

# Card Games

YOUTUBE: I Spy and Wild Jacks

<https://youtu.be/vUA6STeVruk>

## "I Spy" K - 6th Grade



# Players: 2-4

### Set it up:

1. Take out all K, Q, J, and A cards OR  
Play with K, Q, and J as 10 and A as 1
2. Lay out all cards in rows of 5 face up. It should look like a big grid.  
(see photo above)

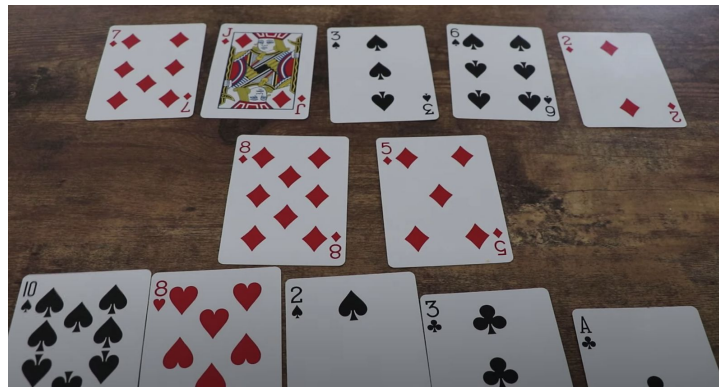
### Directions:

- Player 1 says, "I Spy 2 cards that make the..."
  - Cards smaller than \_\_\_\_ (Kinder)
  - Cards bigger than \_\_\_\_ (Kinder)
  - (add) Sum of \_\_\_\_ (Grades 1-3)
  - (subtract) Difference of \_\_\_\_ (Grades 1-3)
  - (multiplication ) Product of \_\_\_\_ (Grades 3-6)
- Player 2 picks up all of the pairs of cards that make what Player 1 asked for.
- Player 2 then asks Player 1 an "I Spy" question
- Player 1 gets to pick up all of the pairs that make the number
- Take turns until all of the cards are gone.

\*As a challenge version you can say, "I spy 3 cards that make the..."

**How to win: Whoever has the most cards in the end wins!**

**"Wild Jacks"**  
1st-2nd grade with 3rd-6th version



**# Players: 2**

**Set it up:**

1. Remove all K and Q cards
2. A is worth 1 and J are WILD (can be anything)
3. Shuffle and split the deck into 2 piles
4. Each player lays 5 cards face up
5. Each player flips 1 card to place in the center
6. The 2 cards in the center are your "Target Number" or the number you need to make with addition for the whole game

**Directions:**

- Player 1 looks at their 5 cards and sees if any combination of cards can be added to make the target number
- If they can make the target number they take the cards and put them in their "win pile" and replace them with new cards from their deck
- The turn ends when you can no longer make the target number
- Player 2 has their turn
- If you cannot make the target number with your 5 cards - place all 5 in a "discard pile" and bring out 5 new cards. This counts as your turn.
- Play until the cards in your deck run out
- JACKS are WILD and count as any number

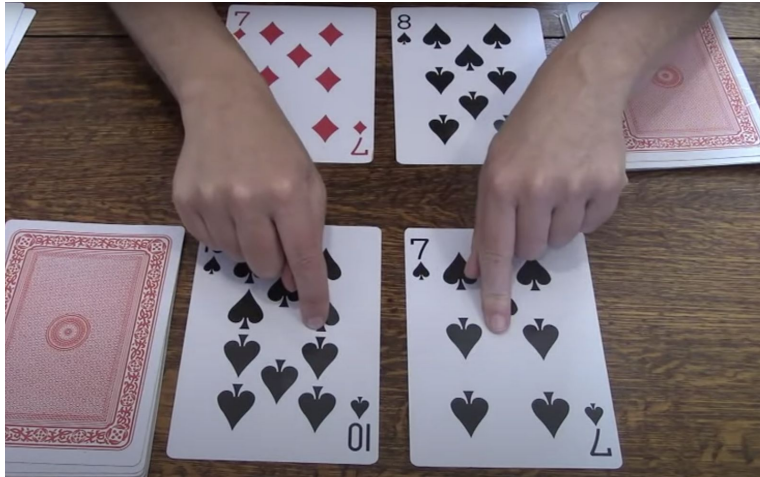
**How to win: Whoever has the most cards in their "win pile" is the winner!**

**Grade 3-6 version:**

- The 2 flipped cards in the middle hold a place value of tens and ones so a 2 and a 6 make 26
- Players can use any of the 4 operations in any combination to make the number
- For example a student has the cards: 2 6 2 A A
  - They can do  $2 \times 6 = 12$     $12 \times 2 = 24$     $+ 1 + 1 = 26$

YOUTUBE: War Card Games (Grades K - 6)  
<https://youtu.be/uhDovyxyPnE>

### "War Games" Grades K-6



Players: 2

Set it up:

1. Shuffle and split a deck of cards
2. Use 2 decks for a longer game
3. Take out all K, Q, J, cards and leave A as worth 1

Directions:

(Kinder version) Greater or Smaller

- Each player flips a card at the same time
- Whoever has the larger number wins and keeps both cards
- OR play where whoever has the smaller number wins and keeps both cards

(1-3) Play with sums and differences

- Decide if you will play with addition (sum) or subtraction (difference)
- Each player flips 1 card - whoever says the sum or difference first gets to keep the cards
- Less competitive version: Each player flips 2 cards. Find your sum or difference. Whoever has the larger value wins and keeps all 4 cards

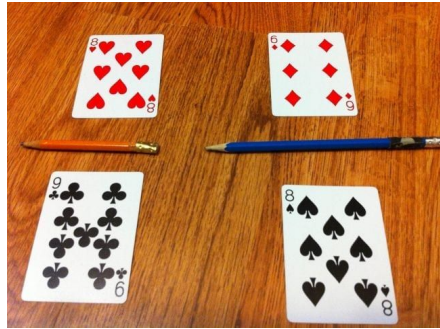
### (3-6) Play with multiplication

- Each player flips 1 card - first person to say the product gets to keep them
- Less competitive version: Flip 2 cards each and the person with the greater product gets to keep the cards

### (2+) Place value war

- Take out all face cards K, Q, J, A and 10s
- Split the deck into 2 piles - 1 for each player
- Each player flips 3 cards (2nd grade) or 4-6 cards (3rd grade and up)
- You can rearrange your cards to make the largest number possible
- Whoever has the larger number wins all cards!

### (4 - 6) Fraction War



- Pull all face cards K, Q, J, 10 and use A as 1
- Players will lay out a numerator and denominator
- Whoever has the largest fraction is the winner for that round!

How to win: Whoever has the most cards in the end wins!

YOUTUBE: Make 10 (Grades K-1)  
<https://youtu.be/lxQHsnpBQl8>

"Make 10"  
Grades K-2



Players: 1-2

Set it up:

1. Shuffle and set aside the deck of cards
2. Use 2 decks for a longer game
3. Take out all K, Q, J, cards and leave A as worth 1 s
4. Lay out 2 rows of 5 cards

Directions:

- Player 1 looks for a pair that makes 10 and takes the cards
- Player 2 has a turn
- As cards are pulled, replace them with cards from the deck
- If you cannot make 10 with any of the cards that are out, place 10 new cards on top and continue playing

How to win: Whoever has the most cards in the end wins!

YOUTUBE: Trash! (Grades K-1)  
<https://youtu.be/fKkKNer-Qj0>

### Trash! Grades K-1



Players: 2

Set it up:

1. Play with all cards in the deck - K, Q, J, are called "Trash Cards" and A is worth 1
2. Shuffle and layout 2 rows of 5 cards face down for each player
3. Place the deck of cards in the middle

Directions:

- Player 1 flips one of the cards over in their ten frame and moves it to the correct place of their ten frame
- The replaced card can also be moved to the correct place in the ten frame
- This continues until the player cannot place the card in the ten frame OR they get a trash card. Repeated ten frame cards and trash cards go in a discard pile in the center
- Player 2 has a turn
- Players can pull from the center pile for their turn. If they cannot place the card or they pull a trash card their turn is over.

How to win: Whoever completes their 10 frame first wins!

YOUTUBE: Sort the Deck (K-1)  
<https://youtu.be/g7jhpdrXHOc>

### Sort the Deck Grades K-1

Players: 2

Set it up:

1. Shuffle and split a deck of cards into 2 even piles
2. Use 2 decks for a longer game
3. Take out all K, Q, J, cards and leave A as worth 1

Directions:

- Sit across from your partner with piles face down
- Choose a target number 1-10 for example 7
- Say, "On your mark, get set, go!"
- Players will flip their cards and sort them into piles of more than 7 or less than 7
- When both players are done swap decks to check

How to win: Whoever has the most cards larger (or smaller if you choose) than the target number wins!



## Make 10 Go Fish Grades K-2



Players: 2-4

Set it up:

1. Remove all face cards K,Q,J and leave A as worth 1
2. Shuffle the deck
3. Each player will get 5 cards and the deck will be placed in the middle

Directions:

- Player 1 says, "I have \_\_\_ do you have \_\_\_" and tries to make 10. For example, "I have 3 do you have 7?"
- If player 2 has the card they hand it to player 1 so they can make a pair of 10. The cards are placed in their win pile
- If player 2 does not have the card they say, "Go fish!" and player 1 grabs a card from the pile
- Now player 2 takes a turn, player 3 next, player 4 (depending on how many are playing)
- Continue playing until the deck is gone

How to win: Whoever has the most pairs of 10 wins!

**"Race to" Games**  
**Grades 1-6**

**Players: 1-3**

**Set it up:**

1. Leave all face cards: K, Q, J are worth 10 and A is worth 1
2. Shuffle the deck
3. Place the deck face down for all players
4. Get a paper and pencil to keep score

**Directions:**

**Addition version Race to 100 (1st-2nd)**

- Each player pulls 1 card and records their score
- Players take turns pulling a card and add on the value to their score
- Players are trying to get to 100 first!

**Addition version Race to 1,000 (3rd-6th)**

- Each player pulls 2 cards and records the sum
- Players take turns pulling 2 cards - adding them, then adding the value to their score
- Players are trying to get to 1,000 first

**Multiplication / Addition version Race to 1,000 (3rd-6th)**

- Each player pulls 2 cards and records the product (multiply)
- Players take turns pulling 2 cards - multiplying them, then adding the value to their score
- Players are trying to get to 1,000 first

**Subtraction version Race to 0 (1st-2nd)**

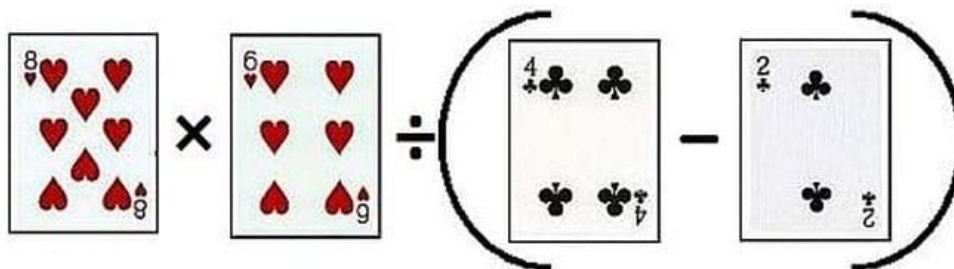
- Each player starts at 100 points and pulls 1 card
- Subtract the value of the card from 100
- Players take turns pulling a card and subtracting the value
- Players are trying to get to 0 first

**Multiplication / Subtraction version Race to 0 (3rd-6th)**

- Each player starts at 1,000 points and pulls 2 cards - multiplying them together and subtracting that value from 1,000
- Players take turns pulling 2 cards, multiplying them and subtracting from their score
- Players are trying to get to 0 first

How to win: Whoever gets to 100, 1000 or 0 first (depending on what version you are playing) wins!

### Order of Operations to 24! Grades 5-6



PEMDAS

Solve Parentheses first, Exponents, Multiply, Divide, Add, Subtract

Players: 2-4

Set it up:

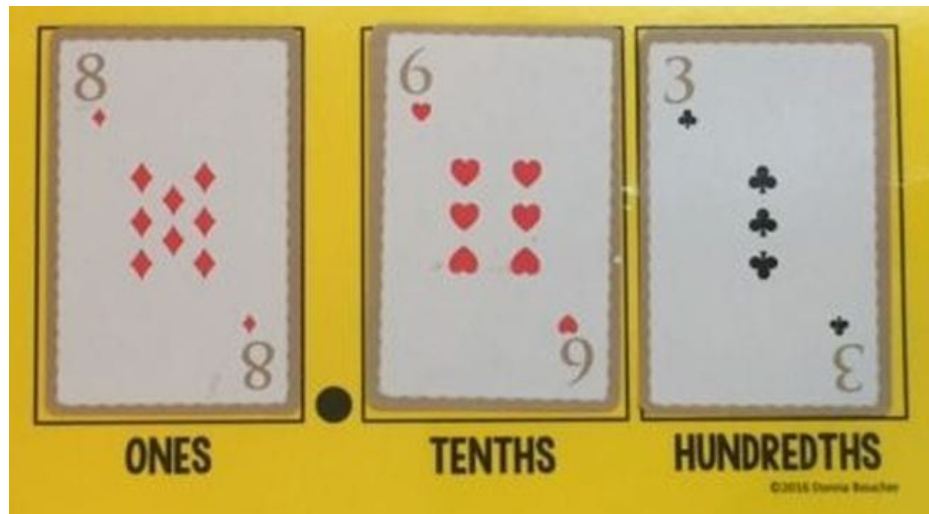
1. Remove all face cards K, Q, J OR have them be worth 10 and A is worth 1
2. Shuffle the deck
3. Deal 4 cards to each player
4. Leave the deck in the center

Directions:

- Each player flips their 4 cards and tries to use addition, subtraction, multiplication, and/or division to create an equation that gets closest to 24 - REMEMBER PEMDAS (see above)
- The player that gets closest to 24 keeps their cards in a win pile and gives themselves a point for that round
- Everyone else puts their cards in a discard pile
- Each player flips 4 more cards and another round is played
- Play until the deck of cards is gone
- Use 2 decks for a longer game

How to win: Whoever gets closest to 24 wins that round and whoever has the most round points wins!

## Triple Digit Dare Grades 4-6



Players: 1-2

Set it up:

1. Remove all 10s and face cards K,Q,J and leave A as worth 1
2. Shuffle the deck and place it in the center

Directions:

- Player 1 pulls 3 cards and places them into ones, tenths, and hundredths place trying to make the largest number possible
- Player 2 does the same
- Player 1 can now steal a card from player 2, pull a new card from the deck, or keep the cards they have
- Player 2 has a chance to do the same
- If your card is stolen and you pull a new card - you can rearrange your numbers!
- Whoever has the largest number for that round wins and gets a point
- If a card is stolen from you by the other player you can pull one from the deck

How to win: Whoever has the most points wins!

## Hit the 6 - Positive and negative integers 6th Grade



Players: 2

Set it up:

4. Remove all face cards K,Q,J and leave A as worth 1
5. Shuffle the deck
6. Each player will get 6 cards
7. RED cards are NEGATIVE integers
8. BLACK cards are POSITIVE integers

Directions:

- Player 1 looks at their cards and tries to make either positive 6 or - 6 using a pair for cards (must be 2 cards cannot be 6 by itself)
- If they can make 6 or - 6 with a pair they place it to the side and pull 2 new cards from the deck
- If they cannot make a pair then they must discard 1 card and pick up 1 new card
- Player 2 has a turn
- If player 2 can make a pair they place it to the side
- If they cannot, they should discard 1 card and pick up 1 new one
- Continue until a player gets 3 pairs

How to win: Whoever gets 3 pairs of cards that make 6 OR -6 first wins!

## Prime Time! Grades 4-6

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Prime numbers are in yellow

Players: 1-3

Set it up:

1. Shuffle the deck
2. Remove all face cards K, Q, J and use A as worth 1
3. Place the deck in the center

Memory version:

1. Lay out all cards face down in a big grid with cards in rows of 5

Directions:

- Player 1 flips over 2 cards - If they can add, subtract, multiply, or divide to make a prime number they get to keep the cards
- If they cannot make a prime number the cards go in a discard pile
- Next player takes their turn
- Play until the deck is gone
- Use 2 decks for a longer game

Memory version:

- Players flip 2 cards at a time trying to make prime numbers
- If they can - they keep the cards in a win pile
- If they cannot - they flip the cards back to face down

- Players take turns flipping and making prime numbers until all pairs can be made

How to win: Whoever has the most prime pairs wins!

## Dice Games

Pig!  
Grades 1-2

Players: 2

Set it up:

1. 2 dice
2. Scratch paper and pencil to keep score

Directions:

- Player 1 rolls both dice and records their score
- Player 1 can “be a pig” and continue rolling, adding onto their score
- However, if the player rolls a 1 on either dice they lose all of their points for that turn

For example:

Player 1 rolls a 5 and 4 which gives them 9 points  
Player 1 rolls again and gets a 4 and 3 which gives them 7 more points.  
Now they are at 16 points because  $9 + 7 = 16$ .  
They decide to end their turn and keep the 16 points.

Player 2 rolls a 6 and a 6 for 12 points.  
Player 2 rolls again and gets a 1 and a 4.  
They get 0 points for their turn because they rolled a 1.

How to win: Whoever reaches 100 points first wins!

## Dice War! Grades 1-3

Players: 2

Set it up:

3. 2 dice
4. Scratch paper and pencil to keep score

Directions:

Addition (1-2)

- Player 1 rolls both dice and finds the sum
- Player 2 rolls both dice and finds the sum
- Whoever has the larger sum gets a point for that round
- Play as many rounds as you like!

Subtraction (1-2)

- Player 1 rolls both dice and finds the difference
- Player 2 rolls both dice and finds the difference
- Whoever has the smaller number gets a point for that round
- Play as many rounds as you like!

Multiplication (3rd)

- Player 1 rolls both dice and finds the product
- Player 2 rolls both dice and finds the product
- Whoever has the larger product gets a point for that round
- Play as many rounds as you like!

How to win: Whoever has the most points wins!



Make 10!  
Grades 1-2 \*\*Kinder if ready\*\*

Players: 2

Set it up:

5. 2 dice
6. Scratch paper and pencil to keep score

Directions:

- Player 1 rolls just 1 dice and finds the number needed to make 10
- For example if they roll a 3 then they would say 7 and 7 is their score
- Player 2 rolls and finds the number needed to make 10
- For example if they roll a 2 then they would say 8 and 8 is their score
- The player which the larger score is the winner and gets a point for that round
- Play as many rounds as you like!

How to win: Whoever has the most points wins!