Math Card Games

Concentration or Memory

If you are using math-fact cards, place all cards face down. Player tries to match answers (sums). 4 + 1 = 5 and 3 + 2 = 5 are matching cards. The person with the most matches wins. *If you are using playing cards,* an alternate way to play the game is to match pairs that total 10, i.e. 7 and 3, 6 and 4, Ace and 9. (Take out all face cards and tens before playing. We use Ace as 1.) Instead of addition, this game could be played using multiplication or subtraction.

Go Fish

Math-Fact cards – Players get five cards, the rest are in a pile in the middle face down. One player asks the next player if they have a card that will match the answer to one in their hand. If so, they lay the pair down and get another turn. If not, they "go fish" and draw a card from the middle pile. They may go again if they draw and answer that matches their request. Player with the most matches wins. *Regular playing cards* – Take out all face cards and tens. You will not be using these to play this game. Players each get 7 cards, the rest are in a pile in the middle face down. You play the game like above except you are trying to make pairs that total 10. If you have an eight, you may ask for a two to make ten.

War

You can play this game using either the math-fact cards or regular playing cards. Divide the cards between two players. Each player makes a pile face down in front of them. At the same time, each player puts one card in the middle face up. The one with the largest number gets the pile, If the cards match, each player puts two cards in front of them face down and one card face up. Look at the card face up. The player with the highest number gets all the cards. If they match again, go the face down cards. The one with all the cards wins.

Alternate Methods of War

1. The person with the smallest number gets the pile.
2. Each person turns over one card and adds the two cards together. The player with the largest total gets the cards.
3. Each person turns over two cards and adds them together. The player with the smallest total gets all four cards.
4. Each person turns over two cards and adds them together. The player with the largest total gets all four cards.
5. Use multiplication instead of addition.

Match

Two players divide either the math-fact cards or a deck of cards equally. Set a time limit. See who can find the most matches in that time. The one with the most matches wins. A match for math-fact cards is a pair of cards with the same sum. For example, 2+4=6 and 3+3=6. These would be matching pairs since they have the same answer. A match for the deck of cards is two cards with the sum of 10. You can change the sum to practice other math facts. You can also use this game with multiplication. For example, 3X4=12 and 2X6=12. These would be a match since they have the same answer.