

Math Fluency Card Games

Operation	Game	Instructions
Addition, Subtraction, Multiplication	Math War	<p>This game is a simple revision of the traditional card game of war. This fast-paced card game challenges players to quickly perform mathematical operations in their head to beat their opponent. Each player is dealt an equal number of cards from the deck, which they keep, face down in a pile. When the players say "Go!", each player flips over the top card from their own deck and show each other their card. The first player to call out the sum of the cards takes the set of cards and sets them aside. The players immediately flip over the next top cards in their deck and repeat. The player with the most amount of cards when the decks are exhausted wins.</p> <p>If there is a tie, perform the traditional War Tie Breaker Rules: Each player draws three cards from their deck and places them face down, then each player draws a fourth card and the first person to call out the sum of the new cards wills <i>all</i> of the cards.</p> <p><i>Change it up:</i> Make the game more challenging by changing the rule from addition to subtraction. Also try multiplication and -if you're daring - division!</p>
Addition, Subtraction, Multiplication, Division, and even order of operations.	24	<p>Each player is dealt four cards from the deck and they must use all four cards to create an equation with a solution of 24 using elementary operations (+ - x ÷). This is a great game that encourages use of all four operations plus parentheses and the use of PEMDAS.</p>
Place Value	Closest To	<p>This game is a great opportunity for early math learners to practice comparing ones-place, tens-place, hundreds-place, and as high up as you'd like! Starting with two digit numbers, deal out two cards per player. Each player takes the cards in their hand and rearranges the digits to create a number that is closest to 50. The players show each other their hands and the player who is closest to 50 wins the set of all of the players' cards. Deal another two cards to each player and keep going until the deck is exhausted. The player with the most number of sets at the end of the game wins.</p> <p><i>Change it up:</i> Do it for three digit numbers: Deal out three cards to each player on each turn and players are trying to create numbers closest to 500. Four digit numbers: Deal out four cards to each player and the target number is 5000. Go as high as you can!</p> <p><i>Change it up again:</i></p>

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		Pick different target numbers rather than 50, 500, 5000, etc. Try unusual numbers, such as 92, or 348, or 6,381.
Addition	10 or 20	Each player is dealt five cards and the remaining cards are placed face down in a pile at the center of the table. Flip over the top card from the pile and place it face up next to the pile; this will be the start of the discard pile. On each player's turn, the player may pick up the top card in the face-down pile or one card from the discard pile, and that player must use exactly three cards to add up to ten or twenty. If a player cannot make a set adding up to ten or twenty on their turn, that player discards one card in the discard pile and the next player goes. If the player can make a set of cards with a sum of ten or twenty, they place down that set on their turn, pick up three new cards from the face-down pile, and discards one card to end their turn. (Players should end the turn with three cards.) The player with the most number of sets at the end of the game wins.
Addition	Make 25 with 5	<p>Players are dealt five cards each and the remaining cards are stacked face down in a pile in the middle of the table. Players must use all five cards to create a sum of exactly 25. Players go around in a circle and on each turn, they pick up a new card either from the face-down pile or from the discard pile. Players discard one card per turn. First player to create a sum of 25 wins.</p> <p><i>Change it up:</i> Make the game more challenging by changing the rules to include, or even exclude, certain operations. You can start by allowing subtraction, then bringing in multiplication and division.</p>

Tip:

Be flexible with the rules: Start with any of these games and play by the rules listed here, but make the game more accessible and more interesting by changing the rules. For example, in "Make 25 with 5", you can make the game more challenging by using other operations than just addition. You can also make the game more accessible by relaxing the rule of using all 5, especially for younger players, encouraging them to make 25 with any number of cards.