

Castle View Primary School



Maths Workshop – Card Games to Support Number Skills

Card Sort

Players: Individual or groups of two

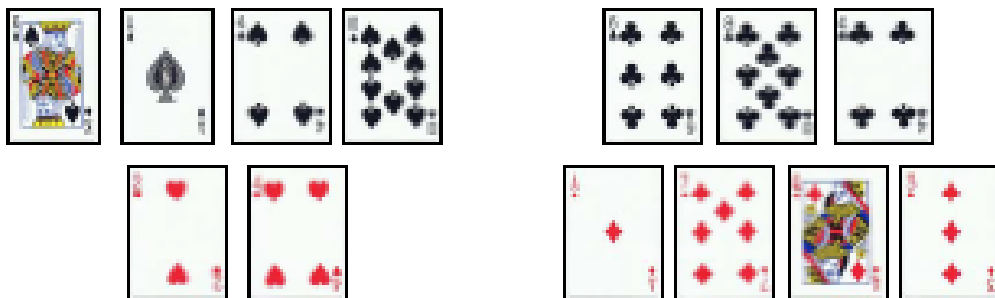
Materials: Deck of cards

Skill: Number recognition and group, sort, or categorize by attribute

How to Play: As a group, or individually, have students use the full deck of cards to sort and create groups by attribute. Some sorting possibilities are by color, suit, or number.



Students can sort by color.



Students can sort by suit.



Students can sort by number.

Greater or Less Than

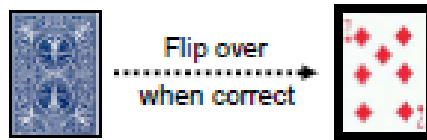
Players: Groups of two

Materials: Cards Ace through 10 for each player, face cards removed

Skill: Number recognition, order, and sequencing

How to Play: Each child gets a set of cards Ace through 10 (for the numbers 1-10).

One player selects a "secret card" from his/her hand and places it face down.



The second player tries to guess what the number on the card is by selecting a card from his/her hand and placing it face up.



The first player then tells whether the secret card is greater than or less than the face-up card. The second player continues to make guesses by selecting and showing different cards until he/she has discovered the value of the secret card.

Players then switch roles.

Subtraction Number Battle

Players: Groups of two

Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11 (teacher decides)

Skill: Number recognition and subtraction

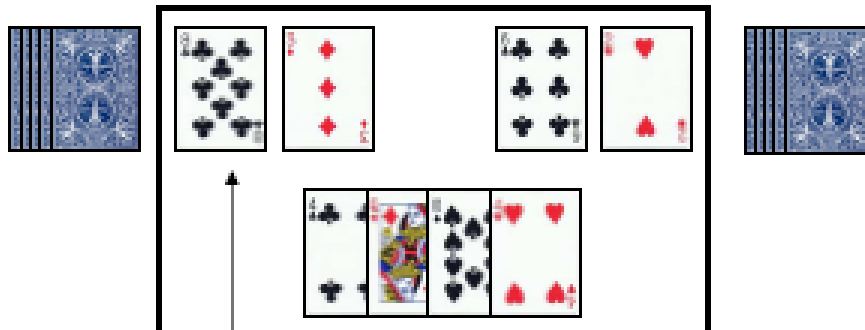
How to Play: Players split a deck of cards and simultaneously flip over their top two cards and subtract the smaller number from the larger number.



Player 1: difference is 7

Player 2: difference is 0

The greatest difference wins all four cards.



Player 1: difference is 5

Player 2: difference is 4

If the cards differences have the same value, the cards are placed in a center pile. The next hand is played normally and the winner of the next subtraction number battle takes the center pile as well.

Addition Number Battle

Players: Groups of two

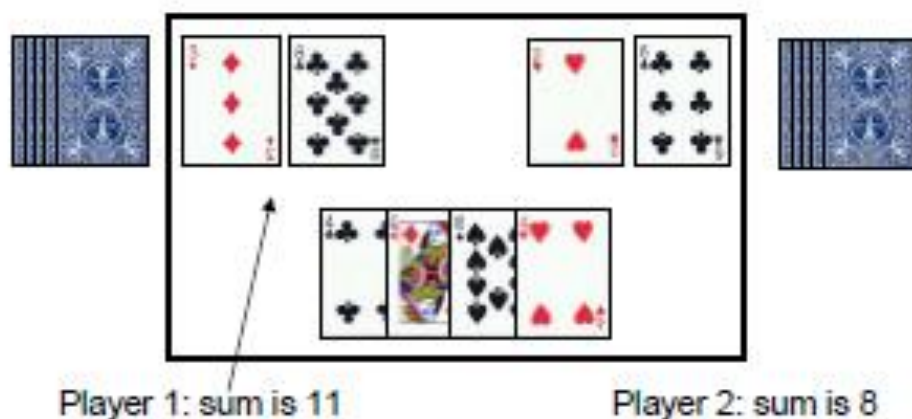
Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11 (teacher decides)

Skill: Number recognition and addition

How to Play: Players split a deck of cards and simultaneously flip over their top two cards.



The highest sum wins all four cards.



If the cards sums have the same value, the cards are placed in a center pile. The next hand is played normally and the winner of the next addition number battle takes the center pile as well.

Subtraction Number

Players: Groups of two

Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11 (teacher decides)

Skill: Number recognition and subtraction

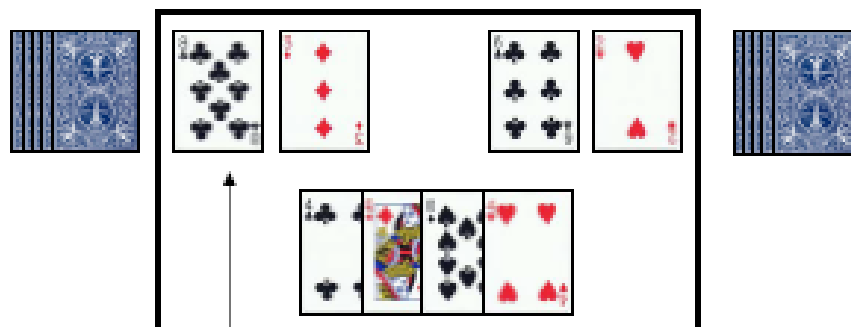
How to Play: Players split a deck of cards and simultaneously flip over their top two cards and subtract the smaller number from the larger number.



Player 1: difference is 7

Player 2: difference is 0

The greatest difference wins all four cards.



Player 1: difference is 5

Player 2: difference is 4

If the cards differences have the same value, the cards are placed in a center pile. The next hand is played normally and the winner of the next subtraction number battle takes the center pile as well.

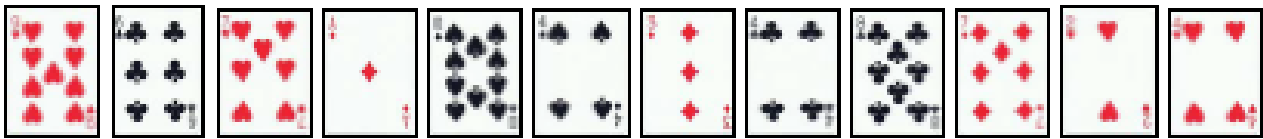
Give Me 10

Players: Groups of two or more

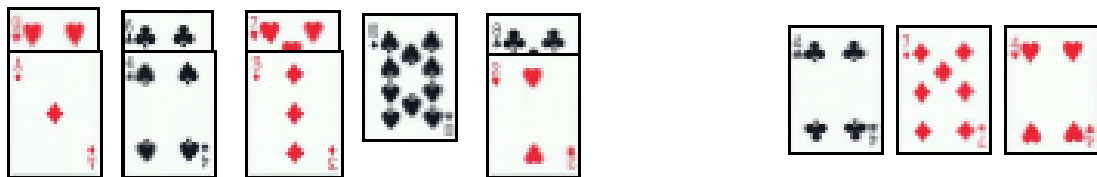
Materials: Deck of cards with the face cards removed, Ace worth one

Skill: Number recognition and addition

How to Play: 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 cards are dealt face up.

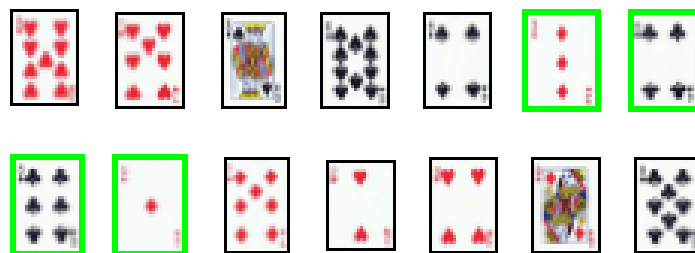
I Spy Sums

Players: Groups of two or more

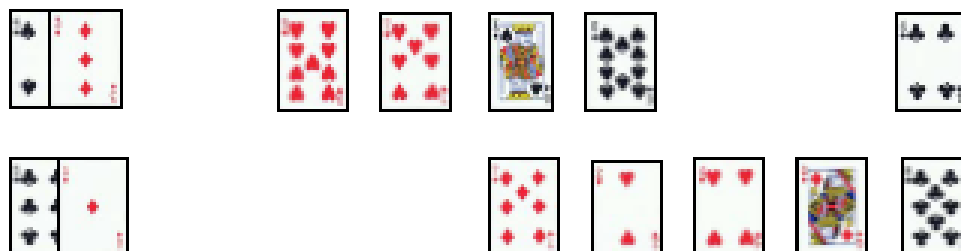
Materials: Deck of cards, Ace worth 11, Jack worth 12, Queen worth 13, King worth 14, scratch paper

Skill: Addition

How to Play: Deal out the entire deck of cards face up in a 13 X 4 array. *Example is not in the 13 x 4 array due to space.*



One player challenges the other player to find two cards next to each other, either vertically or horizontally, that add to make a number by saying, "I spy two cards with a sum of 7."



The other player then looks for two cards that add to make the sum then picks this pair up and any other pair(s) that add to make the stated sum.

If the second player misses any pair(s) that add to the chosen sum, then the first player may claim them. Players swap roles and continue until the table is cleared. The winner is the player with the most cards at the end of the game. *As large gaps appear the size of the array may be reduced to help fill the gaps.*

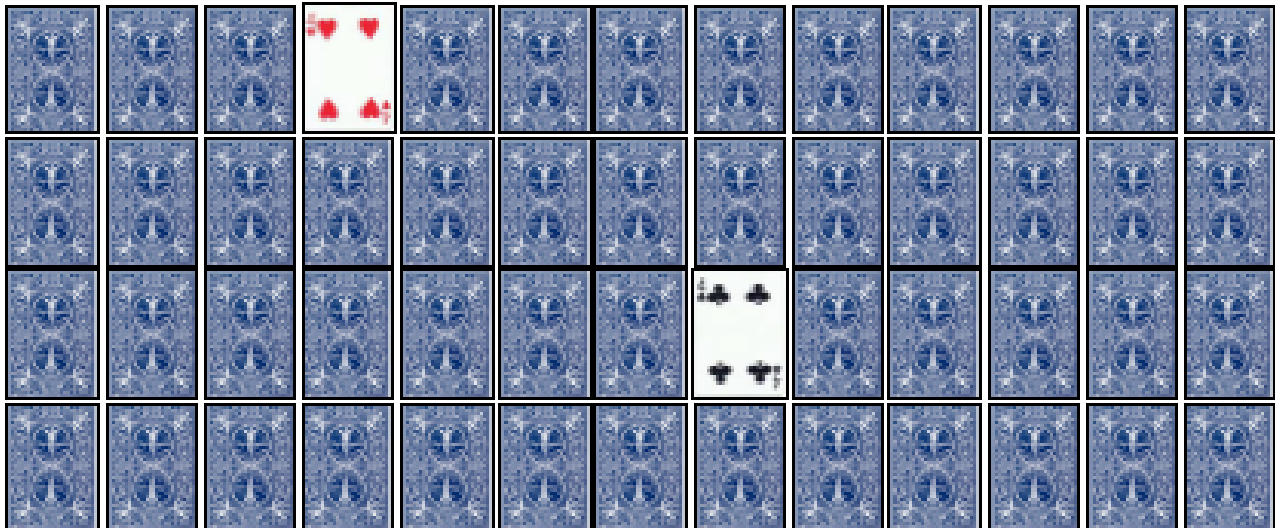
Number Memory

Players: Groups of two or more

Materials: Deck of cards

Skill: Number recognition

How to Play: Arrange the cards face down in 13 x 4 array.



Players take turns turning over a pair of cards. If the numbers match, the player wins the two cards and takes another turn.

If the cards do not match, they're flipped face down and the next player has a turn. Play continues until all number matches are found.

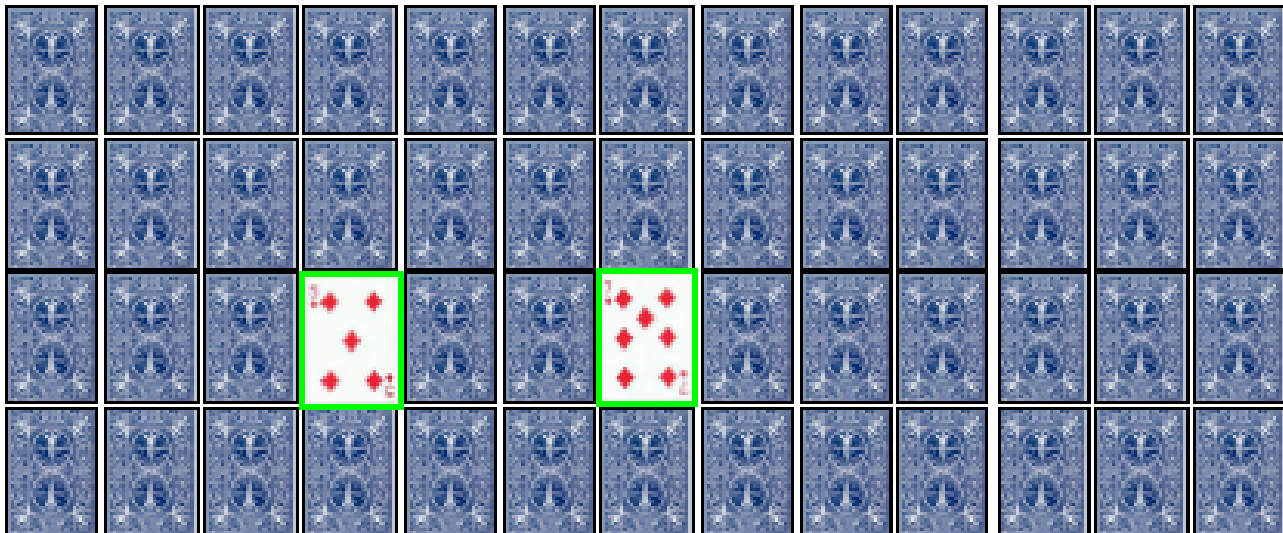
Odd/Even Number Memory

Players: Groups of two or more

Materials: Deck of cards

Skill: Odd or even number recognition

How to Play: Arrange the cards face down in 13 x 4 array.



Players take turns turning over a pair of cards. If the numbers are both odd or both even, the player wins the two cards and takes another turn.

If the cards are not both odd or both even, they're flipped face down and the next player has a turn. Play continues until all odd or even number matches are found.