

10 More or Less

For this game, kids will need 1 - 2 decks of cards (your choice), with face cards removed. Aces are 1. One child is designated as "More than 10" and the other is "Less than 10". Each player gets half of the cards and then players flip over their top card. Students add these cards together and if the sum is below 10, the Less Than 10 child keeps the cards and if it is greater than 10, the More Than 10 child keeps the pair. If it is exactly 10, the cards are left in the middle and the next winner keeps those cards as well. Play continues until the cards run out. The player with the most cards wins.

Once Through the Deck

Math Concepts: basic facts of addition

Players: one.

Equipment: one deck of math cards (face cards and jokers removed).

The best way to practice the math facts is through the give-and-take of conversation, orally quizzing each other and talking about how you might figure the answers out. But occasionally your child may want a simple, solitaire method for review.

How to Play

Shuffle the deck and place it face down on the table in front of you. Flip the cards face up, one at a time. For each card, say out loud the sum of that number plus the number you want to practice. Don't say the whole equation, just the answer.

Go through the deck as fast as you can. But don't try to go so fast that you have to guess! If you are not sure of the answer, stop and figure it out.

Fan Tan (Sevens)

Players: two or more, best with four to six.

Equipment: one complete deck of cards (including face cards), or a double deck for more than six players.

How to Play: Deal out all the cards. The player to the dealer's left begins by playing a seven of any suit. If that player does not have a seven, then the play passes left to the first player who does.

After that, on your turn you may lay down another seven or play on the cards that are already down. If you cannot play, say, "Pass."

Once a seven is played in any suit, the six and the eight of that suit may be played on either side of it, forming the fan. Then the five through ace can go on the six in counting-down order, and the nine through king can go on the eight, counting up. You can arrange these cards to overlap each other so the cards below are visible, or you can square up the stacks so only the top card is seen. The first player to run out of cards wins the game.

Builder's Paradise

Shuffle a single deck of cards with face cards removed. Remove all four 7s and place them across the playing space. Deal all remaining cards out to the players.

The object of the game is to be the first player to get rid of all of their cards.

To begin, players take turns putting down one or more cards above or below a seven, in sequence, according to their suit.

For instance, in the first round **players will play six's and eight's.**

If a player cannot play anything, they pass that turn. If no one that round can play a card, the game is over and the player with the fewest cards wins.

Elimination Game

Number of Students: 2

Materials: Two dice, game board, markers (as in chips, place holders)

How to Play:

1. Students cover all 12 spots of their side of the game board with a marker of some sort.
2. Students take turns rolling the dice.
3. They may use any operation to get answers.
4. The object is to be the first to remove all the markers off their side of the board.

<http://www.guided-math.com/2011/12/math-game-elimination.html>

