



Father C.W. Sullivan

Math Games



GO FISH for 10

Skill: Adding numbers to make 10

Players: 2-4

Materials:

- Deck of cards with 10's & face cards removed, Aces used as ones

Rules:

- The dealer gives 5 cards to each player, & puts the rest of the cards face down in the middle, which is the "pond".
- Player 1 asks another player for a card that will add up to 10 when combined with a card in their hand. For example, they may ask for a 6 if they have a 4 in their hand.
- If the player being asked has the card being requested, they have to give it up. Player 1 then takes that card & their own card to make 10, & places the two cards down in front of them in their points pile.
- If the player being asked does *not* have the card being requested, they say, "Go Fish" and Player 1 has to draw a card from the "pond" in the middle.
- Each player takes turns following the same steps.
- If a player runs out of cards in their hand, they take 5 new cards from the "pond". Continue playing until the pond is empty. The player with the most cards in their points pile at the end of the game wins.

Addition FACE OFF

Skill: Adding to 20

Players: 2

Materials:

- Deck of cards with face cards removed, Aces used as ones

Rules:

- Shuffle the cards and divide them into two equal piles. Place a pile face down in front of each player
- Each player turns over the top 2 cards in their pile at the same time and adds them together to find the sum. (players can use mental math skills, or use the symbols on the cards to help them count).
- The player whose cards have the greater sum wins all 4 cards from that round and places them in a separate "win" pile.
- If the players cards have the same sum, then they have a FACE OFF and turn over two more cards to add together. The player with the greater sum in this round wins all 8 cards.
- The game ends when all the cards in the original piles have been used. The player with the most cards in their "win" pile at the end of the game wins.

Variations:

- Players can multiply the cards that are turned over instead of adding.

Race to 100/Countdown to 0

Skill: Addition or Subtraction

Players: 2

Materials:

- 2 dice: paper & pencil/pen to keep track of scores

Race to 100 (Addition) Rules:

- Each player takes turn rolling the dice and adds the numbers on the dice. The player writes their sum on a piece of paper.
- As the game continues, players find the sum of the dice and then *add that sum to their previous total recorded on the paper.*
- The first player who's score reaches 100 without going over wins. If a player rolls a sum that would put their score over 100, they lose that turn.

Countdown to Zero (Subtraction) Rules:

- Each player starts by writing a score of 50 or 100 on a piece of paper.
- Players then take turns rolling the two dice and subtracting the smaller digit from the larger digit to find the difference.
- Players subtract the difference from their current score.
- Players continue to take turns and the first player to reach a score of zero wins. If a player rolls a difference that would put their score below zero, they lose that turn.

Multiplication SNAP!

Skill: Multiplication

Players: 2

Materials:

- Deck of cards with face cards removed, Aces used as ones

Rules:

- Shuffle the cards and distribute them between the two players, each player keeps their pile of cards face down.
- At the same time, each player turns over a card.
- The first player who multiplies the two numbers on the cards together and says the answer out loud takes the two cards.
- The game ends when all the cards in the players' original piles have been used. The player who collects the most cards by the end of the game wins.

Variation:

- If players are still learning their multiplication facts, you can set a *target number* to multiply by, such as x2, x5, or x10.
- Instead of each player getting a pile of cards, all cards are kept in one pile in the middle.
- Each time a new card gets turned over, the players multiply the number on the card by the *target number*, and the first player to say the answer aloud takes the card.