

Snap Cards

SNAP

Any two matching combinations.

eg.

11

$10 + 1$

 or

$10 + 1$

1 ten and 1 one

Photocopy as many copies as required.

Cut up to make set of cards.

10	1 ten and 0 ones	$10 + 0$
11	1 ten and 1 one	$10 + 1$
12	1 ten and 2 ones	$10 + 2$

Snap Cards



13	1 ten and 3 ones	$10+3$
14	1 ten and 4 ones	$10+4$
15	1 ten and 5 ones	$10+5$
16	1 ten and 6 ones	$10+6$

Snap Cards



17	1 ten and 7 ones	$10+7$
18	1 ten and 8 ones	$10+8$
19	1 ten and 9 ones	$10+9$
20	2 tens and 0 ones	$10+10$

Aim

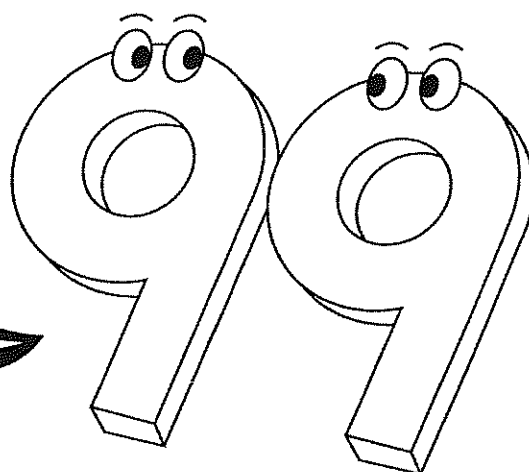
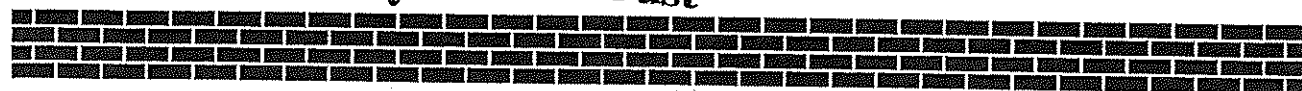
Humpty Dumpty

- A game board per player
- 60 counters of any colour
- 1 die

- Players roll the die to see who goes first
- Player A then rolls the die and picks up the number of counters shown on the die
- These counters are then placed on Player A's game-board 'wall'
- Player B then has their go and places their counters on their game-board
- The first player to fill the wall on their game-board is the winner

[illegible]

Ninety-Nine or Bust



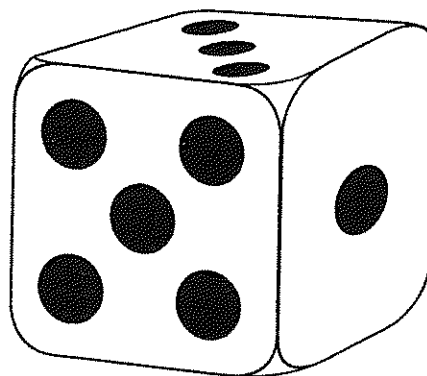
A game for two or more players

Equipment

die and calculator

Activity

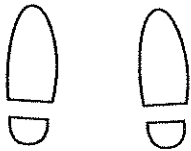
- Players take turns to roll the die and key in either the number rolled or ten times that number into the calculator.
- For example, if 3 is rolled the player may key in either 3 or 30.
- The number keyed in is added to that player's total. After seven rounds, the player whose total is closest to, but less than 100, wins.



Place Value Paths



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Equipment

- 2 dice
- A copy of the sheet for each child
- A pencil per player

Activity

- When a child rolls both dice eg. 3, 6, the child can choose to write 36 or 63.
- The child writes a number in an appropriate position.
- Game continues until someone has filled in the numbers arranged in order from smallest to largest.

Partner Numbers



To play the game you need a 6 sided die and a die 1-9.

Roll either die and colour in the same number of squares shown on the die.
eg. if you throw 6, then colour in six squares.

Write a number sentence to make ten. eg. $6 + 4 = 10$

Write a number for each ten frame. Write 2, 3 or 4 for each if you can
eg. $6 + 4 = 10$, $4 + 6 = 10$, $10 = 6 + 4$, $10 = 4 + 6$

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* This game can be played for numbers up to 20. Use 20 pegboards or 2 ten frames.

* For subtraction begin the game with counters on the squares. Throw die, take away that number of counters. Write a number sentence eg. $10 - 6 = 4$

Numerate 1

You need: 3 ten-sided dice in different colours.

- To play:*
- take turns to roll the 3 dice.
 - choose two of the numbers thrown to form a two digit number (tens and ones) as close as possible to the target number.
 - the player closest to the target wins that round
 - after all eight rounds, the winner is the player who has won most rounds. If there is a tie, play a deciding round to form a number as close as possible to 100.

Target	Player A	Player B	Player C	Winner
25	— —	— —	— —	—
72	— —	— —	— —	—
18	— —	— —	— —	—
35	— —	— —	— —	—
51	— —	— —	— —	—
60	— —	— —	— —	—
84	— —	— —	— —	—
15	— —	— —	— —	—

Overall winner Player _

Numerate 2

You need: 3 ten-sided dice in different colours.

- To play:
- take turns to throw the 3 dice.
 - form a three digit number (hundreds tens and ones) as close as possible to the target number.
 - the player closest to the target wins that round
 - after all eight rounds, the winner is the player who has won most rounds. If there is a tie, play a deciding round to form a number as close as possible to 1000.

Target	Player A	Player B	Player C	Winner
397	---	---	---	---
501	---	---	---	---
750	---	---	---	---
116	---	---	---	---
701	---	---	---	---
489	---	---	---	---
98	---	---	---	---
650	---	---	---	---

Overall winner Player _

Beat That

J:N



Materials

You will need a deck of cards with the picture cards removed.

Organisation

A game for two players.

Rules

- ♥ Deal all the cards in the deck to the two players face down. (The same as for Snap)
- ♥ Simultaneously each player turns over their top card.
- ♥ The player with the bigger number takes the two cards on the table.
- ♥ If two cards of the same value appear the cards are left on the table to jackpot to the next turn when the winner would pick up four cards.
- ♥ The winner is the player with the most cards after a set period of time or the player who ends up with all the cards.

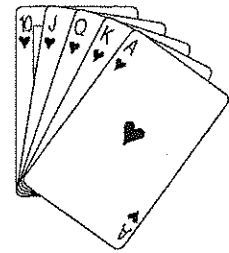
Variation

- ♥ Turn two cards over at a time, add the values to see who has the largest combination. The person with the largest combination picks up all four cards on the table.



CARD BINGO

J:N



Materials

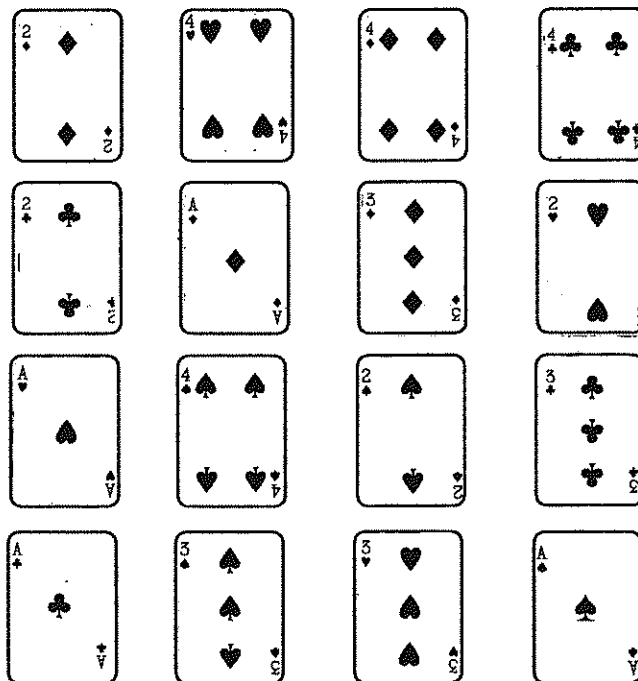
You will need two decks of cards. Separate the picture cards from both decks.

Organisation

A game for small groups or the whole class.

Rules

- ♥ Each player makes a 4 x 4 array of cards face up.



- ♥ One player takes on the role of caller, flips a card over from the top of the unused deck and calls out the name of the card, eg 7 (It doesn't matter if the card is the 7 of hearts, clubs etc.)
- ♥ If the card that is called out matches one in the player's array, the player may then turn that card over.
- ♥ The first player to turn a set of four cards over in a line either horizontally, vertically or diagonally is the winner.

UP AND DOWN

J:N



Materials

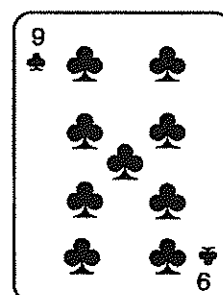
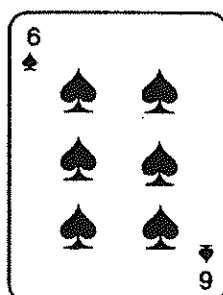
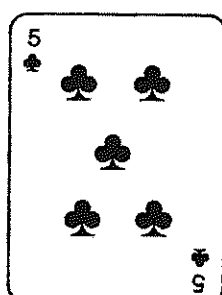
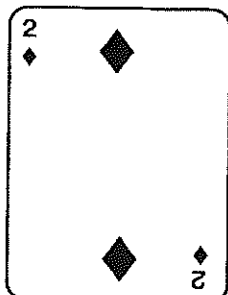
You will need a deck of cards (Aces = one, Jacks = eleven, Queens = twelve, Kings = thirteen).

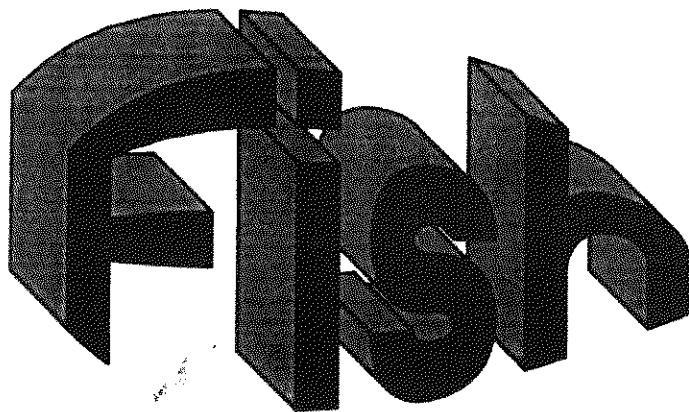
Organisation

A game for 2-4 players.

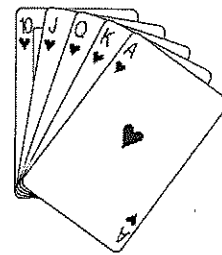
Rules

- Each player is dealt four cards face up. The remaining cards are placed in a pack in the centre of the table.
- The aim of the game is to be the first player to arrange the cards in either ascending or descending order. This does not have to be in consecutive order, ie 4,5,6,7. It could be 2, 5, 6 and 9. Cards cannot be rearranged – only exchanged.
- Starting with the player to the dealer's left each player may exchange one of his/her cards for one from the top of the pack or one from the discard pile. The card which is exchanged is placed into a discard pile.
- The first player to arrange his/her cards in order is the winner of that round. The winner receives a point. The first player to accumulate five points is the winner of the game.





J:N



Materials

You will need a deck of playing cards. Picture cards may be removed to allow children to focus purely on numbers.

Organisation

A game for pairs or small groups.

Rules

- ♥ One player deals five cards to each of the players and leaves the deck face down in the middle of the table.
- ♥ The player to the left of the dealer begins by asking the next player if he/she has a particular card in his/her hand, e.g. a 4. Note before asking for a card the player must have the matching card in his/her hand.
- ♥ The player asked must give the card to the player who asks for it if he/she holds it. If the player who is asked does not have the required card then he/she tells the player making the request to "go fish", which means that player must pick up a card from the deck.
- ♥ If a match is made then the pair of cards must be laid down for all to see. The player does not pick up any more cards and is given another turn. Every time a match is made the player who made the request for a card is given another turn.
- ♥ The aim of the game is to match all your cards so that none are left in your hand.

Variation

- ♥ Play Fish +/- 1

Snap ± 1

J:MC +/-



Materials

You will need a deck of cards with the picture cards removed. Ace may equal one or eleven.

Organisation

A game for two players.

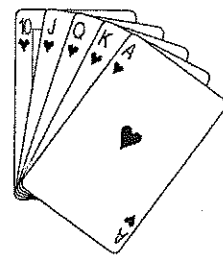
Rules

- ♥ The game is played along similar lines to 'snap'.
- ♥ One player deals all the cards face down to the players.
- ♥ Each player turns over their top card. Instead of slapping the pile of cards when the values on the two cards match, the pile of cards should be slapped when the values differ by one. For example if a 7 is placed on the pile and then an 8 is discarded on top a player may slap the pile and pick up all the cards. If an 8 was on the pile and a 7 was discarded then the pile of cards could also be slapped.
- ♥ The winner is the player with the most cards after a set period of time or the player who ends up with all the cards.

Variations

- ♥ Play the standard game of snap to develop number recognition.
- ♥ Play Snap ± 2 . i.e. snap when the values differ by two.

Counting Cards



Materials

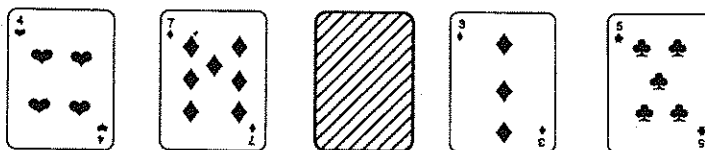
You will need a deck of cards with the picture cards removed.

Organisation

A game for pairs or small groups.

Rules

- ◆ Prior to starting the game a target number should be chosen (e.g. 15)
- ◆ Each player is dealt 5 cards.
- ◆ Four cards are dealt face up and the remaining deck placed in the middle.



- ◆ Players take turns to place one of their cards on one of the four cards that is face up and add the values to try to reach the target number. Depending on the size of the target number, players may place more than one card on a single pile. Cards may only be laid down if the exact total can be produced. A player's turn is over after he/she produces the target number or chooses a card from the deck.
- ◆ Players choose a card from the deck if they cannot lay down a card or cards.
- ◆ Players reaching the target get to keep the cards in a separate pile. The values of these cards are added at the end of the game to determine a winner.
- ◆ Once a pile is removed a card is turned over from the deck to replace it.

Variations

- ◆ Change the target number.
- ◆ Set a target to be reached by multiplication rather than addition.

Make 10

J:MC +



Materials

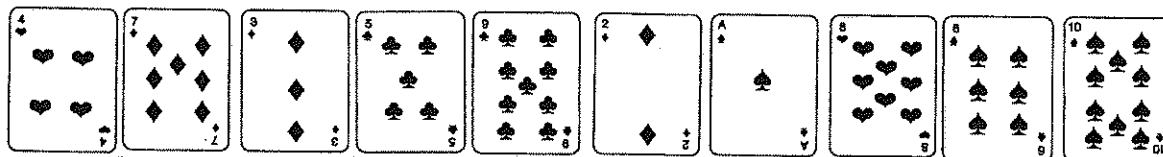
You will need a deck of playing cards with the picture cards removed.

Organisation

A game for pairs or small groups.

Rules

- ♥ One player deals out ten cards in a row.



- ♥ The first player then looks across the row of cards for a combination of cards (any number of cards is fine) that adds to make ten e.g. $6 + 4$, $7 + A + 2$.
- ♥ Only one combination may be removed. The aim of the game is to collect as many cards as possible, so combinations that require more cards are favoured.
- ♥ Once a combination of cards has been removed the cards are replaced by the dealer with new ones from the pack.
- ♥ Play continues until there are no more cards or until players can no longer make up combinations that add to ten. Players then count their cards to determine the winner.

Variation

- ♥ Choose a different target number eg twelve.

Make 10 Again

J:MC +



Materials

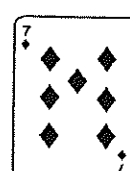
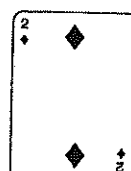
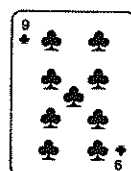
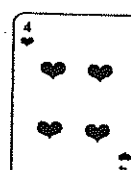
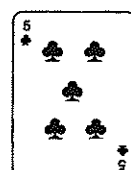
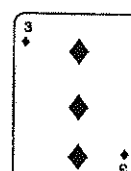
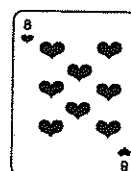
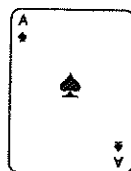
You will need a deck of playing cards with the 10s and picture cards removed.
Ace = one.

Organisation

A game for one or two players.

Rules

- ♥ One player deals all 36 cards, face up in a 3 x 3 array.
- ♥ There should be four cards in each pile.
- ♥ Players take turns to pick up any number of cards, which when added make 10. As cards are taken from the pile a new card is revealed underneath.



- ♥ Play continues until all the cards have been used or until no more combinations that add to ten can be made.
- ♥ The winner is the player with most cards at the end of the game.

Variation

- ♥ Choose a different target number eg twelve.

Flipper

J:MC +



Materials

You will need a deck of cards with all the picture cards removed for each player.

Organisation

A game for the whole class.

Rules

- ♣ Each student shuffles his/her deck and lays it face down on the desk.
- ♣ The teacher calls out "go" and then the students flip over one card at a time, keeping a running total.
- ♣ After thirty seconds, one minute or two minutes, depending on the ability of the class, the teacher says "stop".
- ♣ The players then record the total they reached and the number of cards flipped in order to reach the total.

DATE	TIME	CARDS	TOTAL	CHECKED
4/7	30 sec	8	37	✓

- ♣ Flipped cards are then handed to the closest player who checks they add to the stated total.
- ♣ Children can build up a chart similar to the one above to monitor their own performance.

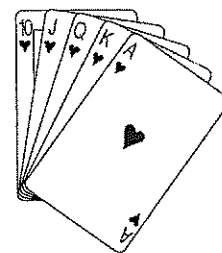
Variation

- ♣ Remove the 7, 8, 9 and 10s for younger players.

Flipper

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This page from CARD CAPERS may be photocopied for classroom use.



Materials

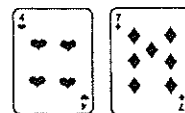
You will need a deck of cards with all the picture cards removed.

Organisation

A game for two players.

Rules

- ♣ The forty cards are dealt face up in a 10 x 4 or 8 x 5 array.
- ♣ One player challenges the other player to find two cards next to each other that add to make a particular number by saying "I spy with my little eye two cards which add to make _____"
- ♣ The other player then looks for two cards that are next to each other either horizontally or vertically that add to make the number and then picks this pair of cards up and any other pair next to each other that add to make the stated number.
- ♣ If the second player misses any pairs that add to the chosen number, 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.



Variations

- ♣ Allow children to add three cards together.
- ♣ Allow children to use pairs of cards that are diagonally opposite each other.
- ♣ Change operations: i.e. Use subtraction or multiplication.

