

## Math Kit and Caboodle: Playing Cards



### Go Fish Plus One

*Difficulty:* Easy

*Materials:* Playing Cards

*Instructions:*

This game is a simple variation on Go Fish. First, remove face cards from the deck (note: Ace=1). Next, deal seven cards to your student and seven to yourself. Place the rest of the cards face down in the middle.

Instruct your student that the object of the game is to find pairs of cards that are one number apart. For example: 3 and 4 are one pair, and so are 3 and 2. When your student has one of these pairs, s/he must place them face up on the table and say the resulting equation out loud -- i.e., "3+1=4."

Allow your student to go first. Each round, the player may ask his opponent for one card. For example: if you a 4 but not a 3 or 5, you would ask your opponent for a 3 or 5. If your opponent has the card, s/he must give it to you. If not, s/he will say "Go Fish" and you will draw from the center pile.

The person who gets rid of all of their cards first wins.

Note: You can also play Go Fish Plus Two, Three, etc. to increase difficulty.

### Number Families

*Difficulty:* Moderate

*Materials:* Playing Cards

*Instructions:*

Remove the face cards from the deck (note: Ace=1). Take the remainder of the cards and spread them out face-up on the table. Let your student go first. Instruct him/her to find three cards that are part of a "number family." For example: 3, 2 and 5 are a number family, because  $3+2=5$ ,  $5-3=2$ , and  $5-2=3$ .

Once the student locates a number family, allow him/her to score extra points by finding a number family within a given period of time (i.e. 10 seconds). Allow him/her to keep going until s/he cannot locate a number family within ten seconds, then take your turn. The player with the most number families wins.

## **Twenty-Five**

*Difficulty:* Hard

*Materials:* Playing Cards

*Instructions:*

Remove the face cards from the deck (note: Ace=1). Deal out the remaining cards equally between you and your student, keeping them face-down. Start the game by placing your top card face-up in the middle of the table.

Next, instruct your student to turn over his/her top card and add it (verbally) to the first card. When s/he says the correct answer, instruct the student to place that card directly on top of the first card (therefore requiring that s/he remembers the total).

Turn over the next card in your pile, add it to the total and say the total out loud, then place your card on top of the others in the middle of the table. Continue in this pattern.

If your total goes past twenty-five, start subtracting. When it reaches back below twenty-five, start adding again. The winner is the person who reaches exactly twenty-five.

Note: You can alter the difficulty of this game by making the target number lower or higher than 25.