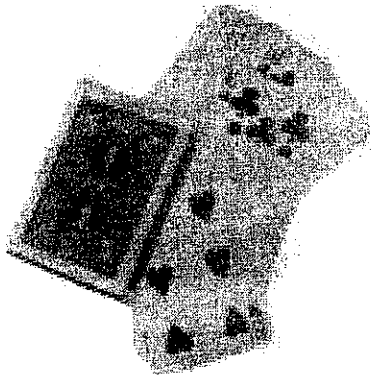
MATH CARD GAMES



Greater Than and Less Than

Materials:

deck of cards (remove face cards)

Directions:

. Deal out the cards evenly between players.

. Players lay the cards face down on the table,

. At the same time each player turns over 1,2,3 or 4 cards in a row (younger players lay down less cards)

. Players try to make the largest number that they can.

. The players compare the numbers to see which one is greater than the other.

. Student with the greatest number collects all the cards to keep.

. Play continues until one of the players runs out of cards.

. The player with the most cards wins.

MATH DICE GAMES

Dice WAR

Number of Players: 2

Materials:

4 dice

paper & pencil

Directions:

- Each player gets 2 dice.
- Players decide which operation they would like to use.
  (Multiplication, Addition, or Subtraction)
- Players roll their dice at the same time and say the correct answer.
- The person with the bigger number receives one point for that round.
  (Tie = re-roll)
- The first person to 20 wins!
  Play again. This time the player with the smaller number receives the point for the round.

ONE HUNDRED

MATERIALS:

deck of cards
paper and pencil to keep score
(young students could use a hundreds chart).

OBJECT OF THE GAME:

To be the first player to get a score of one hundred.

DIRECTIONS:

- Players divide cards evenly between themselves.
- Player one turns over two cards and adds them together to get the score for that turn. Write the score on your paper.
- Player two turns over two cards and adds to get the score for that turn. Writes the score.
- On the player's next turn, he/she will add that turn's score to the previous total.
- Continue until one of the players reaches or exceeds 100. If player one exceeds 100 first, then player two gets another turn to make the turns equal. After an equal number of turns, if both players exceed 100, then the player with the highest score wins.

Variation - subtraction

Start with a score of 100 and subtract the numbers turned over until a player reaches 0.

Understand

"What do I need to find out?"
Students must read the question and figure out what they need to do. They need to circle the question and underline important facts that will help them solve the problem.

Plan

"How will I solve the problem?"
Students need to figure out a strategy to use to solve the problem.
(draw a picture, use symbols, What will I draw? How will I label it?)

*Understand

*Make a plan

*Solve the problem

*Check it out

Solve

Students need to choose a strategy to solve the problem.
(Do I add, subtract, multiply or divide?)
Students SOLVE the problem.

Check

Students look back at the problem to make sure that the answers fit the question. (Read the problem again to make sure the student accurately drew the pictures and did the correct math.)