

Players: 2 or more

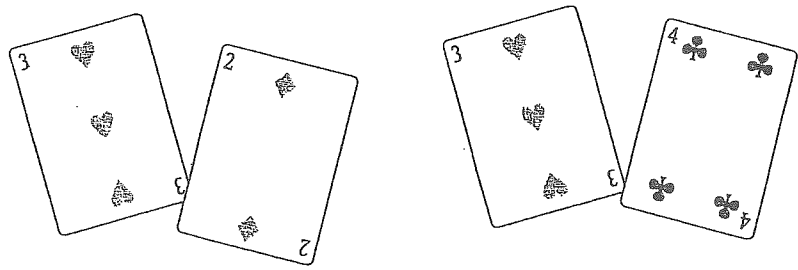
This variation of Go Fish reinforces adding and subtracting 1.

Materials

1 shuffled deck of cards with face cards removed

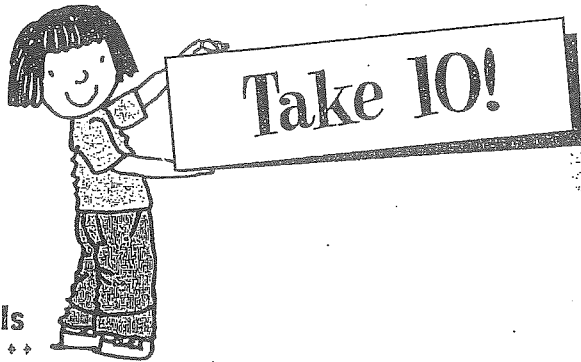
The Way to Play

- 1 One player deals five cards to each player and stacks the remaining cards facedown in a pile.
- 2 Player 1 chooses a card from his or her hand. Player 1 asks another player for a card that is "1 more or 1 less" than the chosen card. For example, Player 1 chooses a 3 and asks Player 2, "Do you have a card that is 1 more or 1 less than 3?"
 - 3 • If Player 2 has either a 4 or a 2, he or she gives the card to Player 1. (If Player 2 has both a 4 and a 2, he or she chooses which card to give Player 1.) Player 1 places the original card and the card from Player 2 in a separate pile and asks for another card in the same way.
 - If Player 2 has neither a 4 nor a 2, Player 1 chooses a card from the deck and the turn ends.
- 4 A player continues to ask for cards until the other player does not have a requested card. The asking player then chooses a card from the deck and the turn ends.
- 5 Players continue to take turns. The first player to run out of cards in his or her hand wins.



Variation

Children can play a similar game by asking for cards that are "2 more or 2 less" than the chosen number, "3 more or 3 less," and so on.



Players: 2

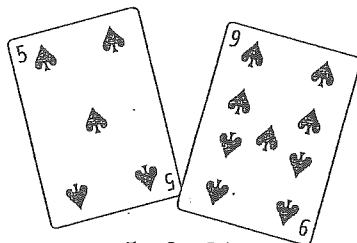
Children review addition as they win cards with sums that are greater or less than 10.

Materials

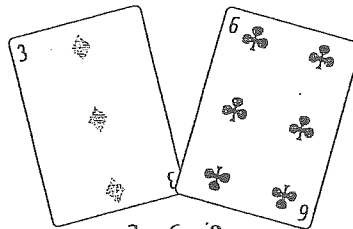
1 shuffled deck of cards with face cards removed

The Way to Play

- 1 One player stacks the cards facedown in a pile.
- 2 Players decide who will collect cards that are "less than 10" and who will collect cards that are "10 or more."
- 3 To take a turn, a player draws two cards. The player adds the number on the cards and says the equation aloud. (For example, a player would say, "9 plus 5 equals 14.")
- 4 If the sum of the numbers is less than 10, the "less than 10" player wins the cards. If the sum is 10 or more, the "10 or more" player wins the cards.
- 5 Players take turns until all cards have been played.
- 6 The player with the most cards wins.



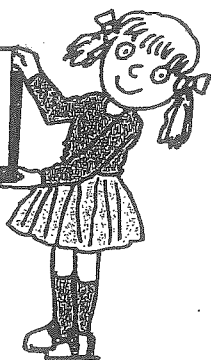
$5 + 9 = 14$
14 is more than 10



$3 + 6 = 9$
9 is less than 10



Solitary II



Players: 1

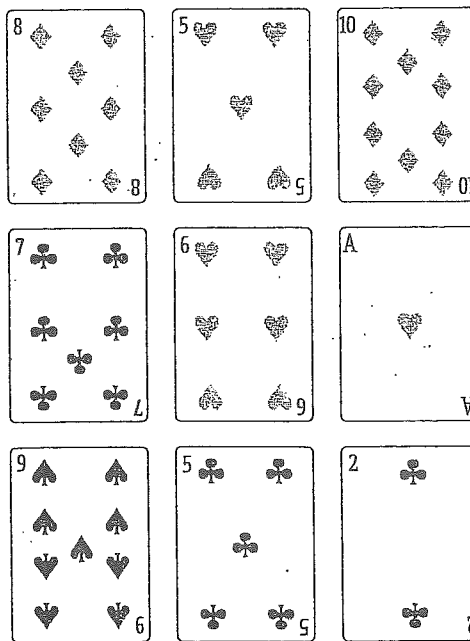
This simple variation of Solitaire involves creating addition problems with sums of 11.

Materials

- 1 shuffled deck of cards with face cards removed

The Way to Play

- 1 The player arranges nine cards faceup in three rows of three, and stacks the rest facedown in a pile.
- 2 From these nine cards, the player picks up two or more cards that have a sum of 11. The player fills the spaces with cards from the pile. (If there are no cards that add up to 11, the player adds another row of three cards from the pile.)
- 3 The player continues to choose cards whose values add up to 11.
- 4 The game ends when all of the cards from the pile have been used and no cards remain whose numbers add up to 11.
- 5 To extend learning, the player counts the number of cards left at the end of the game and writes down that number. The player shuffles the cards thoroughly and plays again. The object is to have fewer cards left at the end of the second game than the first.



Variation

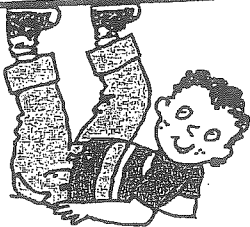
Children can look for cards whose values add up to other numbers, such as 12, 13, 14, and so on.



Even and Odd Sums

Players: 2 or more

Children discover the patterns that result from adding even and odd numbers.



Materials

- 1 shuffled deck of cards with face cards removed
- Even and Odd Sums Game Sheet, one per player (page 21)
- pencils

The Way to Play

- 1 One player stacks the cards facedown in a pile.
- 2 Each player takes a pencil and a game sheet.
- 3 Each player takes two cards from the pile and identifies the number on each as either even or odd.
- 4 Each player adds the numbers on the two cards and says whether the sum is even or odd.
- 5 On the game sheet, each player records the numbers and whether they are even or odd. Each player records the sum and whether it is even or odd. Cards are placed in a discard pile.
- 6 Play continues in the same way until all cards have been drawn.
- 7 Players answer the questions at the bottom of their game sheets by counting the number of even and odd sums. The player with the most even sums wins. (Players can also decide in advance if they would like the winner to have the most odd sums.)

$$2 + 6 = 8$$

even + even = even

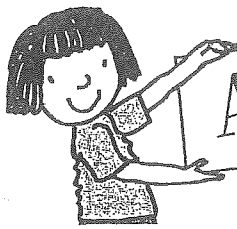
$$5 + 7 = 12$$

odd + odd = even

$$4 + 3 = 7$$

even + odd = odd





A Family of Cards

Players: 2 or more

Children build problem-solving skills as they create addition problems with cards.

Materials

- 1 shuffled deck of cards with face cards removed
- scrap paper
- pencils

The Way to Play

- 1 One player deals five cards facedown to each player.
- 2 At the same time, players turn over their cards. Each player tries to make an addition equation with the largest possible sum. The player can use three or more cards in the equation, including one card as the sum.

$$\begin{array}{|c|} \hline 3 \\ \hline \heartsuit \\ \hline \heartsuit \\ \hline \clubsuit \\ \hline 3 \\ \hline \end{array}
 +
 \begin{array}{|c|} \hline 5 \\ \hline \clubsuit \quad \clubsuit \\ \hline \quad \clubsuit \\ \hline \clubsuit \quad \clubsuit \\ \hline 5 \\ \hline \end{array}
 +
 \begin{array}{|c|} \hline 2 \\ \hline \spadesuit \\ \hline \\ \hline \heartsuit \\ \hline 2 \\ \hline \end{array}
 =
 \begin{array}{|c|} \hline 10 \\ \hline \diamondsuit \quad \diamondsuit \\ \hline \quad \diamondsuit \quad \diamondsuit \\ \hline \diamondsuit \quad \diamondsuit \\ \hline \quad \diamondsuit \quad \diamondsuit \\ \hline 10 \\ \hline \end{array}$$

- 3 If a player makes a correct equation, the player reads the equation aloud. The player records the sum of the equation as his or her points for that round. In the example above, the player earns 10 points.
- 4 Players return their cards to the stack, and the dealer shuffles the cards.
- 5 Players repeat steps 1–4. The first player to reach or exceed 50 points wins.

A Variation

Children can play a similar game by forming subtraction, multiplication, or division problems.



Go for 10!

Players: 2

Within a set time, children create as many addition, subtraction, and multiplication problems as possible that equal 10.

Materials

- 1 shuffled deck of cards with face cards removed
- timer

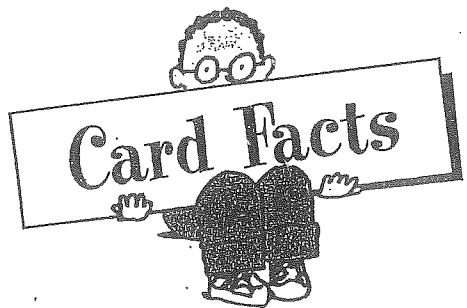
The Way to Play

- 1 One player deals ten cards to each player. The player then sets the timer for three minutes and starts it.
- 2 Players turn their cards over at the same time. During the three minutes, players use their cards to make as many addition, subtraction, or multiplication problems as they can that equal 10. (Each card may be used only once. A 10 card can stand on its own to equal 10.)
- 3 When time is up, players tell the equations they made. Players keep the cards used in their equations and return the unused cards to the deck.
- 4 The game continues in the same way until all cards have been used. (The final round will be played with fewer than ten cards per player.)
- 5 The player with the most cards wins.

$$\begin{array}{|c|} \hline 7 \\ \hline \diamond \quad \diamond \\ \diamond \quad \diamond \\ \diamond \quad \diamond \\ \hline 7 \\ \hline \end{array} + \begin{array}{|c|} \hline 3 \\ \hline \heartsuit \\ \heartsuit \\ \heartsuit \\ \hline 3 \\ \hline \end{array} = 10$$

$$\begin{array}{|c|} \hline 5 \\ \hline \clubsuit \quad \clubsuit \\ \clubsuit \\ \hline 5 \\ \hline \end{array} \times \begin{array}{|c|} \hline 2 \\ \hline \spadesuit \\ \heartsuit \\ \heartsuit \\ \hline 2 \\ \hline \end{array} = 10$$

$$\begin{array}{|c|} \hline 5 \\ \hline \heartsuit \quad \heartsuit \\ \heartsuit \\ \hline 5 \\ \hline \end{array} + \begin{array}{|c|} \hline 6 \\ \hline \diamond \quad \diamond \\ \diamond \quad \diamond \\ \diamond \quad \diamond \\ \hline 6 \\ \hline \end{array} - \begin{array}{|c|} \hline A \\ \hline \spadesuit \\ \hline A \\ \hline \end{array} = 10$$



Players: 2 or more

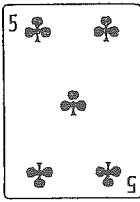
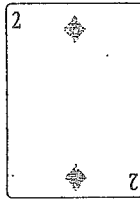
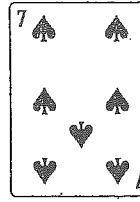
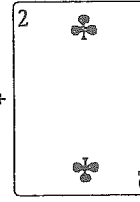
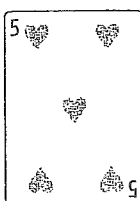
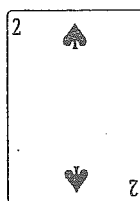
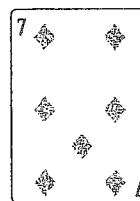
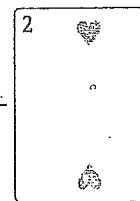
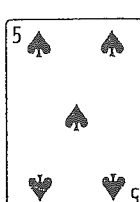
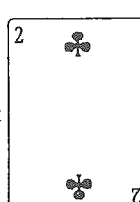
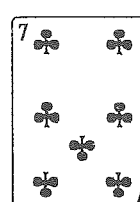
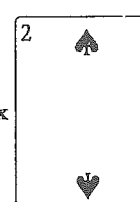
Within a set time, children use five cards to create as many addition, subtraction, and multiplication problems as possible.

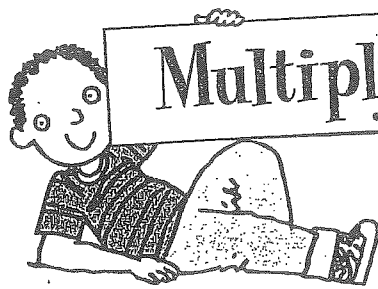
Materials

- ♦♦♦♦♦♦♦♦♦♦
- 1 shuffled deck of cards with face cards removed
- paper
- pencils
- calculator
- timer

The Way to Play

- ♦ 1 Each player takes a pencil and a sheet of paper.
- ♦ 2 One player deals five cards to each player and stacks the rest facedown in a pile.
- ♦ 3 One player sets the timer for five minutes and starts it.
- ♦ 4 Each player uses his or her cards to make as many different addition, subtraction, or multiplication problems as possible within the time limit. Only two cards should be used in each problem. Players record both the problem and the solution on a sheet of paper. For example, a player with a 7, 2, 5, 10, and 4 can make these computation problems, among others:
- ♦ 5 When time is up, players check one another's answers. (Calculators can be used.) Players earn one point for each correct answer.
- ♦ 6 The first player to earn 25 points wins. (Players may need to play several rounds. Cards are returned to the deck and shuffled after each round.)

	+		= 7		+		= 9
	-		= 3		-		= 5
	x		= 10		x		= 14



Multiply, Multiply

Players: 2

Children practice multiplication facts from 1 to 10.

Materials

1 shuffled deck of cards with face cards removed

The Way to Play

- 1 One player deals the cards evenly between the two players.
- 2 Each player turns over two cards.
- 3 Each player multiplies the numbers on the two cards. Each player says his or her multiplication problem and answer aloud.

3 ♥ ♥ ♣	X	7 ♣ ♣ ♣ ♣ ♣	=	21
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6 ♠ ♠ ♠ ♥	X	8 ♦ ♦ ♦ ♦ ♦	=	48
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- 4 If only one player answers correctly, that player wins both pairs of cards. If both players answer correctly, the player with the greater answer wins both pairs. When players win cards, they should stack them in a separate pile.
- 5 The game continues until all cards have been played. The player with the most cards wins.

A Variation

When children have mastered their multiplication facts, they can play a game that reinforces speed. Players follow step 1, above. Then, at the same time, each player turns over a card from his or her pile. Players multiply the numbers on the two cards. The first player to say the correct answer wins the cards. The player with the most cards at the end of a given amount of time wins.