# Math Fluency Card Games

**Deck of Playing Cards = Lots of math games**

When you want to engage your child in some tech-free time or you're in the mood to challenge your child in a learning game all you need is a deck of cards!

**Four card games that'll sharpen math skills:**

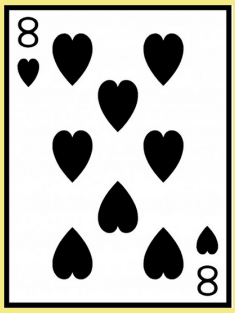
*Greater than/less than Game (a.k.a. WAR)*

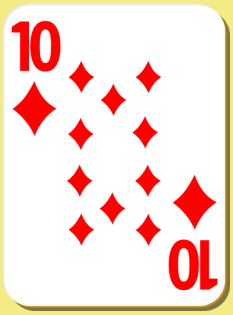
*Addition Game*

*Subtraction Game*

*I Spy (Addition & Subtraction)*

Co-Teach





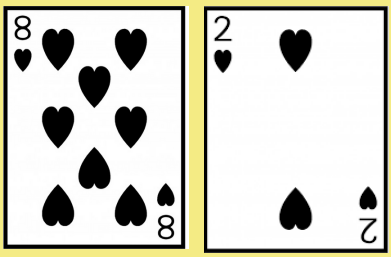
# Greater Than Game

**How to Play**: Divide the deck of cards evenly among players. Each player place their stack of cards face down, in front of them. Then each player turn up a card at the same time and the player with the higher card says, "Mine is Greater!"

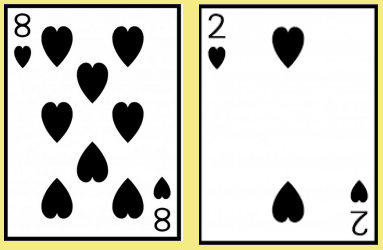
**Note**: If the cards have the same value- each player turns over 2 more cards face up. The person who has the greater card 2 of the 3 times, gets all 6 cards. Keep playing until all the cards are gone. The player with the most cards wins. Also, make sure to assign the face cards values.

**Variation**: The player with the greatest card could also state the difference. They could say, "My card is greater than your card because 10 is two more than 8."

If your learner is going to play alone, it's handy to have a white board or piece of paper around. Learners can write the value of the two cards they turn over on the piece of paper and then circle the number that's greater



8+2= 10



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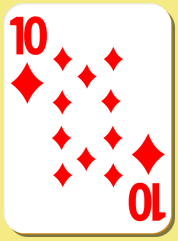
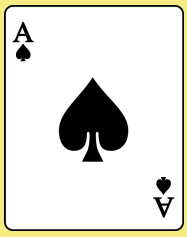




82+11=93

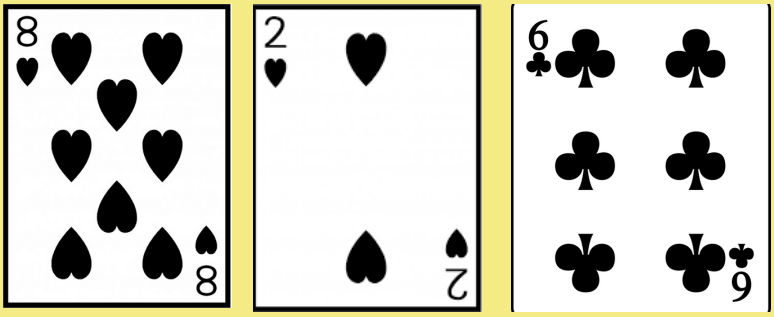
# Addition Game

**How to Play:** Divide the deck evenly among players. Each player turns over 1, 2, or 3 cards and adds the cards together. The player with the greatest sum wins all the cards. Keep playing until all the cards are gone. The player with the most cards wins.

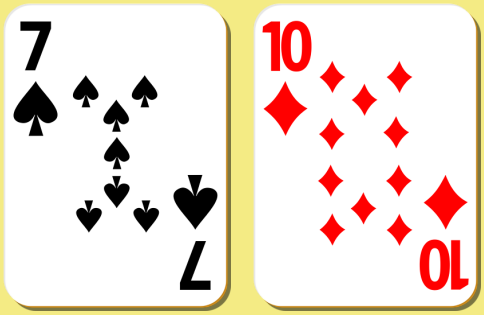
**Note**: You'll need to assign values to the Ace, King, Queen, Jack, and Joker.

**Variation**: If you want to add 2 and 3 digit numbers, each player takes a turn turning over 4 or 6 of their cards. All players try to figure out the sum. The first player that says the answer correctly gets the point or all players write their answers down, and each player that answers correctly gets a point. The player with the most points at the end of the game wins. If playing alone, it's handy to have a white board or piece of paper. Learners can add the value of the cards they turn over and then write the sum.

Co-Teach



8-2=6
then,
6-6= 0



7-10=-3
-3-1= -4

OR

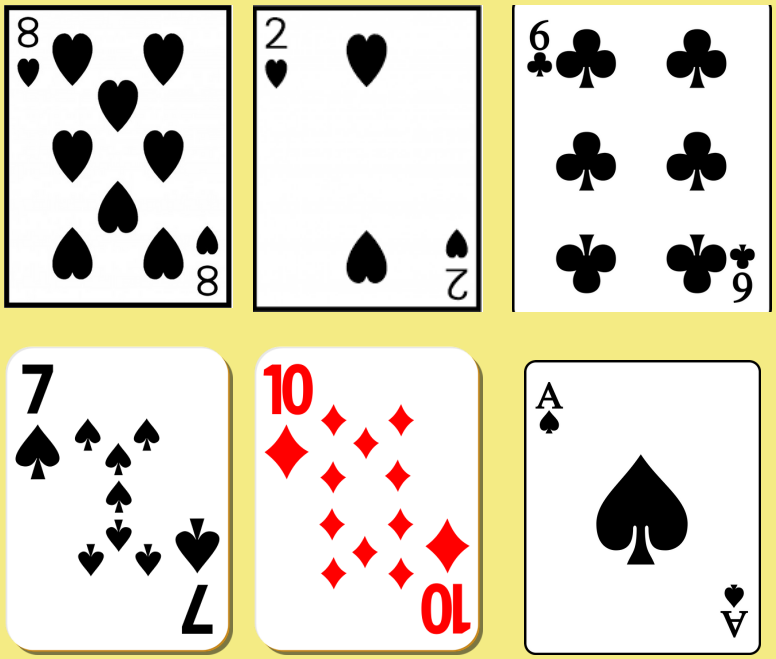
10-7=3
3-1= 2

# Subtraction Game

**How to Play**: Each player turns over 1, 2, or 3 cards and subtracts the smaller numbers from the larger numbers. The player with the difference closest to 0 wins all the cards. Keep playing until all the cards are gone. The player with the most cards wins.

**Note**: You'll need to assign values to the Ace, King, Queen, Jack and Joker.

**Variation**: You can also play subtracting the numbers in the order you turn them over and play with negative numbers. For extra fun, have learners create a story problem to match the cards.



# I Spy

**How to Play**: Deal out cards into equal rows. (You can deal out the whole deck of cards or just 20 cards at a time.) One player names what they "spy." For example, "I spy two cards with a sum of 15." The other player will race against a clock or against other players to find the two cards. The player who finds the pair of cards first or before time runs out wins. The take the cards from the array. Keep playing until all the cards are gone. The player with the most cards wins.

**Note**: The cards that players add, subtract, multiply or divide, will need to be near each other, vertically or horizontally.

**Variation**: You can also play the game with multiplication, division and subtraction.