

## WAR!

When you want to practice “greater than” and “less than”

*You need a deck of cards with the face cards and joker cards removed. Aces= 1.*



How to play:

➤ Shuffle the cards, and deal them face down to each player until all cards have been dealt.

- At the same time, each player flips over their top card.
- The player with the highest card value “captures” both cards.
- Play continues until all cards have been used.
- Player with the most cards at the end of the game wins.

## Subtraction WAR!

When you want to practice subtraction facts and comparing numbers

*You’ll need a deck of cards, assigning face cards a value of 10. Aces= 1.*

How to play:

- Shuffle the cards, and deal them face down to each player until all cards have been dealt.
- Each player turns 2 cards face up, reads the number sentence and gives the answer. *For example, if a 4 and 5 are turned over, the player says “5-4=1.”*
- The player with the highest answer “captures” all 4 cards.
- Play continues as classic WAR! game.

**To practice addition facts, simply add the card values instead of subtracting them.**

## Go Fish: Addition Twist

Learn addition by mentally working simple math problems

*You’ll need a standard deck of playing cards, removing all cards that are higher than the featured number for the game. For example, if the goal is to learn addition facts for the number 7, the game will be played with ones (Aces) through sevens.*

How to play:

- Remove face cards and any card with a higher value than the featured number.
- Deal 5 cards to each player and place remaining cards in a draw pile.
- Each player looks through their hand to find any pairs that add up to the featured number, and place them face up in their discard pile. Any card that is the featured number is also discarded as a correct solution that doesn’t require a pair.
- The person to the left of the dealer may now ask another player for a card that will help create the sum required. If the player asked has that card, they must give it to the player asking for it. A player may keep asking until no further matches can be made. At this point, they will be told to “Go fish!” from the draw pile and the next player takes a turn.
- Play continues until a player runs out of cards, or until all cards from the deck have been matched into pairs. Player with highest number of pairs wins.



## Using Dice to write number sentences

*You’ll need 2 dice, paper and something to write with.*

How to play:

- Decide if you’re going to practice addition, subtraction, multiplication or division.
- Roll dice, then write (and solve) correct number sentence.

## Addition Memory

As with Go Fish: Addition Twist, each game focuses on math facts for a specific number. You'll need a standard deck of playing cards, removing all cards that are higher than the featured number for the game. For example, if the goal is to learn addition facts for the number 7, the game will be played with ones (Aces) through sevens.

How to play:

- Remove face cards and any card with a higher value than the featured number.
- Shuffle the deck and turn all cards face down in a grid pattern.
- Take turns, have each player flip 2 cards over to look for a matching pair. For example, if learning facts for the number 7, appropriate pairs would be 1+6, 2+5, 3+4 and the number 7 would also be laid aside as a correct solution that doesn't require a pair.
- If a matching pair isn't uncovered, turn cards face down in the same spot and the other player tries to find a matching pair.
- Play continues until all the cards have been matched into pairs. The player with the most pairs wins.

## One More

Use when you want to practice mental math  
Play with a single die

Name \_\_\_\_\_

### One More

Player 1 rolls the die. The player may cover any square that represents a number one greater than the number rolled. Player 2 rolls. First player to get 4 in a row is the winner.



2	• •	• • • •	6	5
• • •	4	• • • •	• • • •	3
7	• • • •	• • • •	6	• • • •
4	• •	5	• •	7
• • • •	3	• • • •	2	• • • •

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Name \_\_\_\_\_

### One More

Player 1 rolls the die. The player may cover any square that represents a number one greater than the number rolled. Player 2 rolls. First player to get 4 in a row is the winner.

2	• •	• • • •	6	5
• • •	4	• • • •	• • • •	3
7	• • • •	• • • •	6	• • • •
4	• •	5	• •	7
• • • •	3	• • • •	2	• • • •

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