

Math Games with a Deck of Cards

Games to play at home to practice math skills.

Brought to you by:

The Dansville Primary School Intervention Team.

Card Bingo

(for learning numbers)

Players: 2-3

Materials: Deck of cards with the face cards and Aces removed

How to play: Have each player lay out a 4 x 4 playing “board” of cards. Remaining cards (or another deck) are placed face down, and a caller flips over a card. Any player who has that number on their board turns the card face down. Play continues until one player has a row flipped over horizontally, vertically, or diagonally and calls “Bingo!”

Builder’s Paradise

(for sequencing numbers)

Players: 2-4

Materials: Deck of cards with the face cards removed

How to play: Discard the face cards and lay out the four 7s in the middle of the table, side by side. Deal the remaining cards to each player. Players take turns putting down one or more cards above or below a seven, in sequence, according to their suit.

For instance, in the first round players will play 6s and 8s.

If a player cannot play anything, they pass that turn. If no one that round can play a card, the game is over and the player with the fewest cards wins.

Counting On

(Practice counting beginning at a number other than 1)

Players: 1 or more

Materials: Deck of cards with the face cards and Aces removed, one die

How to Play: Shuffle and place the cards face down on the table. Player 1 flips over the top card and starts a discard pile. Next the first player will 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. Take turns flipping over a card and counting.

There is no winner or loser in this game. It's just simply a turn-taking game

*For more advanced players, turn over 2 cards to form a 2-digit number to count from.

Addition Top-It

Players: 2

Materials: Deck of cards, face cards worth ten, Aces worth 1.

How to Play: Each player turns over two cards and adds them together. The player with the greatest sum wins all the cards. Continue until all the cards are gone.

$$2 + 10 = 12$$

$$5 + 5 = 10$$

Player 1 wins all four cards.

*Make the game harder by adding 3 cards together.

Give Me 10

Players: 2

Materials: Deck of cards with the face cards removed, Aces worth 1.

How to Play: Deal 10 cards face up.

Players take turns finding and removing combinations of cards that add up to 10.

Deal out cards so there are always 10 cards face up.

*To make it harder, find three cards that add up to a target number (For example, 3 numbers that add up to 20).

I Spy

Players: 2

Materials: Deck of cards, face cards worth ten, Aces worth 1.

How to Play: Deal out the entire deck of cards in 4 rows of 13 cards.
(Example shown is not all cards)

Player 1 finds two cards next to each other, vertically or horizontally, that add to make any number. For example, "I spy two cards with a sum of 10". Player 2 must find the two cards that Player 1 "spied".

*For struggling players, reduce the numbers of cards that are laid out so there is less to look at.

Subtraction Top-It

Players: 2

Materials: Deck of cards, face cards worth ten, Aces worth 1.

How to Play: Each player turns over two cards and subtracts the smaller digit from the larger digit. The player with the smallest difference wins all the cards. Continue until all the cards are gone.

*Make the game more challenging by using 3 cards to play with 2-digit to 1-digit subtraction (ex. 25-3).

Hit the Target

Players: 2

Materials: Deck of cards, face cards worth ten, Ace worth 1.

How to Play: Lay out five cards face up. Then choose one additional card to be the target number. You may add or subtract to hit the target number. You must use at least 2 cards. Winner takes the cards in the equation, plus the target number.

A player could choose: $5 - 2$ or $8 - 5$ or $10 - 5 - 2$.
Look for more ways!

Place Value War

Players: 2

Materials: Deck of cards with face cards and 10s removed, Aces worth 1.

How to Play: Turn over 1, 2 or 3 cards. Place them in any position to make the highest number possible. The higher number wins all of the cards for that turn. Try asking your child to read and compare the numbers out loud.

*The number of cards used will depend on your child's level. Turning 1 card will compare single-digit numbers, 2 cards will make 2-digit numbers and 3 cards will reinforce 3-digit numbers. To work on even bigger numbers, increase the number of cards being turned over.

Math Games with a Deck of Cards was created by the Dansville Primary School Intervention Team:
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Resources used in compiling these activities:
www.newarkschools.us/Downloads/Math%20Games%20with%20a%20Deck%20of%20Cards.pdf
<https://www.weareteachers.com/math-card-games/>
<https://mathgeekmama.com/best-math-card-games/>

