Fun MATH Card Games to Play at Home!!

**Tens Go Fish**

You need a deck of ordinary playing cards with the face cards and 10s removed.

1. Each player is dealt 5 cards.

2. Each player looks for pairs from his or her cards that make 10.  Players put down the pairs of cards that make 10, and they draw new cards to replace them.

3. Players take turns asking each other for a card that will make 10 with a card in their own hands.

If a player gets the card he or she asked for, he or she puts the pair down and picks a new card from the deck.

If a player does not get the card that he or she asked for, the player must "Go Fish" and pick a card from the deck.

If the new card makes 10 with a card in the player's hand, he or she puts the pair of cards down and takes another card.

If a player runs out of cards, the  player picks two new cards.

A player's turn is over when no more pairs can be made that make 10.

The game is over when there are no more cards.

**Fast 10s**

Object: To make pairs adding to 10 as quickly as you can.

Materials: a deck of regular playing cards (remove 10, Jacks, Queens, Kings)

Card Values: Each card, 1 - 9, is worth that number of points.

1. To begin, one player shuffles and deals 9 cards face up in a square. The player to the left begins.

2. On their turn, each player looks for two cards, from the face up square, that add to 10. The player removes these cards as a “point” for themselves, and then fills the spaces with two new cards from the deck. Play passes to the next player.

3. Players only have about 5 seconds to make a match. Players should be looking ahead for matches so they are prepared. If a player can’t make a match in 5 seconds, they lose their turn and play passes to the left.

4. If no match is possible, the player may add a row of 3 new cards and redo their turn.

5. The winner is the player with the most points (matches) at the end of the game.

**Close to 20**

You will need a deck of ordinary playing cards with the face cards and 10s removed. Play with a partner.

1.Deal 5 cards to each partner.

2.Take turns. On each turn:

-choose 3 cards from the 5 cards in your hand, that make a total as close to 20 as possible.

-record the total of the 3 cards, and next to your total record your score. Your score is the difference betwen your total and 20. (If your total is 18, your score is 2)  You are trying to get a low score.

-put those cards aside and take 3 new cards.

3. After each player has taken 5 turns, total your scores.

4. The player with the lowest total score wins.

**Double Compare**

Play with a partner. Use an ordinary deck of cards with the face cards removed.

1. Deal all cards face down.

2. Both players turn over their top two cards.

3. The player with the larger total says "Me" and takes the cards.

4. Keep turning over two cards.  Each time, the player with the larger total says "Me" and takes the cards.

5. The game is over when there are no more cards.

Variations:

\*The player with the smaller total says"Me".

\*Play with 3 players.

\*Play with jokers as wild cards.  A wild card can be any number.

**Place Value Game:**

Students use number cards to create the largest number possible.

* **Materials:**
  + Deck of digit cards for each set of partners (2-4 each of #0-9, depending on the level of students and the size of the numbers they will create)   Note: Spinners with #0-9 may be used instead of cards, if desired.
  + Place Value Mat for each player
  + Recording sheet, if desired.
* **Directions:**
  + Partner A turns over the first card and decides where to place that card on his/her place value mat.   Once the card is placed, it may not be moved.
  + Partner B turns over a card and decides where to place that card on his/her place value mat.   Again, the card may not be moved once it is placed.
  + Play continues with each partner turning over a card and deciding where to place it on the place value mat in hopes of building the largest number.
  + When all slots are filled on the place value mats, partners compare numbers to see who created the larger number.   That partner wins a point for the round.
  + Partners record both numbers on their recording sheet and circle the larger number.
  + Students clear their mats, shuffle the cards and play additional rounds, as time allows.
* **Variations:**   Students try to form numbers to meet specified criteria (which will vary from these suggestions, based on the number of digits used):
  + Students try to form the smallest number.
  + Students try to form a number that is closest to 500 (or 2000 or...)
  + Students try to form a number that is less than 1000.
  + Students form numbers and earn a different number of points, depending on the range within which the number falls (e.g. 1 point for numbers from 0-500, 2 points for numbers from 501-1000, etc.)