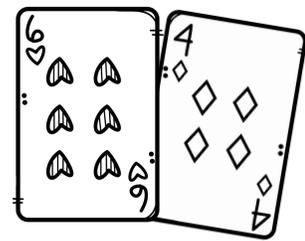


MATH



WITH PLAYING CARDS

Flip & Solve Addition Facts	Number Order	Place Value War	Race to 50	Flip & Solve Subtraction Facts
Race to 100	Make Ten Go Fish	I Spy Sums	Make 20 Go Fish	Hit the Target
Place Value War	Flip Four Addition	FREE SPACE	I Spy Differences	Build a Number
Hit the Target	Make Ten Go Fish	Flip Four Subtraction	Make 20 Go Fish	Race to 100
Flip & Solve Subtraction Facts	Race to 50	Build A Number	Number Order	Flip & Solve Addition Facts

GAME GUIDE

QUICK DIRECTIONS FOR EACH ACTIVITY

RACE TO 50 or 100

How to Play: Grab a deck of cards, a piece of paper, and a pencil. Place cards face down in a stack. On your turn, flip the top card. Write your number down. On your next turn, add to your previous number. Keep flipping and adding on to your previous sum. The first player to reach a sum of 50 or 100 (or go above 50 or 100) is the winner! Each face card is worth 10.

FLIP FOUR ADDITION or SUBTRACTION

How to Play: Flip 4 cards (remove all 10s and face cards). Take the numbers from the four cards and make 2 two-digit numbers. Add or subtract the numbers that you created.

*Note: If your student is not ready to add or subtract two-digit numbers, you can have them use 3 cards to make a two-digit number plus or minus a one-digit number.

PLACE VALUE WAR

How to Play: On a blank sheet of paper, draw a line for each place value (hundreds, tens, and ones). Place cards (take out 10s and face cards) in a stack. On your turn, flip the top card. Decide which place value you want to put your card in. You may not move or switch this card once it's been placed! On your next turn, flip another number. Decide which place value you want to put your card. The player who builds the largest two-digit or three-digit number gets a point. The first player to get five points is the winner!

MAKE TEN or TWENTY GO FISH

How to Play: Deal each player 5 cards. Place the rest of the cards face down in the middle of the group. On your turn, ask another player for the card you need to make a sum of 10 or 20. For example, if you have a 3, you would ask another player for a 7 to make a match. The player with the most matches at the end of the game is the winner.

*Note: If you play Make 20 Go Fish, players may use 3 or 4 cards to make 20.

HIT THE TARGET

How to Play: Place cards face down in a stack. Flip the top card. This is the target number. Next, each player will flip four cards in front of him or her. Create an addition or subtraction problem to hit the target number (or get as close to the target number as possible). The player who gets the closest to or hits the target gets a point. Repeat and play again. The first player to get five points is the winner!

I SPY SUMS or DIFFERENCES

How to Play: Lay out 5 cards in a line. Using the cards in the line, create an addition or subtraction problem. Do not tell your partner the problem you've created! Give your partner a clue: I spy two numbers that make a sum of 12. Your partner will try to figure out which numbers you used to make your sum. Once he or she figures it out, switch roles and play again!

FLIP & SOLVE

How to Play: Flip two cards. Create and solve an addition or subtraction sentence. Face cards are worth 10. Aces are worth 1.

NUMBER ORDER

How to Play: Flip ten cards. Use the cards to make 5 two-digit numbers. Then, put the numbers in order from least to greatest.