

PLAYING CARD GAMES

Place Value War

Equipment needed: A deck of playing cards– you will just need the number cards so remove the picture cards before play.

Instructions for play:

1. Deal the cards into three (for playing with hundreds) or four (for playing with thousands) piles per player.
2. To begin play, each player turns over the top card from each of his/her piles. The player with the number of highest value wins a point and the cards are placed at the bottom of the pack. The first player to win an agreed number of rounds (say 10) is the winner.

Hints & Variations:

- In each round, each player is allowed to re-arrange the cards they have turned over in that round to make the largest number they can. The player who can make the number of highest value wins the point.
- Be sure to emphasise that players must identify the number they have made verbally in each round. To check the level of understanding, ask them (randomly) to identify which numeral is in the ones, tens, hundreds or thousands position.

Make 25 with 5

Instructions for play:

Players are dealt five cards each and the remaining cards are stacked face down in a pile in the middle of the table. Players must use all five cards to create a sum of exactly 25. Players go around in a circle and on each turn, they pick up a new card either from the face-down pile or from the discard pile. Players discard one card per turn. First player to create a sum of 25 wins.

Variations:

Make the game more challenging by changing the rules to include, or even exclude, certain operations. You can start by allowing subtraction, then bringing in multiplication and division.

Closest To

Equipment needed: A deck of playing cards– you will just need the number cards so remove the picture cards before play.

Instructions for play:

- 1) Starting with two digit numbers, deal out two cards per player. Each player takes the cards in their hand and rearranges the digits to create a number that is closest to 50.
- 2) The players show each other their hands and the player who is closest to 50 wins the set of all of the players' cards.
- 3) Deal another two cards to each player and keep going until the deck is exhausted. The player with the most number of sets at the end of the game wins.

Variations:

- Do it for three digit numbers: Deal out three cards to each player on each turn and players are trying to create numbers closest to 500.
- Four digit numbers: Deal out four cards to each player and the target number is 5000.
- Pick different target numbers rather than 50, 500, 5000, etc. Try unusual numbers, such as 92, or 348, or 6,381.

Math War

This fast-paced card game challenges players to quickly perform mathematical operations in their head to beat their opponent. Each player is dealt an equal number of cards from the deck, which they keep face down in a pile. When the players say "Go!", each player flips over the top card from their own deck and show each other their card. The first player to call out the sum of the cards takes the set of cards and sets them aside. The players immediately flip over the next top cards in their deck and repeat. The player with the most amount of cards when the decks are exhausted wins.

Variations:

Depending on the number of players, each person may wish to turn over more than one card.

If playing in pairs – turn the cards over and multiply the numbers.