

Math Card Games For Elementary School

Compiled by: Sara Gustin



Garbage



Materials: 1 deck of cards

Players: 2-3

Ages: Kindergarten is the best but everyone likes to play

Learning Outcome: Number recognition and numerical order

Directions:

1. Hand out 10 cards to each player.
2. Line them up face down, 5 on the top and 5 on the bottom
3. Put the rest of the cards in a pile in the middle
4. Player 1 draws first
5. Queen and Jack end your turn
6. Kings are wild and can't be moved once placed
7. Aces are used as one's
8. Number cards are placed in numerical order
9. If you draw a 5 you count over to the fifth card and place the 5 there, face up, and pick up the card that was there. If it's a 7 put it in the seventh place, pick that card up and so on.
10. Your turn is over when you get a Queen, Jack, or a duplicate card.
11. Player 2 can either take from the discard pile or draw a new card.
12. Once someone has all 10 cards face up, then the game is dealt again. Only the winner gets 9 cards instead of 10. Play all the way to one card.
13. Happy Gaming!!

Spiraling Math



Materials: 1 deck of cards
Dice
Place markers (buttons, cereal, etc)

Players: 2-4

Ages: Kindergarten all the way to 5th grade

Learning Outcome: Addition to Multiplication practice

Directions:

1. Shuffle the deck
2. Place the deck in a spiral pattern with the cards facing up
3. Roll the dice, high number goes first
4. Choose which math function you are going to practice; addition, subtraction, division or multiplication
5. Jacks are 11 in value
6. Queens are 12 in value
7. Kings are 13 in value
8. Everyone starts in the middle before the first card
9. Player 1 rolls the dice, then moves that many spaces
10. For example if player 1 rolls a 6 and the sixth card is a 10; they have to add, subtract, multiple or divide the 10 and 6. If they get the answer correct they get to move their place marker to that card, if they get it wrong they don't get to move.
11. Player 2 rolls, and so on.
12. It may be a good idea to have scrap paper and pencils on hand to work out problems.
13. Division problems will most likely have a remainder
14. If you want to make multiplication more difficult you can add more dice. Roll both dice; if you roll a 4 and a 6 use 46 for the multiplier. Then have a spare dice to tell you how many spaces to move.



Materials: 1 deck of cards

Players: 2-4

Ages: 2nd to 4th grade

Learning Outcome: Addition practice

Directions:

1. The object of the game is to have a hand totaling 25 while using only five cards
2. To play, deal each child five cards face down.
3. The remaining cards are placed in the center of the group with the top card turned up.
4. The children will take turns picking up and discarding one card until they have reached a total sum of twenty-five.
5. If a player has a hand totaling 25 using only five cards, they will immediately call out "25".
6. Once a player has called out their hand, the other players will receive one more turn to complete their hands

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This is the middle rounded rectangular box, positioned to the right of a thick black L-shaped line that forms a corner on the left and bottom edges of the page.

This is the bottom-most of three empty, rounded rectangular boxes, positioned to the right of a thick black L-shaped line that forms a corner on the left and bottom edges of the page.

The Divisor

Materials: 1 deck of cards
The dividing bar shown above
Scrap paper
Pencil

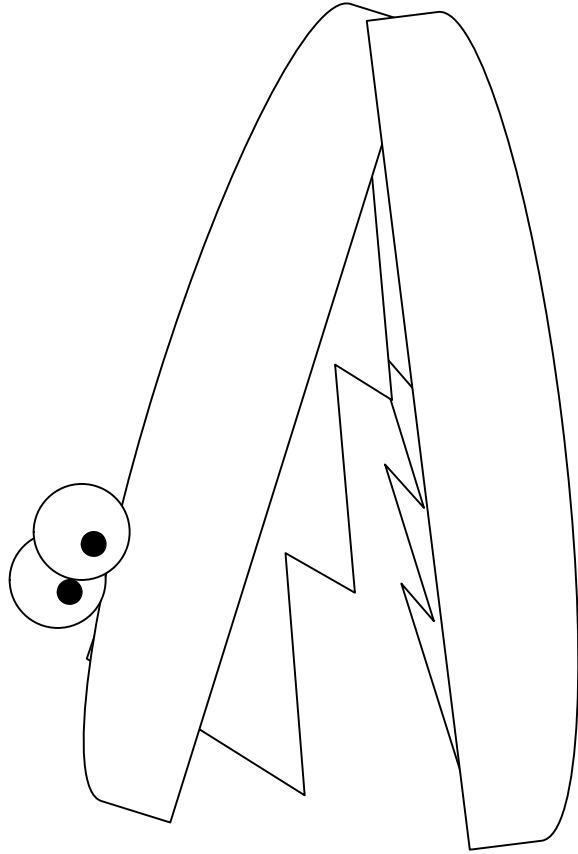
Players: 2-4

Ages: 4th – 5th grade

Learning Outcome: Division practice

Directions:

1. Lay the dividing bar sheet in front of the players
2. Shuffle the cards
3. The dealer lays one card on the outside of the dividing bar
4. Then the dealer lays two-three cards on the inside of the dividing bar
5. Players compete to see who can finish the division problem first
6. There will be remainders
7. For more difficult problems use 2 cards on the outside of the division bar.
8. Play until the deck has been gone thru
9. Each player gets 1 point for each right answer
10. Most points at the end wins



Alligator Chomp



Materials: 1 deck of cards
Alligator mouth, one per person

Players: 2-4

Ages: Kindergarten- 2nd grade

Learning Outcome: Greater than/ less than

Directions:

1. Each player should have an alligator mouth, which they can color if they want ☺
2. Separate the deck so that each player gets an equal amount of cards
3. On the count of three, go thru your cards and put them on the right side of the alligator mouth
4. Remember... that alligator eats the bigger number
5. They first person to separate all of their cards wins
6. You can either remove the face cards or leave them in and use them in order- J, Q, K
7. Use aces as 1
8. Happy gaming!

Go Fish--



Materials: 1 deck of cards

Players: 2-4

Ages: Kindergarten - 5th grade

Learning Outcome: Addition, Subtraction, Multiplication or Division practice

Directions:

1. Hand out 5 cards to each player
2. Spread the rest of the cards out in the middle of the table
3. Decide which one or two math functions you are going to use.
4. Each player looks at their cards and decides on math sentences. For example if player one has the cards; 2, 3, 7, 6, 10 He might ask player three; "Do you have the sum of $2+3$?"
5. If player three has a five he would hand it over, if not he would say "Go Fish"
6. All players continue around the circle making math sentences
7. Happy fishing!