

Blessed Sacrament Catholic Primary School Maths Card Games



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Foundation 1 (Nursery)

Snap

Deal the cards out equally between players. Do not look at your cards. Take it in turns to turn a card over and place in the centre of the table. If you turn over a card that matches the one in the centre you can shout 'snap' whilst placing your hand on the pile of cards, you then win that pile of cards. The winner is the person to collect all the cards.

This activity helps with number recognition and sorting skills

Alternatively spread all the cards face down on the table and take it in turns to pick 2 cards. If the cards match you can keep them, if not return them face down, on the table. The winner is the player with the most pairs when all the cards have gone.

Hand of cards

Take 5 playing cards with numbers on and a pile of counters. Hold the cards in your hand so that your helper cannot see them. Tell your helper what numbers are on the cards. Your helper should point to one of the cards and say what number they think it is. If they are right, they can take a counter and you should put the card face up on the table. If they are wrong, you take a counter. Your helper should then point to another card. Keep playing until they have guessed which card is which. How many counters have you got when all five cards are face up?

This game helps with number recognition and also introduces the basic ideas involved with probability. If a number has already been said and guessed correctly, does your child realise that there is no point in guessing it again?

Red and Black

You need to remove the face cards for this game

Place the pack face down in the centre of the table. Guess what colour the top card is going to be. Turn over the top card and see if you are right. If you are right keep the card. If you are wrong, give it to your opponent. Now it is your opponent's turn to guess. Play until one of you has ten cards. That person wins! This game helps with counting and early concepts of probability.



Number lines

Shuffle the cards. Can you sort them into 4 number lines based on the suits – Spades, Clubs, Diamonds, Hearts.

Start with the Ace (this can represent 1) and finish with 10.

Number lines are used a lot in school to help children understand the value and order of numbers.





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Foundation 2 (Reception)

Add to win

You will need to remove the face cards and have a dice for this game.

Place the cards, face down, in the middle of the table. The first player throws the dice and turns over the top card. Add the two scores. For example $2+4=6$ (your score is 6). Take it in turns to play. The player with the highest score from each round keeps the cards. As you collect cards add them up. The first player to reach 25 is the winner!

This activity helps your child to practise adding and counting. It also teaches the skills of ordering numbers – that is, being able to say which of two numbers is the highest without counting

Equal chances

You will need to remove the face cards and have a dice for this game.

Place the cards, face down, in the middle of the table. The first player throws the dice and turns over 1 card. Work out the difference between the number thrown and the value of the card. For example $6-4=2$ (this is your score). Take it in turns to play. The player with the highest score each round keeps the cards. The first player to collect 6 cards is the winner!

This activity will help your child to practise finding the difference between two numbers (subtracting).

Odds and evens

You will need all the red cards from 1–10 laid out face down (Ace is 1). This game needs two players—one is 'odds' and the other is 'evens'. Take it in turns to pick up two cards. If the total is odd, you may keep them if you are the 'odds' person. If not, return them. Take turns, the person with the most pairs is the winner.

This is a challenging game. Help may be required to explain odd and even numbers. For example shoes and socks come in pairs – an even number. A lost sock – oh dear! One pair and one odd sock – an odd number.

2,4,6 pattern

Take the red cards numbered 1–10 (Hearts and Diamonds, Ace is 1) from the pack. Shuffle the cards and arrange them face down on the table. The first player should turn over two cards. You are looking for a 2. If you have a 2, keep it to begin your pattern. Remember the numbers on the cards that you have to replace, you may need them later on. The second player then picks up their cards and tries to begin their pattern. Take turns, once you have found a 2 you will need to look for a 4. The first player to get to 10, by collecting the cards in order 2, 4, 6, 8, 10 is the winner. The same game can be played beginning at 10 and going back in twos. You could use the jokers to represent 0. Another variation is to count in twos using odd numbers 1, 3, 5, 7, 9,

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Key Stage One (Year 1 and 2)

Memory tens

Remove the King and Jacks from the pack of cards.

Lay out the cards, face down, on the floor. Take it in turns to turn over 2 cards. If the 2 numbers add up to 10 (Queen counts as 0, Ace is 1) you may take the cards and keep them. If they do not, turn them back over and let someone else have a turn. Keep playing until all the cards are gone. The player with the most pairs is the winner.

Can your child see the pattern in the number bonds e.g $10+0$, $9+1$, $8+2$ e.t.c

Fish for ten

Remove the King and Jacks from the pack of cards.

Deal out 5 cards to each player (hold them so that no-one else can see them). Put the rest in a central pile, face down. The aim is to collect pairs of cards which add up to 10 (Queen counts as 0, Ace as 1). If you collect a pair, take it out of your hand and put it, face up, in front of you. Take it in turns to choose a player and ask them for a particular card. If they have it, they must give it to you. If not, they tell you to 'fish' and you take a card from the central pile. At the end of the game, when all the cards are gone from the central pile, the player who has the most pairs is the winner.

Can you find the missing number?

You will need to use the Queens as 0, Ace is 1 for this game. Remove all other face cards

The idea of the game is to find the difference between the card you have been dealt and ten. Play the game with a partner to help you remember number bonds. Your partner deals a card to you and you must find the difference between that card and ten. If you answer correctly keep the card. If not return the card to the bottom of the pile. The winner is the first person to collect 5 cards.

Patience is a virtue

You will need a pack of cards with the face cards and 10's removed. Shuffle the cards and hold the pack in your hand, face down.

Deal out 2 cards face up. If they add to 10, you may pick them up and place them in the 'bin'. If they do not add to 10, lay another card down next to them. If this one adds up to 10 with 1 or 2 of the other cards, collect them up and put them in the rubbish bin! If none of them add to 10, lay down another card. Continue the game, pulling out any cards which add up to 10 (these can be pairs, or 3s or even 4 or more! When you have no more cards in your hand, add up all the cards left. This is your score. How low a score can you get?



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Key Stage One (Year 1 and 2)

Three cards to make 10

You will need all the cards from the pack except the face cards (the joker can have a value of 0)

Arrange the cards so that you can see the numbers. How quickly can you arrange the cards in threes that total 10? Perhaps someone can time you to see if you can get faster. Can you arrange the cards in a pattern?

An alternative is to take turns to find trios that total 10.

This game helps your child to recognise number bonds quickly to aid mental calculations

Mystery cards

You will need to remove the face cards for this game.

Place the cards face down in a pile. Take 3 cards but do not show them to your partner. Add up their values and say the answers out loud. Remove 1 card and place it face down, on the table. Show the 2 remaining cards to your partner. They must guess what the missing card is. If they are right, they can take 3 cards and test you. If you are really daring, try using 4 cards with 2 cards, face down, on the table!

This game is great for developing mental mathematical skills.

All the nines- ninety-nine!

You will need to remove the face cards and tens for this game and a pencil and paper for each player.

Place the cards in a pile, face down. Take 2 cards from the pile. Look at them and use them to make a 2-digit number. For example, if you take a 4 and a 6 you can make 46 or 64. Choose one 2-digit number and write it down. Now it cannot be altered. Take it in turns to play. Each player has 4 turns to take 2 cards from the pile and write them down. Add up all 4 numbers. This is your score. The player with a score nearest to 99 is the winner!

Card Money

You will need a handful of coins and a pack of cards. Lay the coins out in a line.

Deal out 6 cards to each player. Place the rest of the cards in a central pile, face down. Look at your cards. Can you make up the value of a coin using 1 or more of the cards in your hand? If you can, remove the cards from your hand and put them in a pile, face up in front of you. Now take the coin and lay it on top of the cards. Replace the cards you have used from the central pile. Take it in turns to play until all the coins are gone.

Your child will be using many strategies to play this game. Including adding and subtracting.



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Key Stage One (Year 1 and 2)

Old maid

Remove one of the queens from the pack of cards. Any player shuffles the pack and deals them around, one at a time to each player, as far as they will go. The cards need not come out even.

Object of the Game. The goal is to form and discard pairs of cards, and not to be left with the odd card (a queen) at the end.

Each player removes all pairs from his hand face down. If a player has three of a kind, he removes only two of those three cards. The dealer then offers his hand, spread out face down, to the player on his left, who draws one card from it. This player discards any pair that may have been formed by the drawn card. He then offers his own hand to the player on his left. Play proceeds in this way until all cards have been paired except one – the odd queen, which cannot be paired – and the player who has that card is the Old Maid!
This game develops matching, pairing and recognising numbers

Build a number

When playing this game with younger children, remove the face cards; with older children, make Jacks worth 11, Queens 12 and Kings 13. If your deck has Jokers, make them worth 0. Take it in turns to select a target number from 1–30. Five cards are then flipped face up, and the object is for players to make a number sentence using all five cards with any operations to reach the target number. For example, suppose the target number is 20 and the cards in play are 5, 5, 6, 2, and Ace (worth 1). One winning combination is: $5 \times 2 + 5 + 6 - 1 = 20$. Another is $(6 \times 5) - (2 \times 5 \times 1)$. Also, $(6 \div 2) \times 5 + (5 \times 1)$ works, as do many more. The first player to find a winning combination keeps the cards and chooses the next target number. If no combination is found in about a minute, flip over another card and try to make a combination using six cards.
An alternative is to make the total using any number of cards

Missing factor "mind reading"

Use the cards, Ace through to ten (for the numbers 1-10) and some counters.

Place the cards face up on the table. Choose 2 cards and either add, subtract or multiply the 2 numbers together. Tell the other players your answer – if they can correctly guess which operation you used they collect a counter. The winner is the first person to collect 3 counters.

To make this game more difficult use more than 2 cards. You could also try using a mixture of operations e.g if you pick cards 2, 4, 3 you could add the 2 and 4 to make 6, then multiply by 3 to make 18.

Missing addend "mind reading"

In this game for three players, one player is the leader and the other two are the players. The two players each draw a card and, without looking at it, hold it up to their foreheads so that everyone else can see it. The leader announces the sum of the two cards. Each player must figure out which card is on his or her own forehead. When both players have figured out their cards, a new leader is chosen and the game continues. Try playing this game with four or five players for a challenge!



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Key Stage One (Year 1 and 2)

Addition Snap

As normal snap rules mentioned on page 1.

The first player to call the total of the two cards laid down, keeps them

You can differentiate the game by;

Using low numbers

Using less numbers

Gradually adding new numbers



Subtraction Snap

As normal snap rules mentioned on page 1.

The first player to call the difference of the two cards laid down, keeps them

You can differentiate the game by;

Using low numbers

Using less numbers

Gradually adding new numbers



Multiplication Snap

Remove the 2, 5, 10 cards from the pile and put to one side face down. Deal the remaining number cards between the players.

Turn over a card from the 2.5.10 card pile.

Player one then turns over his top card, if

they can correctly say the multiplied total

they keep the pair of cards and put to one

side. When all the 2, 5, 10 cards have been

used, the player with the most pairs of cards

is the winner. You can differentiate the game

by;

Using low numbers

Using less numbers

Gradually adding new numbers

More or less

Each player gets a set of cards Ace through 10 (for the numbers 1–10). One child se-

lects a "secret card" from his or her hand

and places it face down. The second child

tries to guess what the number on the card

is by selecting a card from his hand and

placing it face up. The first child then tells

whether the secret card is greater or less

than the face-up card. The second child

continues to make guesses until he has dis-

covered the value of the secret card. Players

then switch

roles.

