I Spy Products (Math Card Game)

Math Skill(s): *Multiplication*

Materials: *Playing Cards*

Objective of the Game: *Be the player with the most cards at the end*

1. Players will use all cards in the deck except jokers. Face cards (K,Q,J) are worth 10 and aces (A) are worth 1.
2. Deal out all cards face up making a 4 by 13 array (grid).
3. Player 1 challenges the other player to find two cards next to each other, either vertically or horizontally, that multiply to make a number saying, "I spy two cards with a product of ___."
4. Player 2 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.
5. If Player 2 misses any pairs that multiply to the chosen product, then Player 1 may claim them.
6. Players swap roles and continue until the table is cleared.
7. As large gaps appear the size of the array may be reduced to help fill the gaps.
8. The player with the most cards at the end of the game is the winner.

I'm the Greatest (Math Card Game)

Math Skill(s): *Place Value and Addition*

Materials: *Playing Cards, Scratch Paper, Pencils*

Objective of the Game: *Be the player with the most cards at the end*

1. Remove all of the 10's, face cards, and jokers from the deck.
2. Deal six cards to each player.
3. Players arrange their cards into two rows of three.
4. In each row players should create the largest number they possible can.
5. Players add up their two extra large numbers to figure out the sum.
6. The player who comes up with the largest sum wins all of the cards.
7. Players will continue playing the game until the cards run out and the player with the most cards wins.

Multiplication Mind Reading (Math Card Game)

Math Skill(s): *Multiplication & Mental Math*

Materials: *Playing Cards*

Objective of the Game: *Be the player with the most cards at the end*

1. Remove all of the face cards/jokers and establish that aces (A) are worth 1.
2. Players take turns being the Dealer and being the Mind Reader.
3. The Dealer will deal a card face up in front of the Minder Reader.
4. The Dealer will deal another card face down in front of the Minder Reader.
5. The Mind Reader will take the faced down card and place it on their forehead.
    a. They cannot look at the card that will be on their forehead.
6. The dealer will announce the product of the two cards (face up on the table and on the Mind Reader's forehead).
7. After knowing the factor of the two cards, the Mind Reader has to guess what number is on their forehead.
8. If the Mind Reader guess the correct card, they get to keep both of their cards.
9. If the Mind Reader guess the wrong card, cards will go into a discard pile.
10. Next, the players switch their roles of Dealer and Mind Reader.
11. The winner is the player that has most of the cards.

x2! (Math Card Game)

Math Skill(s): *Addition and Multiplication*

Materials: *Playing Cards*

Objective of the Game: *Be the player with the most cards at the end (this game is similar to War)*

1. Remove all of the face cards/jokers and establish that aces (A) are worth 1.
2. Split the deck so that players have an equal amount of cards.
3. Each player turns over 1 of the cards from their pile at the same time.
4. Players add their sums
5. Whoever correctly shouts out the number of the sum times 2 wins the cards.
6. Players will continue playing the game.
7. The winner is the player that has most of the cards.
8. If this becomes too easy, try laying out 3 or 4 cards at the same time, or having the players multiply by 3 or 4.