

Card Games

OBJECTIVE: BASIC FACTS, FACTORS.

- 2 packs of cards with Jacks, Queens & Kings removed.
- Place 2 packs face down.
- Turn over top cards & decide what the number will be e.g. 2 & 7 could be 72 or 27. Choose 72 because more numbers go into it.
- 1st person says a tables fact about 72, e.g. 9×8 .
- 2nd person must top that by saying another fact, e.g. 2×36 .
- Continue until a person says the last fact for that number. They then get to keep the cards.
- If 2 cards are prime, move to the next pair.

OBJECTIVE: BASIC ADDITION.

- Deal out one set of 1-10 cards.
- Shuffle & place them in a row face down.
- Turn up 1 at a time & add to the total.
- Shuffle and try again, this time increase the speed! *What do you notice about the answer? Why do you think this is?*
- Try again with any ten cards. Some might be duplicates. *Is the answer the same?*

OBJECTIVE: FACTS TO TEN

- 2 packs of cards with Jacks, Queens & Kings removed.
- Deal out 7 cards to each player. Place the rest of the pack in the middle.
- Look at hand and take out all pairs that add to 10.
- Take more to make up 7 cards again in your hand.
- 1st player (looking at a 4 in their hand) asks "*fishy fishy do you have a 6?*" If the player they have asked has a 6, they hand it over and the 1st player has another turn.
- Players keep topping up their hands so they have 7 cards at all times.
- Keep going until no more pairs can be made.
- The winner is the player with most cards when the deck is finished.

OBJECTIVE: BASIC FACTS

- 1 pack of cards per pair. Remove Jack, Queen & King.
- See how many cards you can add in 30 seconds.
- Swap cards and add the totals to make sure the answers are correct.

ADAPTATIONS:

- Shorten time to challenge yourselves!
- Take certain cards out to make harder or easier.
- Start with 100 & subtracting the cards!
- Add red cards & subtract black cards!

OBJECTIVE: BASIC NUMBER FACTS

- 1 pack of cards. Remove Jack, Queen & King.
- Spread cards face down in front of players.
- 1st player turn over 2 cards & try to make 10. If yes, keep cards. If no, turn them back over.
- Next player has a turn. Try to remember what has been turned over before.
- Keep taking turns until all the pairs that add to 10 have been made.
- Winner is the player with the most pairs.