
CARD GAMES TO REINFORCE BASIC SKILLS & PRACTICE MENTAL MATH

Use a regular deck of playing cards. Remove all face cards for early learning math card games. They can be added in for upper level students, making the Jack = 11, Queen = 12, King = 13, and Ace = 14 or 1.

Fish Plus One

Grades K-2

This game is played like "Go Fish," except that the card pairs have to differ by one.

- If I have 4, then I can ask for a 5.
- When I get the 5, I can lay down my two cards and say, " $4 + 1 = 5$."

Change the game up a bit by making it Fish Plus Two or Three. These are great math practice games for basic addition facts. To practice subtraction, play Fish Minus One (or Two).

Addition (or Multiplication) Quick Draw

Grades 2-3-4

Deal all of the cards out to two players. One player calls, "Draw" and both players turn over their top card. The first player to add the two numbers showing and say the correct sum wins the cards. The winner is the player who has the most cards.

Note: If an incorrect sum is said, that player must return a card already won to his or her "Draw" pile.

Vary the game for grades 3 and 4 by using multiplication instead of addition.

Guess My Number

Grades 1-4

Student is given two cards. He or she finds the sum (or product for Grades 3 and 4). Be sure the cards cannot be seen by anyone else who is playing.

Participants take turns guessing what the number is. The types of questions asked have to use math vocabulary, such as, "Is it even?" "Is it odd?" "Is it greater than 10?" "Is it a factor of 20?" and so on.

The student can only answer with a "Yes" or "No", until the actual number is guessed at.

Make 10

Grades 1-2

Use ace through nine cards only. Deal 10 cards face up on the table. Children take turns finding different combinations that add up to 10. When all possibilities are exhausted, the player with the most pairs wins.
