

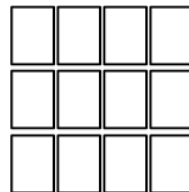
# Math Games to Practice Addition and Subtraction

## SET 1

### TEN!

**You need:** 1 set of playing cards without Jokers or picture cards.  
Play on your own or with a friend.

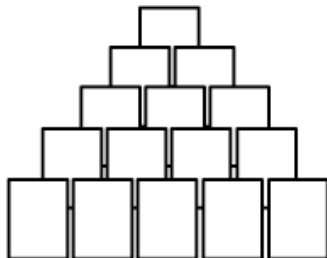
- Place 12 cards **face up** in a 3 rows of 4
- Take turns choosing a set of cards which add to 10.
- Fill in the spaces with new cards
- Play continues until no more sets of ten can be formed. The winner is the player who finishes with the most cards.
- When a player plays alone, the object of the game is to find the maximum number of cards that have a sum of ten.



### PYRAMID GAME

**You need:** 1 pack of cards

- All picture cards = 10, Ace = 1
- The aim of the game is to remove as many cards from the pyramid as possible. Only cards that are "free" (not covered by other cards) may be used.
- Layout 15 cards **face up**, into the shape of a pyramid, as shown



- Keep the rest of the pack **face up** on the table
- Look for pairs of cards in the pyramid or on the top of the pile that make 10. Remove these from the pyramid or the pile and put to one side.
- Keep looking for free cards that make 10. If you cannot find any in the pyramid, turn over 1 card from the pack. The pack can be used with cards from the pyramid to add to 10.

#### Pyramid Game Bond Variations:

- Bonds to 11: Find pairs that add to 11.
- Bonds to 12: find pairs that add to 12.
- Bonds to 13: King = 13, Queen = 12, Jack = 11, Ace = 1. Find all pairs that add to 13.

Please use any of the following 3 games this week to practice math facts. If you spend 5 to 10 minutes a day playing together, it will help to build confidence and automaticity with math facts. Have some fun together this week!

### I SPY SUMS

**Skill:** Addition, fluency & efficiency

**Players:** 2 or more

**You need:** 1 Deck of cards, Ace = 11, Jack = 12, Queen = 13, King = 14, scrap paper

- Deal out the entire deck of cards **face up** in 5 rows of 4.
- One player challenges the other player (or player to his/her right) to find two cards next to each other, either vertically, horizontally or diagonally, that add to make a number by saying, "I spy two cards that add to 7."
- The challenged player then looks for two cards that add to that number and picks up this pair. In this example: 3 of diamonds & 4 of clubs or 6 of clubs and Ace of diamonds



- If the second player misses any pair(s) that add to the chosen sum, then the first player may claim them. Players swap roles and continue until the table is cleared. The winner is the player with the most cards at the end of the game.
- Fill gaps as they appear.

#### VARIATION:

Multiply 2 cards instead of adding by saying, "I spy two cards with a product of 40."