

Pack of cards activities – partner work

(Ruby, Amber, Topaz)



Ace = 1, Jack = 11, Queen = 12, King = 13, Joker = 0 (**Remove picture cards / jokers when not needed**) Suits are: clubs, diamonds, hearts and spades

Becoming familiar with cards and early number

Sort the cards into sets of like type (suit) e.g. diamonds, clubs hearts and spades

Sort and pile the cards into piles of like numeral e.g. all the 5s or 2s or 9s

Place **SOME** cards from a set face down e.g. 3, 5, and 7, 8, 10 of clubs. **Order** from smallest to largest, identify missing numbers.

Order a set (suit) from 1 to 10 e.g. order all the hearts

Take a card. Place your thumbs over the numerals, say the value of the card **WITHOUT COUNTING!**

'Card War' games – in pairs (greater 'thinking' time)

Addition War
Both turn over two cards for each go. The highest sum (total) wins the cards. (Use picture cards & joker)

Multi-Digit Addition War
Both turn over three cards. Make a 2-digit number, and then add the third number. The greatest total wins the cards. E.g. $54 + 3$

Advanced Addition
Multi-Digit War. Both turn over four cards. Make two 2-digit numbers, and add them. The greatest answer wins the cards.
_ _ - - - -

Subtraction War
Both turn over two cards and subtract the smaller number from the larger. The greatest difference wins the cards. (Use picture cards & joker)

Multi-Digit Subtraction War
Both turn over three cards. Make a 2-digit number, and then subtract the third number. The greatest answer wins the cards.
_ _ - - - -

Advanced Subtraction Multi-Digit War
Both turn over four cards. Make two 2-digit numbers, and subtract them. The greatest answer wins the cards. E.g. $54 - 23$.

'Card War' games (greater 'thinking' time – pairs)

Product War
Turn over two cards and multiply the values. The highest product wins the cards. (Use picture cards & jokers) See **Product Snap (tables practice) for card variations**

Doubling War
Both turn over two cards, add them together and double. The greatest total wins the cards. Simplify by removing trickier cards or by turning over one card each – highest double wins.

Basic War
Both turn over two cards and make a 2-digit digit number. The greatest number wins the cards. (Use picture cards & joker)

Snap games – divide a pack of cards equally between two

Number Snap
Each player turns one card face up at the same time. The first player to say the greater number wins the cards. Try and win all the cards!

Addition Snap
Each player turns one card face up at the same time. The first player to say the sum (total) wins the cards. Try and win all the cards!

Product Snap (tables practice)
Take out the King. Separate the cards into two piles – a pile containing ace, 2s, 3s, 5s and 10s and a pile containing 4s, 6s, 7s, 8s, 9s, Jacks (11) and Queens (12) Turn one card face up from each pile at the same time. The first player to say the product wins. Try and win all the cards!

Trickier Addition Snap
Each player turns over two cards face up at the same time. The first player to say the sum (total) wins the cards. Try and win all the cards!

Difference Snap
Each player turns one card face up, at the same time. The first player to say the difference wins the cards. E.g. the difference between 9 and 4 is 5, because $9 - 4 = 5$. Try and win all the cards!

Give Me 10

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

Odd / Even Sum

Each player turns one card face up, at the same time. The first player to say if the total is odd or even wins

Five, Ten, Fifteen, Twenty

Create a row of five cards, face up. Place two cards on top of each of the five so you have five piles of 3 cards each. Arrange the cards so you can see the face value of every card. Place the rest of the deck to the side, to be used later. The object of the game is to remove a pile when the sum of all of its cards is 5, 10, 15 or 20.... **All picture cards equal 10.** E.g., if a pile has an ace, 9, and jack in it, it could be removed because its sum is 20 (1 + 9 + 10). Remove all of the piles that equal 10. Deal a fourth card on top of every pile that remains. Remove any stacks that now equal a multiple of 10. Continue adding cards and removing stacks until your deck is used or the stacks have all been removed.

Five, Ten, Fifteen, Twenty – twist it

Create a row of five cards, face up. Place two cards on top of each of the five so you have five piles of 3 cards each. Arrange the cards so you can see the face value of every card. Place the rest of the deck to the side, to be used later.

The object of the game is to remove ANY 3 cards when the sum of all of the cards is 5, 10, 15 or 20.... **All picture cards equal 10.** Replace removed cards with new cards from remaining deck. Continue until unable to make identified numbers.

Memory – bonds

Sort through the deck to remove all cards that are higher than the bonds you are making. E.g. practicing pairs to 6, will be played with 1s to 5s. Turn all the cards face down in a grid pattern. Taking turns, each player turns over two cards to look for a pair with the required total. E.g., pairs to 6 would be 5 + 1, 4 + 2 or 3 + 3. If they do not match, turn them face down, without changing their position, and it is the next player's turn. Continue playing until all the cards in the deck have been matched into pairs. The player with the highest number of pairs at the end of the game is the winner.

Countdown - basic

Choose a 2-digit target number. Each player turns over 5 cards. The challenge is to use the numbers available and the four standard operations (+, -, x, ÷) to hit the target number. Each card can only be used once. It may not be necessary to use all the cards. If the target number is not reached, the closest lower number wins.

Countdown - range

Set a time limit.
- score 10 points if the target number is made
- score 5 points if a number is within 5 of the target number
- score 2 points if a number is within 10 of the target number.
Player with the highest score wins.

Fast figuring – for a number of players

Deal out five cards to each player. Turn up one more card to reveal the 'target number'. Players race to use their five cards and any of the four operations (+, -, x, ÷) to form a statement that results in the target number. The first player to do so wins a point. If, after 3 minutes, no one can find a solution, the players show their hands for checking, then cards are shuffled and play continues.

Odd / Even Product

Each player turns one card face up, at the same time. The first player to say if the product is odd or even wins. E.g. 5 x 3 = 15 odd
See **Product Snap (tables practice) for card variations**

Black Jack

One person is the dealer and everyone competes against the dealer. Dealer gives everyone two cards face up, including themselves. The object is to get to 21 without going bust. Players can hit or stay (get a card or not) until they reach 21 or bust!
If the dealer busts, everyone else wins!

Target 20/30/50 ...

Each player starts with 0 points. They each take a card from the deck and add that many points to their score. Continue until someone crosses 20/30/50...