

Lucky 13

Materials: Deck of cards with numbers 0–10 (Ace = 1, Jack = 0),

Players: 2- 4 Players

How to Play:

1. Each player turns over 5 cards.
2. Each player selects 2 cards which, when added together, produce a sum as close to Lucky 13 as possible.
3. Players find how far their total is from Lucky 13 and record that difference (e.g., if the two cards add to 11, the score is 2 because 11 is 2 away from 13).
4. Players discard the two cards that were used and draw two new cards.
5. Repeat for 5 rounds.
6. Lowest score wins!

Possible Adaptations: Change the Lucky Number; Use 3 addends (3 cards each); Find difference (lucky number can be small, like 3); Multiplication (similar rules to these).

Salute!

Materials: Deck of ten frame cards, numeral cards, or playing cards with numbers 0–10 (Ace = 1, Jack = 0; remove other face cards).

Players: Groups of 3

How to Play:

1. Determine which of the three will be the leader for the first draw. This player takes the deck (face down) and hands each of the other two players a card.
2. Without looking at the card they were handed, the two players place their card on their forehead facing outward (so the others can see it).
3. The leader says the sum (product) of the two cards.
4. The other two players determine the value of the card on their forehead, based on hearing the sum (product) and seeing one addend (factor).
5. Both players share how they determined their number. The player who was fastest, keeps the cards.
6. Rotate so that one of the players is now the leader.
7. Continue until deck is gone.

Possible Adaptations: Use only certain cards (e.g., addition facts using only the numbers 1 through 5).

Fishing for Tens

(adapted from *Investigations in Number, Data, and Space*, 2008)

Materials: Ten frame cards or deck of cards with numbers 0–10 (Ace = 1, Jack = 0, remove other face-cards),

Players: 2–4 Players

How to Play:

1. This is played like the card game “Go Fish,” only instead of looking for matching cards, a match is a combination of ten.
2. Deal 5 cards to each player.
3. Take turns. On a players turn, ask for a card that makes a ten for a card in your hand. For example, if you have a 4, ask another player “Do you have a 6?”
 - If yes, the player gives you the card and you have a match.
 - If no, the player says ‘Go Fish.’
4. Draw a card from the deck and it is the next players turn.
5. Play until all cards are used.

Optional: Players record equations for the pairs they got.

Games for Addition and Subtraction Facts

Finding Fives

Materials: Deck of ten frame cards, using only cards 0 – 5

Players: Partners

How to Play:

1. Spread the cards out face down (like concentration)
2. Each partner takes a turn.
3. On their turn, a partner turns over two cards and adds the numbers together, saying the equation (For example, if a 2 and a 5 are turned up, say "2 plus 5 equals 7.")
4. If the two cards do not equal 5, they are turned back upside down. If the two cards do equal 5, the player keeps the pair, face up, as one combination that makes 5.
5. Play until all cards are gone.
6. The player with the most combinations is the winner.

Possible Adaptations: Use numeral cards; Use dot cards; Change to Finding Ten (or other total).