Grades: Kindergarten

Players: 2-4 players

Standard: Automatically add within 5.

Math Fact Match

Materials Needed:

- Deck of cards from Ace to 5 using the Joker as a zero

How to Play:

1. Shuffle the cards and place them face down.
2. Players take turns drawing two cards.
3. If the player says the problem correctly and the player keeps the pair.
4. Example: 2 + 3 = 5 so it is a match!
5. If they doesn't say the problem correctly, return the cards face down.
6. The player with the most pairs wins!



Grades: Kindergarten

Players: 2 players

Standard: Automatically add within 5.

Race to 5

Materials Needed:

- A standard deck of playing cards only keep: Aces (1), 2s, 3s, and 4s. This creates a 16-card deck with only low values)
- Optional: Small objects like counting bears, buttons, or coins as a visual aid. (Recommended to keep a row of 5 nearby).

How to Play:

1. Shuffle the special 16-card deck and divide the cards equally among all players.
2. Each player keeps their stack of cards in a face-down pile in front of them.
3. On the count of three ("One, two, three, flip!"), every player simultaneously turns over their top card into a single central pile.
4. Race! All players must quickly add the numbers on all of the newly flipped cards and call out the sum.
5. Example: Player 1 flips a 2, Player 2 flips a 3, and Player 3 flips a 1. The total sum is $2+3+1 = 6$. The first person to yell "6!" gets to take all the cards in the central pile.
6. Important Rule for Kindergartners: When the combined sum of the flipped cards exceeds 5 (e.g., $4+4=8$ or $3+2+2=7$), the rule is slightly different. The player must yell "Over 5!".
7. The first to say "Over 5!" wins the pile.Winning the Cards: Players who win a pile gather the cards and place them at the bottom of their stack.
8. The game is over when one player has captured all the cards. In a multi-player game, a time limit can also be used, with the winner being the player holding the most cards when time runs out.

