



## Card Games for Maths

Use a normal pack of cards with picture/court cards removed or four sets of numbers 1-9 . The games are presented in order of difficulty in terms of the concepts required. It is always worth playing easier games than the concept being practised, as this will consolidate basic earlier concepts and provide confidence, enjoyment and motivation.

Ensure numbers and processes are vocalised– e.g. 7 take away 3 is 4. This way you can for example, stipulate the language to be used to practise familiarity with the various terms for subtract- minus/take away/difference. This vocalisation will also enhance their rote learning of number facts as they hear the vocal echo in their head- ‘two twos’ are ? they will ‘hear’ the answer ‘four’.

### Number quantity up to ten

- Deal 7 cards to each player, put remaining cards face down in a central pile. A card from the central pile is turned over, first player tries to follow with either the same number or the number above or below it. When they are unable to follow, they must pick up a card from the central pile. The winner is first to get rid of all their cards.
- Each player picks a card from a central pile, the biggest/smallest number wins the trick. When all the central pile is gone, the game is ended. The person with the most cards at the end wins.
- Play snap where cards are half number symbols and the other half, groups of items
- Pairs game – place about ten pairs of cards face down, cards can be either same number or number matched to quantity. Can start with low number pairs then gradually add in higher numbers

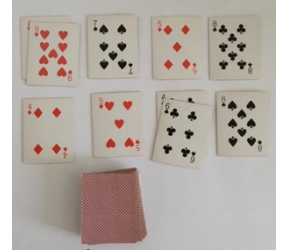
### Place value

- Each player picks first two cards, then as they become confident three and four cards and organises them into what they consider to be the biggest number. The winner of the trick is the one who creates the biggest number. Overall winner is the player with the most tricks.
- Each player picks two/three/four cards, one at a time and tries to predict which value to give the number by placing them in place value position in order to create the biggest number. Winner of the trick is the one who creates the biggest number. Overall winner is the one with the most tricks.



## Computation

- Each player picks up two cards from central pile, adds the numbers – player with biggest number wins the trick.
- This is a **solo** challenge to practise number bonds to 10. The objective is to get rid of the whole pack in your hands. Lay out eight cards. Take cards off the top of the pack and pair them with a card to make ten and there are only 6 pairs (10+0, 9+1, 8+2, 7+3, 6+4, 5+5) Then they are removed and replaced with cards from your hand. It's important to vocalise throughout so that the echo in the head for the pairings such as 5 and 5 makes 10, develops to fluency. When, and if, all cards are used, it is possible to create a further challenge by playing again but with only 7 cards laid out.
- Each player picks up two cards from the central pile, subtracts the numbers – note students may need to re-organise numbers to ensure they take smallest from biggest number. Language can be changed so that pupil has to calculate the 'difference' between the two numbers.
- Each player picks up two cards and multiplies them – the person with the highest number wins the trick
- Each player picks up two cards and divides them – note, students will again need to re-organise numbers to ensure they divide the biggest number by the smallest. There will inevitably need to be some understanding of remainders.



## Parts of a whole- fractions and decimals

- Players pick up pairs of cards and organise into a fraction of a whole. The winner of the trick is the one with the largest fraction. Initially some cards can be removed so that the comparison between fractions is easier to judge.
- Each player picks two/three/four cards and using a large red decimal point card, organises them into what they consider to be the biggest/smallest decimal number. The winner of the trick is the one who creates the biggest number. Overall winner is the player with the most tricks.
- Each player picks two/three/four cards, and using a large red decimal point places cards, one at a time in place value position in order to create the biggest/smallest number. Winner of the trick is the one who creates the biggest/smallest number. Overall winner is the one with the most tricks