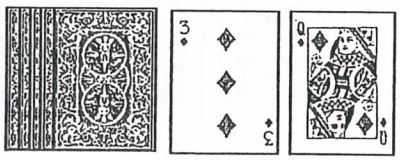
Multiplication Number Battle (Grades 3 - 6)

Players: Groups of two

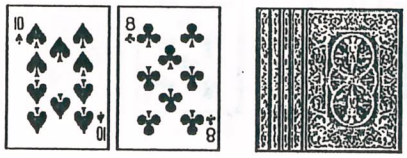
Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11 (teacher decides)

Skill: Number recognition and multiplication

How to Play: Players split a deck of cards and simultaneously flip over their top two cards.

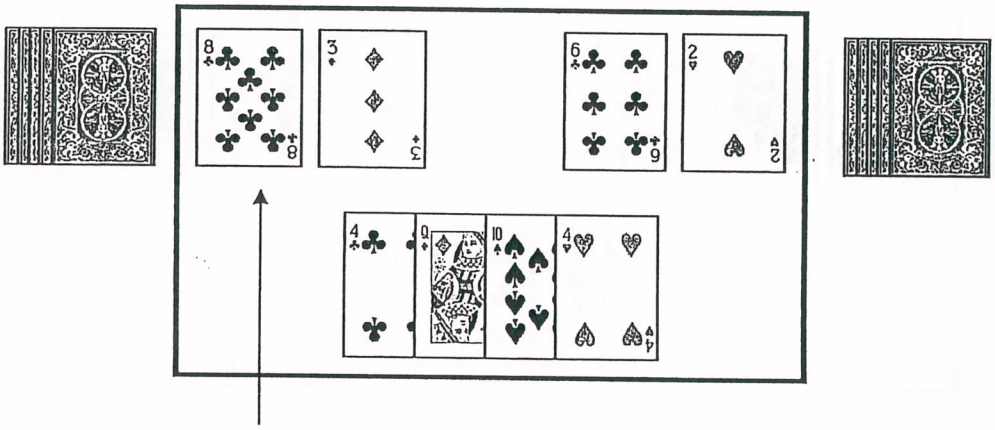


Player 1: product is 30



Player 2: product is 80

The highest product wins all four cards.



Player 1: product is 24

Player 2: product is 12

If the cards products have the same value, the cards are placed in a center pile. The next hand is played normally and the winner of the next multiplication number battle takes the center pile as well.

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Advanced Multiplication Number Battle (Grades 3 - 6)

Players: Groups of two

Materials: Deck of cards, Ace worth 11, Jack worth 12, Queen worth 13, King worth 14, scratch paper

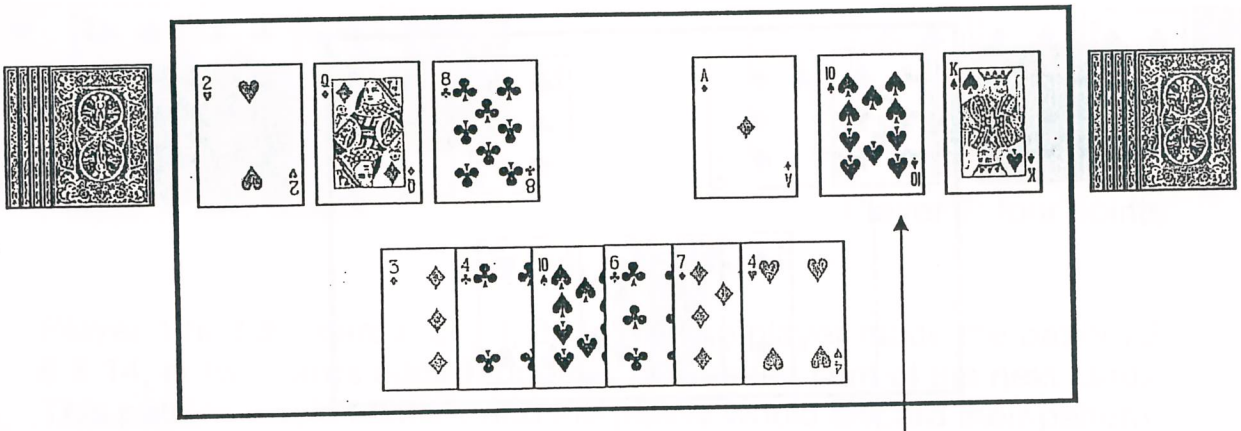
Skill: Number recognition and multiplication

How to Play: Players split a deck of cards and simultaneously flip over their top three (or four) cards.

Player 1: product is 336

Player 2: product is 520

The highest product wins all six (or eight) cards.



Player 1: product is 208

Player 2: product is 1,540

If the cards products have the same value, the cards are placed in a center pile. The next hand is played normally and the winner of the next multiplication number battle takes the center pile as well.

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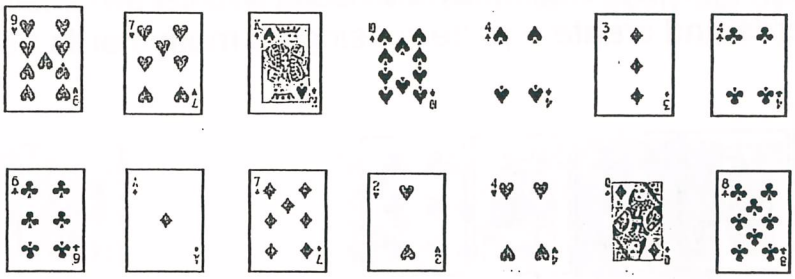
I Spy Products (Grades 3 – 6)

Players: Groups of two or more

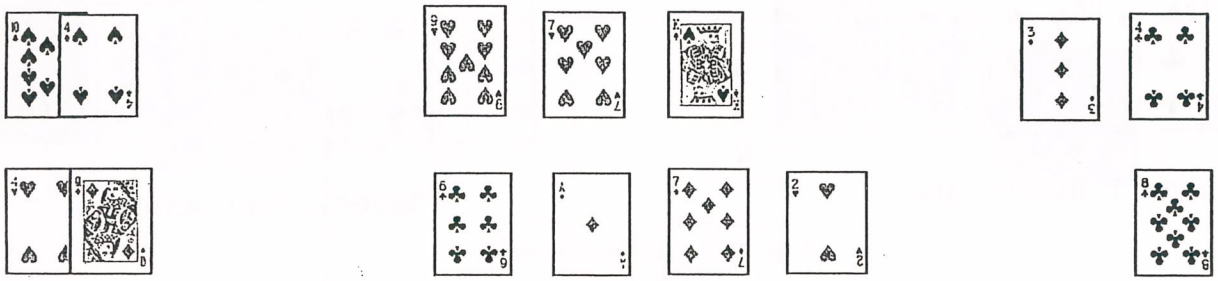
Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11

Skill: Multiplication

How to Play: Deal out the entire deck of cards face up in a 13 X 4 array. *Example is not in the 13 x 4 array due to space.*



One player challenges the other player to find two cards next to each other, either vertically or horizontally, that multiply to make a number by saying, "I spy two cards with a product of 40."



The other player then looks for two cards that multiply to make the product then picks this pair up and any other pair(s) that multiply to make the stated product.

If the second player misses any pairs that multiply to the chosen product, 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. *As large gaps appear the size of the array may be reduced to help fill the gaps.*

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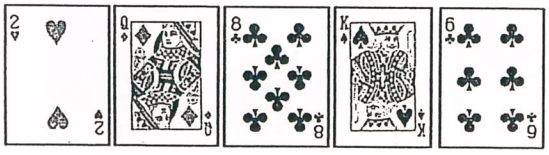
Pattern Points (Grades 1 – 5)

Players: Groups of two or more

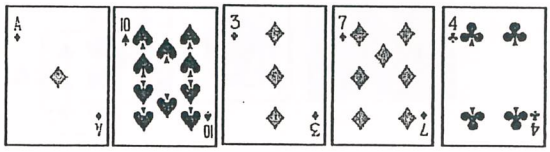
Materials: Deck of cards, Ace worth 1 or 11, Jack worth 12, Queen worth 13, King worth 14, scratch paper

Skill: Patterns, number order, addition, subtraction, multiplication, and division

How to Play: Each player is dealt five cards. Players rearrange the cards and create a pattern using as many cards as possible.

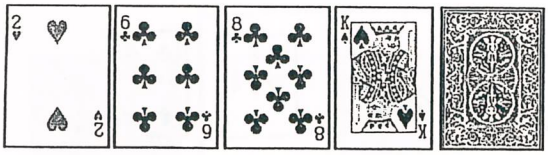


Player 1

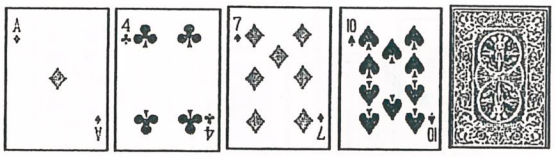


Player 2

Players create a pattern using as many cards as possible.



Player 1: four points



Player 2: four points

Player 1 had the cards: 2, 13, 8, 14, 6. The player made the pattern 2 6 8 14, or two cards added together makes the sum of the next card. This pattern would score 4 and the player would discard their pattern and pick up 4 more cards for the next round.

Player 2 had the cards: 1, 3, 7, 10, 4. The player made the pattern 1 4 7 10, or adding 3 each time. A point is awarded for each card used. This pattern would score 4 and the player would discard their pattern and pick up 4 more cards to play again.

The winner is the player who has the highest score after 5 rounds.

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