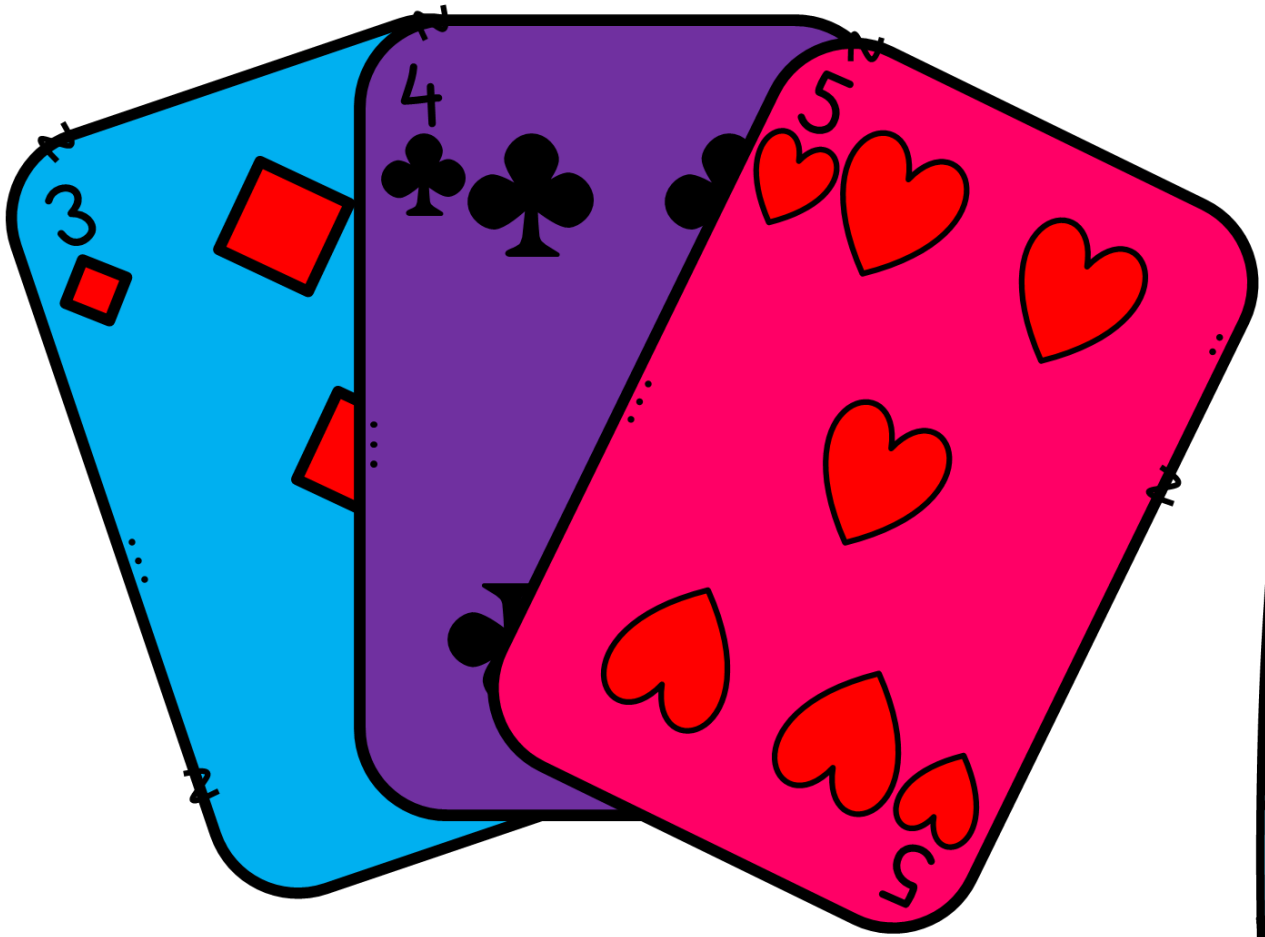# Card Games

Bundle

Teacher Resource

Fish for ten

Minimum Players: 2
Materials: Pack of cards with kings and jacks removed.
Objective: Collect pairs of cards that add to 10.
      (Queens = 0)

How to play:

This game is played like 'Go Fish' but instead of finding pairs of the same number, you are looking for pairs of numbers that add to 10.

Deal out 5 cards to each player. You should be the only person to see your cards. Put the remaining cards in a central pile.
Take turns to choose another player and ask them for a particular card you need (remember, you're trying to make 10). If they have the card they must give it to you, if they don't have it they tell you 'fish' and you collect one card from the central pile.
At the end of the game when all the cards are gone from the central pile, the player who has the most pairs wins.
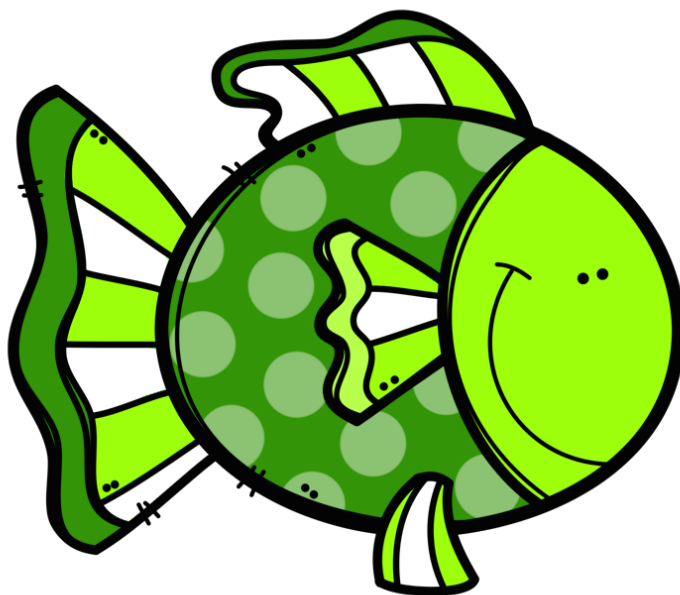
Place Value Number Battle

Minimum Players: 2
Materials: Pack of cards with face cards and 10s removed.
Objective: Collect all of the cards/have the most cards at the end of playing.

How to play:

Split the deck of cards between both players. Together, flip over your top 3 cards to create a 3 digit number. Players may more the cards and place them in any position they wish. The highest number wins all 6 cards.

Variation: Increase the number of card to flip if you want to use larger numbers.
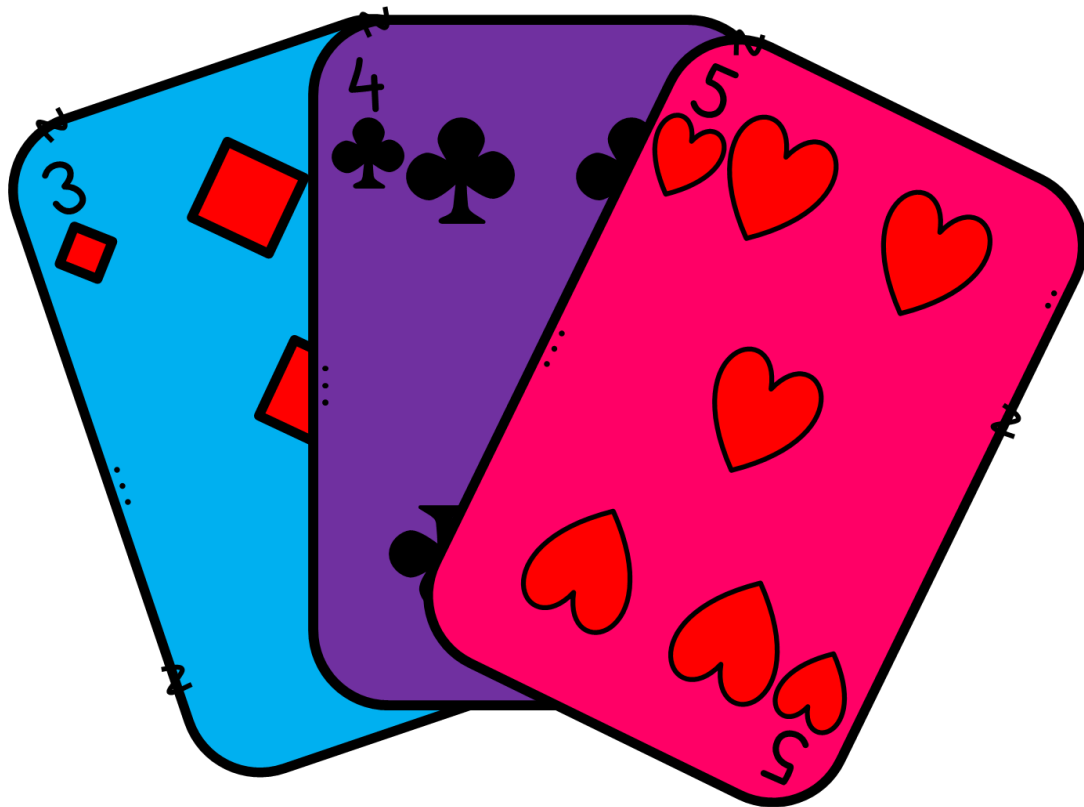
I Spy Products

Minimum Players: 2
Materials: Pack of cards.
Objective: multiply numbers to find the product.

How to play:

Deal out the whole desk of cards face up into a 13 x 4 grid. In this game the value of each number card is used, face cards are worth 10 and aces are worth 11.

One player challenges the other to find two cards next to each other, either vertically, horizontally, that multiply to make a number. Without indicating which 2 cards they are thinking of they say. "I spy two cards with a product of___"

The other player then looks for two cards that multiply to make the product and removes them. Players swap roles.

Note: When big gaps start showing you can reduce the number of the grid to fill the gaps.

I Spy Sums

Minimum Players: 2
Materials: Pack of cards.
Objective: add numbers to find the sum.

How to play:

Deal out the whole desk of cards face up into a 13 x 4 grid. In this game the value of each number card is used, aces worth 11, jack worth 12, queen worth 13, king worth 14.

One player challenges the other to find two cards next to each other, either vertically, horizontally, that add to make a number. Without indicating which 2 cards they are thinking of they say. "I spy two cards with a sum of___"

The other player then looks for two cards that add to make the sum and removes them. Players swap roles.

Note: When big gaps start showing you can reduce the number of the grid to fill the gaps.

Big Boss

Minimum Players: 2
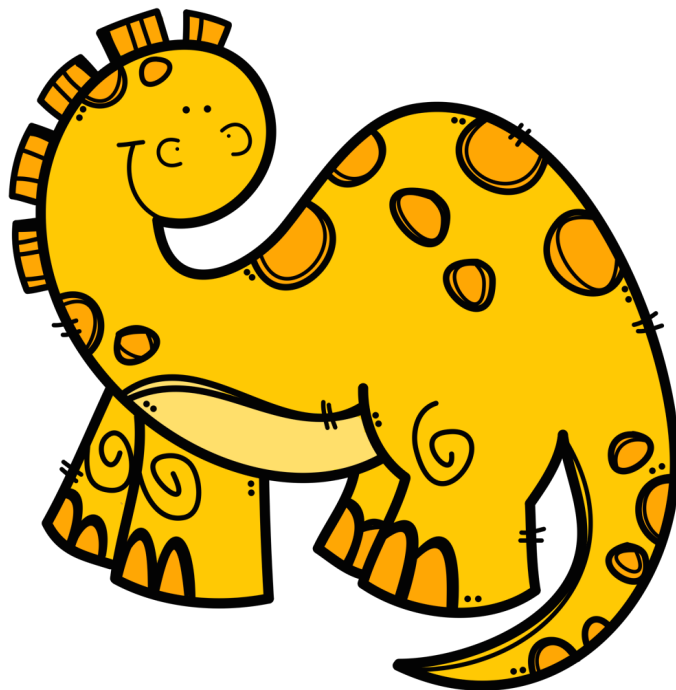Materials: Pack of cards with the 10s and face cards removed, ace worth 1.
Objective: Make the largest number each round.

How to play:

Each player needs a game board. Deal 5 cards to each player. In this game you need to use strategy to create the largest number possible. There's also a bit of luck involved.

Each player flips over one card at a time and decides where to place in to form the largest number possible. Once a card is placed, it cannot be moved. The throw away box is for one of the cards, choose one you think will not help in creating a large number. The player with the largest number wins each round.

Variation: Make the smallest number possible.

Big Bubba Game Board

Throw
Away

High 10!

Minimum Players: 2
Materials: Pack of cards with the face cards removed, ace worth 1.
Objective: Make pairs of 10.

How to play:

Deal 12 cards, face up. Players take turns finding and removing combinations of cards that add up to 10. When both of the players agree that no more tens are possible, the next 12 cards are dealt face up.

Variation: Choose different numbers to make pairs of.

10
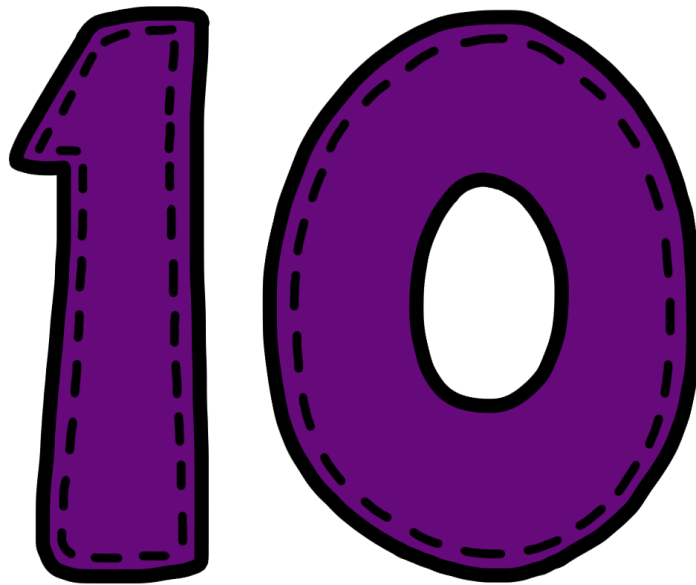
Target

Minimum Players: 2
Materials: Pack of cards, ace worth 1 or 11, jack worth 12, queen worth 13, king worth 14.

How to play:

Choose a target number from 1 – 30. One player turns five cards from the pack face up. Both players try to make a number sentence using all five cards with any operations (addition, subtraction, multiplication, division) to reach the target number.

The first player to find a winning number sentence keeps the cards and chooses the next target.
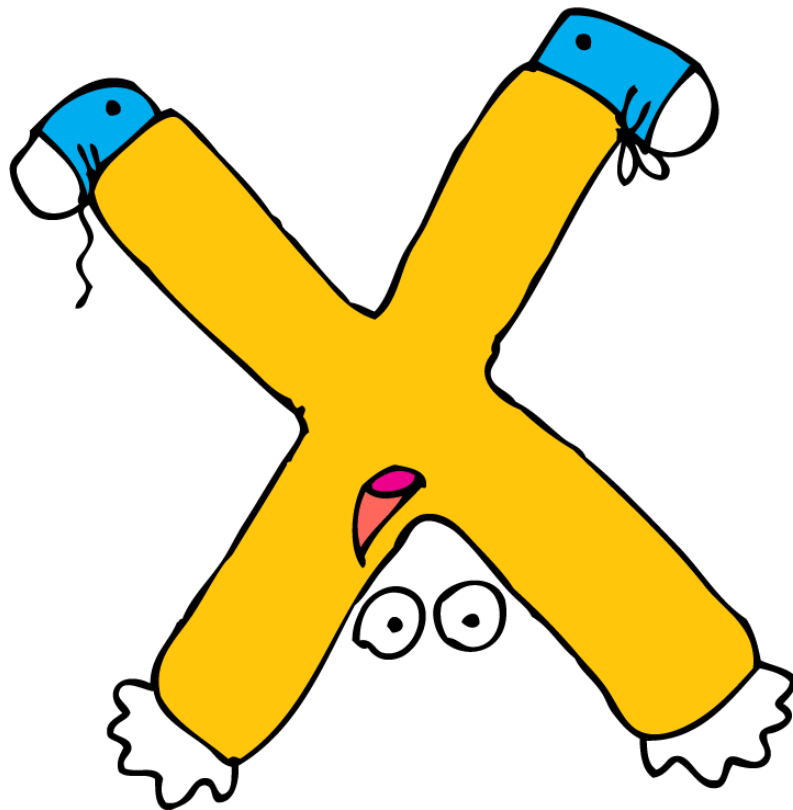
multiplication Battle

Minimum Players: 2
Materials: Pack of cards with the face cards and 10s removed, aces worth 1.

How to play:

Players split a pack of cards and flip over their top three (or four) cards at the same time. Make two of them a two digit number and multiply by the third. The highest product wins all the cards from this round.

Increase the number of cards to flip if you want to work on larger numbers.
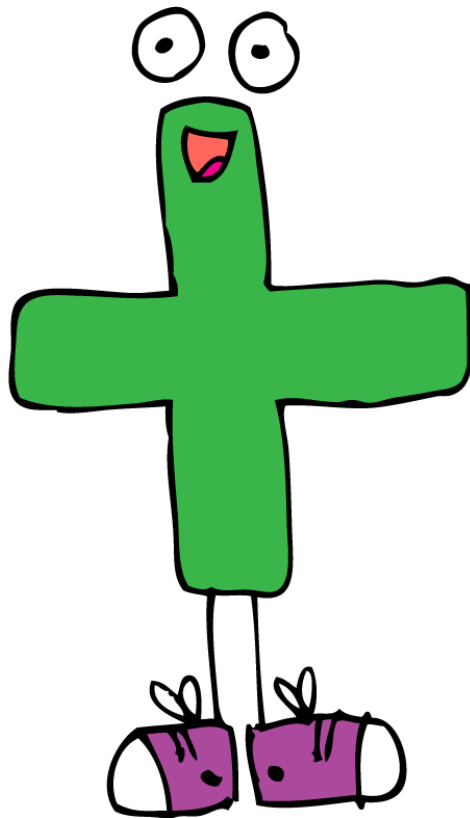
Addition Battle

Minimum Players: 2
Materials: Pack of cards with the face cards and 10s removed, aces worth 1.

How to play:

Players split a pack of cards and flip over their top two cards at the same time. The highest sum wins all the cards from this round.

If the cards have the same sum, the cards are placed in the center pile. The next hand is played normally and the winner takes all the cards including the center pile.

Variation: Multiply the two numbers together.
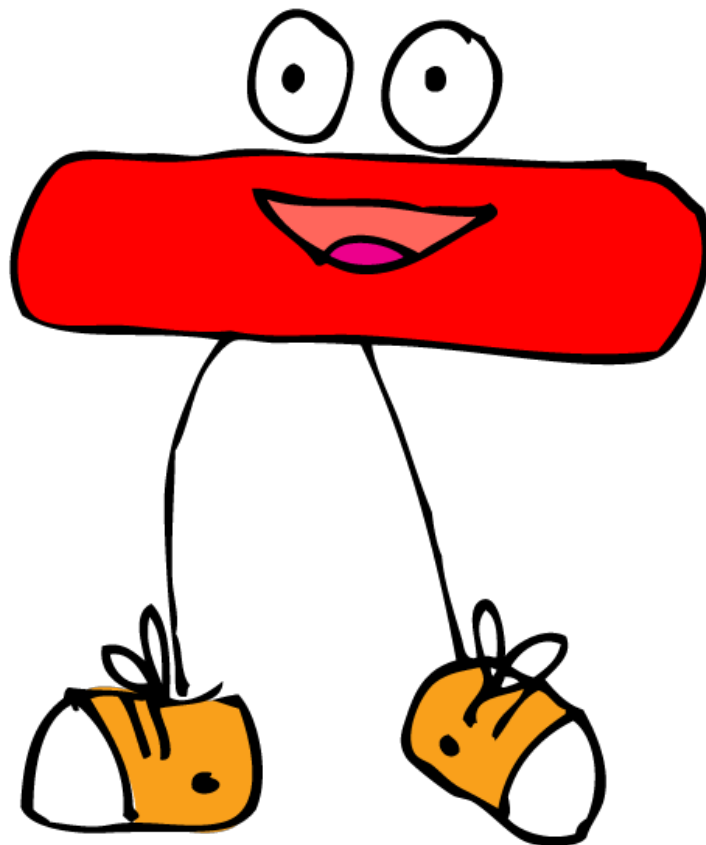
Subtraction Battle

Minimum Players: 2
Materials: Pack of cards with the face cards and 10s removed, aces worth 1.

How to play:

Players split a pack of cards and flip over their top three cards at the same time. Make two of the cards a two digit number and subtract the third. Players may move the cards and place them in any position of the number they wish. The greatest difference wins all the cards.

Increase the number of care to flip if you want to work on larger numbers.

Insomniac

Minimum Players: 2
**Materials:** Pack of cards with the face cards removed, aces are 1.
Objective: Build up your equations to the highest number.

How to play:

4 cards are selected at random, these are your working numbers. Your job is to create numbers using any operation(s) in numeric order beginning with one and building your way up. You can choose a time limit for how long you're allowed here. You can only use each number once, unless 2 of the same number are selected. The person who gets to the highest number wins.

Example Game:
Cards Selected:

| 4 | 6 | 3 | 2 |
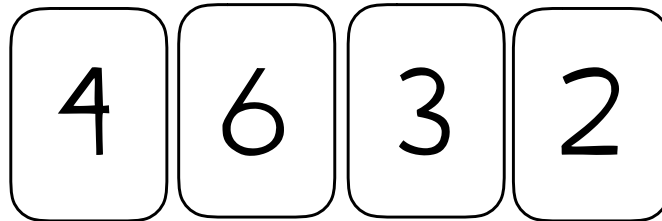
Player Equations:

$4 - 3 = 1$
$4 / 2 = 2$
$6 / 2 = 3$
$6 - 2 = 4$
$3 + 2 = 5$
$3 \times 2 = 6$
$4 + 3 = 7$
$4 \times 2 = 8$
$6 + 3 = 9$

$6 + 4 = 10$
$6 + 3 + 2 = 11$
$6 \times 2 = 12$
$6 + 4 + 3 = 13$
$(4 + 3) \times 2 = 14$
$4 + 3 + 2 + 6 = 15$
$(6 \times 2) + 4 = 16$
$(6 + 4) \times 2 - 3 = 17$
$3 \times 6 = 18$
$4_2 + 3 = 19$
$(4 + 3) \times 2 + 6 = 20$

$(6 \times 4) - 3 = 21$
$(6 \times 4) - 2 = 22$
$(6 + 4) \times 2 = 3 = 23$
$6 \times 4 = 24$
$(6 - 4) + 3_{2 = 25}$
$4 \times (3 + 2) + 6 = 26$
$(6 \times 4) + 3 = 27$
$(6 - 2) \times (4 + 3) = 28$
$6_2 - (4 + 3) = 29$
$6 \times (2 + 3) = 30$
My score = 30

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Creative Clips

Designed by Danielle

KPM Doodles