cards.

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# Advanced Subtraction Battle

Number of Players: 2*
Materials: 1 deck of cards

## How to Play

- Remove face cards and tens Ace is worth 1.
- Divide the deck into two piles. Keep the cards face down.
- At the same time, players turn over 3 cards from their pile. Players use two cards to create a 2-digit number and subtract the third. The player with the greater difference wins the battle round and keeps all of the cards.
- If the differences are equal, the players should rearrange their cards to create a new 2-digit number and subtract the third to get a new difference. The player with the greater difference wins.
- The winner of the game is the one who gets all the cards in the deck...

Challenge version: Turn over 4 cards during each round to create two 2-digit numbers..

*If you want to add more players, use two decks of cards.

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3/4 > 1/2

# Fraction Battle

Number of Players: 2*
Materials: 1 deck of cards, pen/pencil, scratch paper.

## How to Play

- Remove the Jokers. Ace is worth 11. Jack is worth 12. Queen is worth 13. King is worth 14.
- Divide the deck into two piles. Keep the cards face down.
- At the same time, players turn over 2 cards, using the smaller card as the numerator. Players use two cards to create a fraction number. The player with the larger fraction wins the battle round and keeps all of the cards.
- If the cards are equivalent fractions, the cards are placed in a center pile. The next round is played and the winner of the next battle wins all of the cards from this round and the previous battle.
- The winner of the game is the one who gets all the cards in the deck...

*If you want to add more players, use two decks of cards.

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3/4 > 1/2

Fraction Battle

Number of Players: 2*
Materials: 1 deck of cards, pen/pencil, scratch paper.

How to Play

- Remove the Jokers. Ace is worth 11. Jack is worth 12. Queen is worth 13. King is worth 14.
- Divide the deck into two piles. Keep the cards face down.
- At the same time, players turn over 2 cards, using the smaller card as the numerator. Players use two cards to create a fraction number. The player with the larger fraction wins the battle round and keeps all of the cards.
- If the cards are equivalent fractions, the cards are placed in a center pile. The next round is played and the winner of the next battle wins all of the cards from this round and the previous battle.
- The winner of the game is the one who gets all the cards in the deck...

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# Exponent Battle

Number of Players: 2*

Materials: 1 deck of cards, pen/pencil, scratch paper.

## How to Play




- Face cards are worth 10. Ace is worth 11. Remove the Jokers.
- Divide the deck into two piles. Keep the cards face down..
- At the same time, players turn over 2 cards, the first card is the base and the second is the exponent. Solve to find the product. The player with the higher product wins the battle and all of the cards from the round.
- If the products are equivalent, the cards are placed in a center pile. The next round is played and the winner of the next battle wins all of the cards from this round and the previous battle.
- The winner of the game is the one who gets all the cards in the deck.

*If you want to add more players, use two decks of cards.

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# Exponent Battle

Number of Players: 2*

Materials: 1 deck of cards, pen/pencil, scratch paper.

## How to Play




- Face cards are worth 10. Ace is worth 11. Remove the Jokers.
- Divide the deck into two piles. Keep the cards face down..
- At the same time, players turn over 2 cards, the first card is the base and the second is the exponent. Solve to find the product. The player with the higher product wins the battle and all of the cards from the round.
- If the products are equivalent, the cards are placed in a center pile. The next round is played and the winner of the next battle wins all of the cards from this round and the previous battle.
- The winner of the game is the one who gets all the cards in the deck.

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# Give Me Ten

Number of Players: 2*
Materials: 1 deck of cards




## How to Play

- Ace is worth 1. Remove the Jokers and face cards. .
- Deal 12 cards face up.
- Players take turns finding and removing combinations of cards that add up to 10. At the end of the round, players keep the combinations they created. Any cards not used in a combination are added to the bottom of the stack to be used in another round.
- When both players agree that no more tens are possible, the next 12 cards are dealt face up.
- When all of the cards have been used, the player with the most cards wins 1 point. Shuffle the deck and play 5 more rounds.
- The winner of the game is the one with the most points.

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Number of Players: 2*
Materials: 1 deck of cards




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- Ace is worth 1. Remove the Jokers and face cards. .
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- The winner of the game is the one with the most points.

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# OVER-UNDER

Number of Players: 2
Materials: 1 deck of cards

## How to Play

- Ace is worth 1. Remove the Jokers and face cards. .
- Players split the deck of cards. One player is the "Under 30" player, the other is the "Over 30" player.
- Each player turns over a card at the same time. The two numbers are multiplied together. If the product is less than 30, the "Under 30" player keeps the cards. If the product is greater than 30, the "Over 30" player keeps the cares. If the product is exactly 30, each player takes their card back, placing it back in their deck.
- The winner of the game is the one with the most cards.

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Number of Players: 2
Materials: 1 deck of cards

How to Play

- Ace is worth 1. Remove the Jokers and face cards. .
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- The winner of the game is the one with the most cards.

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# Odd-Even Race



Number of Players: 2*
Materials: 1 deck of cards



## How to Play

- Ace is worth 11. Jack is worth 12. Queen us worth 13. King is worth 14. .
- Place one odd numbered card and one even numbered card in the center of the table. Players split the rest of the deck
- Each player races to get rid of their cards by placing their odd number cards on the odd stack and the even number cards on the even stack.

The first player to correctly get rid of all of their cards wins!.
*If you want to add more players, use two decks of cards.

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# Odd-Even Race



Number of Players: 2*
Materials: 1 deck of cards



## How to Play

- Ace is worth 11. Jack is worth 12. Queen us worth 13. King is worth 14. .
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# Note from the Teacher

Each year our school hosts a math and literacy night. A teammate and I debated about putting together a presentation. After much consideration, we thought it would be most valuable to offer something that parents would find fun and help build the family-school relationship.

What better way than reminding parents about family game night, and give them a set of games they can play with their kids with only a deck of cards or a pair of dice.

The games are a fun way to review math skills and are relatively simple to play.

Use these in your classroom during indoor recess, free choice time, or math centers.

If you are asked to host a math night with your parents, feel free to create a presentation using these games and the directions.

If you plan to share this with other teachers, please ask them to download the packet directly from the Teachers Pay Teachers site.

Have fun playing!

Thank you for your support and feedback!

Laura



LAH in GA

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