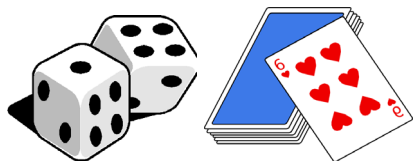


Quick & Fun Math Games!



#practicemakesprogress
#mathgames

<https://www.youcubed.org/resource/parent-resources/>

<https://mathgeekmama.com/best-math-card-games/>

<http://mathengaged.org/resources/card-games/>

YouTube Video for "Greed"/"Zap"
https://youtu.be/yajd4sb_rAM

ISPY

YOU NEED: deck of cards with no face cards

RULES:

- The cards are dealt face up in an array, either a 10×4 or 8×5 array
- The first player challenges the other to find two cards next to each other that add to make a number. The first player says, "I spy two cards that add to make _."
- player two looks for 2 cards that add to make the number. The two cards to be added need to be next to each other either horizontally or vertically. The player then picks the cards up to add them to their pile. They do this with any other pairs that add to make the number.
- If player 2 misses any pairs, then player one may claim them.
- Players alternate until all the cards are gone.

CLOSE CALL

YOU NEED: A deck of cards. Ace = 1, Joker = 0 and all tens and other face cards are removed.

RULES:

- each player gets six cards
 - Players use 4 of the cards to make two 2-digit numbers. The object is to make two numbers that when added together get as close to 100 without going over
 - for each round the player who is closest to 100 gets a point.
 - First player to 5 points wins
- VARIATIONS:** Play with subtraction and the object is to get to zero

GREED

YOU NEED: 6 dice, paper and pencil

RULES:

- For each turn, you start off with six dice to roll. A 1 scores 100 points and a 5 scores 50 points.
- A triple scores 100 times the face (triple 3s = 300). Triple ones score 1,000 points.
- Four of a kind in one roll is the triple rule x2 (four 3s would be $300 \times 2 = 600$)
- If you score points, you can choose to roll the non-scoring dice again. If all your dice score, you are given six fresh dice to roll again. However, you will lose all your points for the turn if you roll a zero.
- First player to 10 000 wins!

RACE TO 500

YOU NEED: 2 different coloured dice, paper and pencil

RULES:

- assign one colour to the tens place, one colour to the ones.
 - each player starts at zero
 - player one rolls both dice and adds the value (a 5 in the tens place and 2 in the ones place would mean add 52)
 - each player takes a turn, repeating until the first player reaches 500.
- VARIATION:** Start with 500 and use subtraction to race to zero.

WIPEOUT

YOU NEED: 2 dice, paper and pencil

RULES:

- Each player writes out all the "doubles" up to 24 (4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24)
 - player one rolls both dice and adds the values together ($2+3 = 5$) then "wipes out" its double on the list (if the dice total is 5, the double is 10)
 - each player takes turns until one player has no number left on their list.
- VARIATIONS:** Play with other multiples (Triples, x4, x5, etc)

OPERATION WAR

YOU NEED: 1 deck of cards

RULES:

- divide the deck evenly between the players.
 - card values: A=1, J=11, Q=12, K=13
 - both players flip their cards at the same time.
 - the first player to call out the sum of the cards wins both cards
 - if both players are tied they lay an additional card and call the sum.
 - winner is the person with the most cards when the time is up.
- VARIATIONS:** use different operations such as subtraction or multiplication.