

Grade 1 Game: Fishing for Tens

This game is a simple variation of the easy card game “Go Fish.” Remove all the face cards and 10s from a deck of cards, and use the Aces as 1s.

Deal 5 cards to each player, put one card aside face down for later (the “special” card), and the rest go face down in a pile in the centre of the playing area.

In your hand, if you have any pairs that add up to 10, lay them down, just like you would with pairs in regular “Go Fish.”

Player 1 asks another player if they have a card that they need to “make 10.” For example, if Player 1 has a 3, would ask another player if they have a 7. If that player has a 7 and hands it over, then Player 1 lays down that pair and goes again. If not, that player says “Go Fish” and Player 1 picks up one card from the centre pile. Play continues on to the next player.

If a player runs out of cards during play, she can pick up one card from the centre pile. When all the cards are matched up and the centre draw pile is gone, there will be one player who still has a card in his hand. He turns over the “special” card, which will make 10 with the last card in his hand. He’s the winner!

Grade 6 Game: Over-Under

What You Need: Deck of cards with face cards removed. Aces worth one.

What you do: Players split a deck of cards. Player 1 is the **Under 30** player and Player 2 is the **Over 30** player. Each player turns over a card at the same time and the two numbers are multiplied together. If the product is **less than 30**, the **Under 30** player keeps the cards. If the product is **greater than 30**, the **Over 30** player keeps the cards. If the answer is exactly 30, each player takes back their card and places it back in their deck and play resumes. When all the cards have been used, the person with the most cards is the winner.

Grade 6 Game: OrdOp (OrdOp is short for Order of Operations)

Players don’t take turns. Everyone plays at the same time.

Ace= 1 Jack=11 Queen=12 King=0

Each player is dealt 7* cards face down, and one card is dealt face-up.

This card is the “goal”.

Simultaneously, each player looks at their hand and tries to find a way to use the most cards with the standard math operations so that the expression they create equals the “goal” number.

For example, if the “goal” is 11, a player might use 2, 5, and A in the expression $2 \times 5 + A = 11$.

Once you have played your cards and declared your expression, you can’t take it back. After one minute, all players must either pass or play their cards.

The round is scored, the cards are shuffled, and another round begins. Scoring If one player uses more cards than anyone else, they score one point for each card they played over and above their closest opponent.

For example, if Sam plays 5 cards, Jesse plays 3 cards, and Jordan plays 2 cards, Sam will score $(5-3)=2$ points. If two or more players both play the highest number of cards (if Jesse had also played 5 cards, for example), there is no score and the round is over.

If anyone plays all 7* cards, they declare “OrdOp!” and play stops. If their expression is correct, they immediately score 7 points.

The game ends when one player reaches 30 points.

Kindergarten Game: Memory

Building visual memory and spatial reasoning is critical for teaching mathematics.

Arrange all the cards (minus the face cards) face down in **rows**.

Players take turns turning over two cards at a time and naming the number.

If the numbers match, the player wins the cards and takes another turn.

If they do not match, they are flipped back over and the next player goes.

Grade 2 Game: Addition Quick Draw

Deal all of the cards out to two players.

At the same time, both players call "Draw" and each player turns over their top 2 cards, laying them beside each other.

Each player adds the face value of their own 2 cards showing, and then calls out their sum.

The player whose sum is the greatest wins that hand and takes all 4 cards.

Continue until all cards are gone. Player with the most cards wins.

Grade 3 Game: Pile it On - Multiplication

This game provides an excellent demonstration of how multiplication works. As patterns appear within the game, players will gain a better grasp on multiplication.

What You Need: One deck of cards, one die, paper and pencil to keep score

What You Do: 1. On a player's turn, they roll the die twice. Their first roll indicates how many piles they must make. Their second roll tells how many cards to place face down in each pile.

2. The player will then create those piles, add up the total number of cards used (either by counting them or by using multiplication), and record their score.

3. Play for ten rounds. The person who uses the most cards total is the winner.

Grade 4 Game: I'm the Greatest - Addition

Challenge your child to find the largest sums possible. Whoever can find the biggest answers gets the points!

What You Need: One deck of cards, pencil and paper for each player,

What You Do: 1. Remove tens and face cards from the deck. If you have jokers, add them into the deck. Jokers will equal zero. Each player gets six cards.

2. Players have exactly one minute to make a 3-digit plus 3-digit addition problem using the numbers on their six cards. Players should experiment and double check their work to ensure they have made the largest sum possible.

3. The player with the greatest sum wins the round and one point. The first player to earn 10 points wins the game.

Grade 5 Game: Multiplication Quick Draw

Deal all of the cards out.

At the same time, both players call "Draw" and each player turns over their top 2 cards, laying them beside each other.

Each player multiplies the face value of their own 2 cards showing, and then calls out their product. The player whose product is the greatest wins that hand and takes all 4 cards.

Continue until all cards are gone. Player with the most cards wins.