Math Card Games

**Go for 10 -Kindergarten**-Remove face cards   
-Lay out 20 cards face up   
-Each player takes turns removing   
 2 cards that add up to 10.  
-Try to remove as many cards from  
 table as possible  
**Grade Ones**-Each player removes 2 or more cards at a time that add up to 10.

**War -Kindergarten**-Remove all face cards   
-Split deck equally  
-Each Player turns over a card and says #. The person with the higher # wins and takes cards.  
-If you flip the same card, flip again – highest # gets all the cards.  
-Play continues until a player has won all the cards  
**Grade Ones**-Flip 2 cards at a time, adds them and says total. Person with greater total wins the cards.

**7up (we have played this at school)**-remove face cards if you wish  
-Each player lays 7 cards face down in line in front of them.   
-Remaining deck goes in between players with one card flipped.  
-Player 1 chooses a card from deck and places it in appropriate spot #1-7. If card is 2 put in 2nd spot and flip that card, continue playing until only move is to discard. If card is larger than 7 put in discard pile.  
-Player 2 can choose from discard or top of deck.

**Go Fish for 10**-Remove Kings & Jacks (Ace =1, Queen =0)  
-Each player gets 4 cards  
-Play just like regular go fish, but instead of pairs, you look for combos that make 10

\*Can alter game to work on pairs that make 6, 7, 8 or 9. Just remove cards above your target number.

**Memory**-Remove face cards  
-Place cards face down on table.  
-Players take turns flipping 2 cards.  
Version 1: Find matching pairs  
Version 2: Choose target # (ie. 6). Try to find 2 cards that add to target #. Say # when you flip first card and then say what goes with it to make target before flipping second card.

**Target O’s and X’s (Video on how to play on Youtube: Target os and xs by Michael Minas)**-Make Tic Tac Toe Grid  
-Kindergarten: Use random numbers 1-10 and put into spaces on grid  
-Grade ones: Use random numbers 1-20 and put into spaces on   
-Each player gets 6 cards turned up in front of them. Turn #1 – whoever can make a number on the grid fastest by adding 2 cards together gets to place their x or o first. Then play rotates. Combine cards to make a # on game board. After each turn take new cards to replace the ones you used.