

Math Card Games

Go Fish Ten Frame Version 3-5 players

Objective: Fluency in addition facts that equal 10

Materials: 10 frame cards depicting numbers 1 through 9. You will need a deck that has about 5 cards for each number.

Rules:

1. Deal each player 5 cards
2. Player A makes all 2 card 10 combinations from the hand and lays each combination down. Player A asks one of the other players for a card of certain number that can be used to make a 10 with another card in the hand. If the player gets the desired card, the new 10 combination is laid down and player A's turn is over. If the demanded card is not in the addressed player's hand, player A is told to "go fish," Player A draws a card from the deck, and turn is over. If Player A draws a card that makes a 10 combination, Player A can lay the pair down, but the turn is still over.
3. Player B plays.
4. Game ends when a player gets rid of all cards during a turn.
5. When the game ends, each player counts all ten combinations. The player with the most points wins.

Modifications:

1. Use regular playing cards 1-9
2. Allow 10's to be made with more than 2 cards.

Math Card Games

Making 10 Rummy 3-5 players

Objective: Fluency in addition facts whose sums are 10.

Materials: Playing cards 1-9 from 2 decks.

Rules:

1. Deal each player 7 cards.
2. Turn up top card (D) on remaining deck of cards.
3. Player A lays down all 2 card combinations of 10 using cards from hand and/or using D as one of the addends.
4. If player uses D, a new D is turned up from the top of the deck which player A can use if it is an addend of ten with a card in player A's hand. When player can make no new 10's, the turn is over and player A draws as many replacement cards from deck as needed to get back to 7 cards.
5. Player B plays.
6. Game ends when a player uses up all cards in hand during a turn.
7. Winner is player with the most 10's.

Modifications:

1. Allow players to make 10's with more than 2 cards.
2. Change sum of 10 to another number.

Math Card Games

Sums & Addends

3-5 players

Objective: Fluency in all addition facts where the sums of the facts are 2-9.

Material: Double deck of 1-9 cards.

Rules:

1. Deal 6 cards to each player.
2. Turn up top card (D) on remaining deck of cards.
3. Player A plays 2 cards (T & W) from hand if one of these problems exist: $T+W=D$, $D+W=T$, $D+T=W$. If Player A has such a combination, Player A takes all three cards and lays them down.
4. If Player A uses card D, a new D is made by turning up next card on the deck and continues to play until no more combinations can be made. Player A then ends turn by drawing as many cards as needed from deck to get hand back to 6 cards.
5. Player B plays.
6. Play ends when deck cards are used up.
7. If players go one complete circuit, and none of the players can make a play, players will turn up a new D card and resume play.
8. Player with the most combinations wins.

Math Card Games

Up and Over 3-5 players

Objective: Given two addends whose sum is 11-18, students will be able to partition one of the addends in a way that allows one of its decomposed parts to be added to the second addend making 10.

Materials: Double deck of 1-9 cards, deck of 1-9 ten frame cards (5 cards per number).

Rules:

1. Deal each player 8 cards.
2. Turn over 1 ten frame card(A) and 1 regular card(B) from remainder of regular card deck.
3. Player 1 tries to find two cards in dealt hand(C,D) such that $D + C = B$ and either $A + D$ or $A + C = 10$.
4. If Player 1 makes a play, he takes cards A, C, D and has scored 1 "Up and Over" (1 point). Card B is returned to deck. Player 1 turns over a new A and B card and continues to attempt "Up and Overs" until there are no cards in hand to do so. When that occurs, Player 1 draws as many cards as needed to get back to 8 cards in hand. Turn is over.
5. In the event $A + B < 10$, a player cannot make an "Up and Over." Instead the player will attempt to play 1 card(C) such that $A+B+C = 10$. If that play is made, player takes all three card and scores 1 point.
6. In the event $A+B = 10$, player takes A+B and scores 1 point.
7. Player 2 plays.
8. If game goes one full round with no player able to make a play, return A and B to bottoms of decks and continue play with new A and B cards.
9. Game is over when deck of regular cards is used up.
10. Player with most points wins.

Math Card Games

Find a Ten 2-5 players

Objective: Students will be able to mentally determine the distance a number is from the multiples of ten that immediately precede and follow that number.

Materials : double deck of 1-9 cards.

Rules:

1. Deal each player 6 cards.
2. Turn up 2 cards from deck to create a two digit number (A).
3. Player 1 uses one or more cards from hand that can be either added to or subtracted from A to equal the multiple of ten that immediately precedes or follows A. If a player is able to get to a multiple, the player takes the cards and records the multiple as points (If the number is 57 and the player plays a +3, the player gets 60 points. If the number is 49 and the player plays a -9, the player gets 40 points.). If a play is made, player 1 turns up two new cards from deck to create a new number and continues to make plays until unable to. Player then draws as many cards to hand to get back to 6 cards.
4. Player 2 plays.
5. If players go a full round without making a play, turn up two new cards to make a new number and resume play.
6. Game ends when cards in deck are used up.
7. Players total up points to determine winner.