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Math Games



Race to 1000/Countdown to 0

Skill: Addition or Subtraction up to/from 1000

Players: 2

Materials:

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

Race to 1000 (Addition) Rules:

- Each player takes turn rolling the dice, then use the numbers on the dice to make a 2-digit number, recording the number on their score sheet.
- As the game continues, players take the 2-digit number they roll on the dice and add it to their previous score recorded on the paper, keeping a running total.
- The first player who's score reaches 1000 (or more) wins.

Countdown to Zero (Subtraction) Rules:

- Each player starts by writing a score of 1000 on a piece of paper.
- Players then take turns rolling the dice to make a 2-digit number, and subtracting that number from their current score.
- Players continue to take turns and the first player to reach a score of zero (or less) wins.

Multiplication FACE OFF

Skill: Multiplication

Players: 2

Materials:

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

Rules:

- Each player is dealt 2 card, face up.
- Players multiply the numbers on their 2 cards together to find the product. (players can use mental math skills, or pencil/paper to help them calculate).
- The player whose cards have the greater product wins all 4 cards and places them in their "win" pile.
- If both players have the *same* product, they have a FACE OFF and are each dealt 2 more cards to multiply together. The player with the greater product in this round wins all 8 cards.
- The game ends when all the cards have been used. The player with the most cards in their "win" pile at the end of the game wins.

Variation:

- To practice multiplying 2-digit by 1-digit numbers, players can be dealt 3 cards. Players then make a 2-digit number and 1-digit number from their 3 cards to multiply together, e.g. if dealt a 4, 8, & 3, you can make: $43 \times 8 = 344$

Target 500

Skill: Multiplication & Addition

Players: 2

Materials:

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

Rules:

- Each player takes turn rolling the dice and multiplying the numbers that come up.
- Each player keeps a tally of their score, adding to their score each time they roll & multiply
- The first player who's score reaches 500 (or more) wins.

Variation: Target 1000

- Modify the game to practice multiplying 2-digit numbers by a 1-digit number and making it *Target 1000* instead of 500.
- Players roll 3 dice instead of 2, then make a 2-digit number and a 1-digit number to multiply together.
- Players multiply the 2-digit number they make by the 1-digit number and add it to their score. The first player to reach 1000 wins.

Fraction Challenge

Skill: Comparing fractions

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 2 cards to make a fraction - the smaller number is the numerator, the greater number is the denominator.
- Players compare their fractions, the player with the greater fraction wins the round and keeps the cards.
- If the fractions are equivalent, the cards are put aside and the winner of the next round takes those cards too.
- The game ends when all the cards in deck have been used. The player who collects the most cards by the end of the game wins.