

10 Games to Grow Mathematical Minds



All you'll need is a simple deck of cards!

Game:	How to Play:	Source:
Counting On	Remove the face cards and grab a die. Players flip a card and roll the die. Starting with the number on the card, they "count on" using the number on the die. For instance, if the player flips a 7 and rolls a 4, they would say, "Seven... eight, nine, ten, eleven." If they get it correct, they keep the card.	Guided Math
Race to 100	Place the deck in the center of all players. Every player starts with a total of 0. Flip a card over and add its value to your running total. The first player to reach 100 without going over wins!	123Homeschool ForMe
Go Fish...For 10!	This is just like Go Fish, but you are fishing for pairs that add up to 10. Have them ask: "I have a 2. Do you have an 8 to make 10?" Change aces to 1 for this game. Added bonus if you use the correct mathematical terms: "I have a 2. Do you have an addend of 8 to make a sum of 10?"	The First Grade Roundup
Round to the Nearest 10	Each player is dealt 2 cards. The players find the sum of their cards, then round their sum to the nearest 10. The person who rounds to the largest multiple of 10 wins the cards.	Adventures in Third Grade
Builder's Paradise	Discard the face cards and place the 4 sevens side-by-side. Deal the rest of the cards out to all players. In each round, players work to add the next higher or lower number in each suit, trying to be the first to have an empty hand (putting either an "8" or "6" by the 7).	Math Geek Mama
Gain or Loss	Each player starts with 15 points. Values are assigned to face cards. Place the cards in the middle of all players. The first player flips a card over. If the card is black, they add it to their total. If it's red, they subtract it. Highest point total when all the cards are gone wins!	Guided Math
Fraction War	This game is just like war, except each player turns over 2 cards. Then each player makes the largest fraction they can with their 2 cards, deciding what should be the numerator and denominator. The player with the largest fraction wins the cards.	Math File Folder Games
Place Value War	It's war! But with 3 cards and a place value twist. Each player flips over 3 cards. Players create the largest number they can. Players compare numbers, and the largest number wins.	Newark Public Schools
Math I Spy	Lay out cards in a grid pattern (fewer cards for younger kids, more cards for older kids). Then play I Spy! Clues could be: I spy a number that is less than 4. I spy a number that is a factor of 28. Make the clues up based on the age and ability of your child.	Susan Jones Teaching
Hit the Target	Lay out five cards (facing up). Flip over another card, which is the target number. Players create an equation in which they can add, subtract, multiply or divide their 5 numbers to hit the target number. Try to use all five cards, but you must use at least 2 cards. The winner takes the cards in the equation, plus the target number.	Newark Public Schools