CARD GAMES
LEARNING MATHEMATICS AT HOME

ONE UP ONE DOWN

The goal is to get rid of your cards before the other player. Deal each player 5 cards. Put the rest of the deck face down in the middle. Turn over one card and set it next to the face-down pile.
To play, if an 8 is showing on the table, a child can put either a 7 or a 9 from their hand on that card. Every time you play a card, you need to pick up another card from the face-down pile. Aces can be either a 1 or an 11. If an ace is showing on the table, you can play either a 2 or a 10 on the ace. This game calls for a lot of flexibility on the part of the players, since the number in the middle is always changing, and they have to readjust for which numbers are one up or one down.

MAKE TEN

(Deck of cards A=1 to 9)
One player deals out ten cards in a row face up. The player then looks for a combination of cards that adds up to ten (8&2 or 2,1&7). Only one combination can be removed. The aim is to collect as many cards as possible.
Once cards are removed from the row of 10, the dealer replaces these cards with others from the pack. Play continues until all cards are used or players can no longer make combinations to 10.

MAKE 20

Players are given 4 cards each . Using any operation, once only, the players try to
make a total of 20. If the players can make 20, they score 30 points. If the player is unable to make 20, they score the number that they have been able to make(under 20)

FLIP 4 & ADD

The first player flips 4 cards to make 2 two digit numbers. The next player flips 4 cards and makes 2 two digit numbers. Each player adds their two numbers together. The player that makes the largest number is the winner.

HIGHEST- WAR

Place cards face down in a pile. Players take turns to pick up two cards and add the two numbers together. The highest total collects
all the cards from the round. The winner is the person with the most amounts of cards at the end of the game.

TWENTY FOUR

Use playing cards 1 - 10
Deal out all the cards – an equal number for each player.
First player turns over a card and places it in the centre. Next player turns over a card and adds it to the card already played and says the sum out loud. Next player turns over a card and adds it to the total of first 2 cards.
Play continues until someone adds a card that makes 24 or more. If the sum is exactly 24 that player wins, if it is over 24 the value of the card is taken away and play continues until someone gets a total of exactly 24.

GO FISH FOR TEN

Five cards are dealt to each player and the deck face is placed face down in the middle of the table. The player to the left of the dealer begins by asking the next player if he/she has a particular card in his/her hand when added will make a total of 10, e.g. a 4 as they hold a 6 card. The player must give the card to the player who asks for it if he/she holds it. If the player who is asked does not have the required card then he/she tells the player making the request to "go fish", which means that player must pick up a card from the deck. If a match is made then the pair of cards must be laid down for all to see. The player does not pick up any more cards and is given another turn. Every time a match is made the player who made the request for a card is given another turn.

SALUTE

Short deck, cards 2-10 (3 players) Deal one
card each, face down. When the dealer says "salute", each player raises the card to his or her forehead. The dealer states the total of the cards. Each player has to determine the value of the card being held to his or her forehead by looking at the other person's card and subtracting this amount from the total.

This can also be played with multiplication.

14

Your aim is to reach 14 exactly. Turn over 2 cards and add them together.
If the total of the 2 cards is less than 14 you add the next card that is turned over. If your total goes over 14 you then need to subtract the next card.
To differentiate the activity, give students a higher total such as 24 or 34.
To support your younger children provide them with a number line to help to track their adding and subtracting.