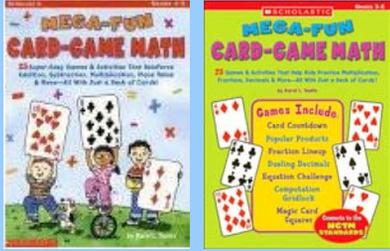




Mega-Fun Card-Game Math



Written by
Dr. Karol L. Yeatts




A Game, More or Less

This game encourages number sense and helps children learn about the relationships of numbers (more or less than) and about adding and subtracting.



- Decide if the winner of this game will be the person with "more" (a greater value card) or "less" (a lesser value card.)
- Remove all face cards and divide the remaining cards (aces-10s) in the stack between the two players.
- Players stack their cards face down in front of them.
- Each player turns over one card and compares: "Is mine more or less?" "How many more?" "How many less?" The player with the greater value card (or the smaller value card) takes the cards just played. In the event of a tie (the same value card is played) each player draws another card from the stack to compare.
- Play continues until the cards from each stack are played. The winner is the player with the most cards at the end of the game.




Guess My Card

This game reinforces the concepts of greater than and less than.

- Deal out the cards (aces through 10).
- Player 1 selects a card from the pile without showing it to the other player.
- Player 2 tries to guess the value of the card.
- Player 1 responds to the guess by saying either, "It's greater than that number" or "It's less than that number."
- The game continues until the cards have all been guessed.




Take 10!

This game reinforces addition.

- Shuffle the cards (aces through 9) and place them in a pile.
- Players decide who will collect cards that are "less than 10" and who will collect cards that are "10 or more."
- Player 1 selects two cards and adds the numbers on the cards and then says the total aloud.
- If the sum of the numbers is less than 10, the "Less than 10 Player" wins the card. If the sum is 10 or more, the "10 or More Player" wins the cards.
- Play continues until all cards are played.




Add a Pair

This game reinforces visual memory as children practice adding doubles.

- *This game reinforces* Arrange the cards (aces through 10) face down in five rows.
- Player 1 turns over two cards trying to find a matching pair.
- If the cards do not match, the player turns them back over and Player 2 turns over two cards.
- If the cards match, Player 1 adds the numbers on the cards and records the addition problem on the game sheet.
- Player 1 gets to select two new cards, trying to make another pair.
- Play continues until all cards have been matched.
- Each player adds all the sums of the pairs together.
- The player with the greatest number wins.




Find Your Place Value

This game will show whether children have a good grasp of place value and are able to read numbers.

- Deal out the cards (aces through 9 and the Jokers=0).
- Players place their cards in a stack face down in front of them.
- Players turn over four cards and places them in front of them.
- Next, players arrange three of their cards to make the largest possible 3-digit number.
- One of the four cards turned over may be discarded.
- Players take turns reading their number.
- The player with the greatest number is the winner of that round and collects all the played cards.
- Play continues until all cards are used.
- The player with the most cards at the end of the game is the winner.
- **NOTE:** This game can be adapted by having four or more places or by having children arrange their cards to form the number.





"Oh, No!"

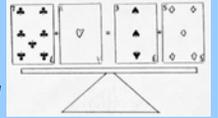
This game provides children with an opportunity to practice the operation of addition and to dabble in a game of chance.

- Remove all the face cards. Shuffle the cards (aces-10s) and stack them face down in one pile.
- The first card on the stack is turned over and becomes the "Oh No!" card.
- The object of the game is for Players to gather as many cards as possible before an "Oh No!" card comes up.
- At any time during the game Players may choose to stop drawing cards.
- When Players choose to stop, they add the value of their cards.
- The sum of their cards is their score for that round.
- If Players continue to draw cards and an "Oh No!" card is drawn, all Players (except for those who have chosen to stop) lose all of their cards and receive no points for that round.
- After an "Oh No!" card is drawn, all the cards are reshuffled and placed back in the pile.
- The game continues with a new "Oh No!" card being drawn from the pile.
- The game ends when a Player reaches 100 points.



Balancing Act

This game is an introduction to the basic algebraic principle of balancing equations.



- Players will need one shuffled deck of cards with the face cards removed and a copy of the Balancing Act game board.
- One player places four cards on the Balancing Act game board arranging the cards to make two addition problems.
- The first player selects a card from the deck and decides which card on the game board he/she will remove and substitute the newly drawn card for.
- If the player is able to balance the expressions, the player scores a point.
- If the player is unable to balance the expressions, the next player draws a card from the deck to try and balance the expressions.
- Players continue drawing one card at a time until the sums balance.
- The game ends when one player reaches ten points.

