

# Card Games for Math Fact Practice

## 1. Try for a total of 10.



Play this math card game alone or as a team. Lay out 20 cards on the table (leave out face cards or change them to equal 0, while aces equal 1). Kids remove sets of cards that add up to 10, ultimately trying to remove all the cards from the table. It's harder than you think!

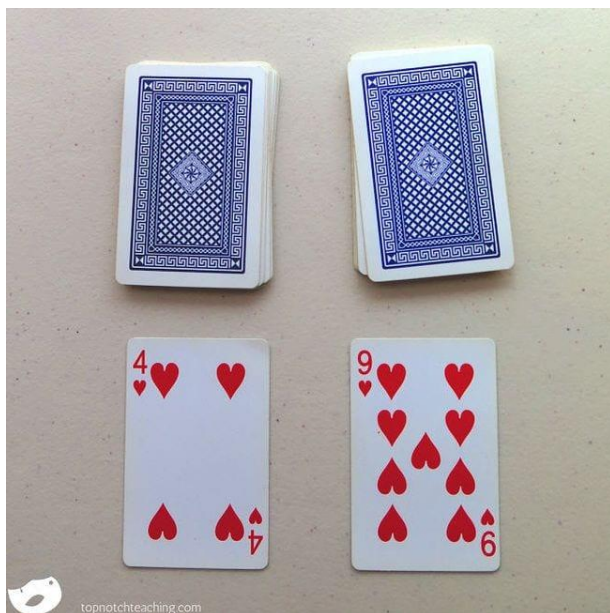
## 2. Find a way to make 10 (or 15, or 20 ... )



One of the terrific things about math card games is that many of them can be customized for various concepts and skill levels. The original goal of this game was to look at the cards you're dealt to find ones that add up to 10, but it can be changed to 15, 20, or any number you choose. You can also add to the difficulty by allowing addition and subtraction (for example, you could use  $8+4=12$  or  $12-2=10$ ). To get started, shuffle the deck {minus the face cards of course}, and deal the entire stack out between the two of you. Then place the decks face down on the table and you each flip the top four cards over. The goal of the game is

simple – to *make ten* using any combination of the four facing up cards. If you can make ten, you take those cards, show them to your partner, place them off to the side {keep your groups of ten in separate piles so that you can count them up afterwards}, and replace them with new cards from the deck. Then your turn is over and it's your partner's turn! If you can't make ten, you choose one of your face up cards to put at the bottom of your deck, before replacing it with a new card from the top of the deck. Any combination goes when making "a ten"! Whether it's a single '10' card, a pair of cards that add up to 10, or even 3 or 4 cards that can be added up to make 10, it's all good! Anything goes when making groups of 10. The game ends when you run out of cards or when you can no longer make any more groups of ten. If you both become unable to make any more groups of ten on the same turn, count up the number of 'tens' you each made.

### 3. Do some basic fast facts practice.



Give your flash cards a rest and practice facts with math card games instead. Simply lay down two cards from the deck (remove the face cards first or say Jack is 11, Queen is 12 and King is 13) and add or subtract them. Kids can work on this alone, or you can make it a contest to see who can call out the correct answer first.

#### 4. Play pyramid solitaire alone or in teams.



Some versions of solitaire are really just sneaky math card games, and pyramid is one of them. Try to find cards that add up to 10 as you clear your pyramid row by row. First off, grab a deck of playing cards, removing the Jokers, Kings, Queens and Jacks. Shuffle your deck and place 21 of the cards face up in a 6-row pyramid. You should have 19 cards leftover which becomes the DRAW pile.

1. Only fully exposed cards can be played at any time. That means, to start, only the bottom 6 cards can be considered until you start removing bottom cards.
2. You can only remove cards that equal 10, and only up to two cards at a time. For instance, you can remove a 10, or you can remove a 6 and a 4 (because added together they equal 10), but you can't remove a 2, 4, and a 4, even though, added up, they equal 10.
3. Once you remove cards in a row, which exposes the cards in the row above so you can now use those to make combinations of 10 as well.
4. If there are no more open cards that can be added to get the sum of 10, you need to pick a card from the DRAW pile.
5. You can pair that with another exposed card and get a sum of 10! Cards that don't form matches are put in the DISCARD pile face up. You can use the top card only of the DISCARD pile in any other future match-ups.
6. Continue on until all 19 cards that were not part of the original pyramid have been turned over, and when you have no more cards to work with; that is, until no other card can be combined to make a sum of ten.
7. Your score is the number of cards remaining, so if you have 4 cards left on the table, your score is 4. The smaller the score, the better!

## 5. Go fishing for pairs that make 10.



You probably already know how to play Go Fish, but in this version, you are fishing for pairs that add up to 10. For instance, ask: “I have a 2. Do you have an 8 to make 10?” Change aces to 1 for this game and leave face cards out entirely. Adapt it to play for pairs of other numbers.

## 6. Take a trip around the card spiral to practice math facts.



You'll need a pair of dice for this math card game. Lay cards out randomly in a spiral formation as shown, and set a marker for each player on the center card. Player one rolls the dice then moves their piece that number of spaces shown. They then must (or add or subtract, decide before you start) the card number by the number on the dice. If they get the answer correct, they stay where they are. If not, they return to their original card. Play continues until one player reaches the end.