



I hate maths.

Or do I ...?

Number cards games

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Maths is not
a spectator
sport.

Practice

Games

Once
through the
pack

Once through the pack

- Agree on what 'the rule' is going to be.
- Shuffle the cards.
- Turn the cards over one at a time and apply the rule to the face-up card.
- Continue until you have turned over all the cards and applied the rule to each one.

Seven up

Seven up

- Player 1 deals, Player 2 keeps the cards removed.
- Player 1 deals seven cards face up in a row.
- Work together. Remove all the cards with 10.
Then remove any pair of cards add to 10.
- Replace each card removed.
- If you cannot remove any more cards, deal seven cards on top of the cards that are there.

Seven up

- The round ends when you cannot make 10 or all of the cards are used up. The score for that round is the number of cards **not** picked up.
- Swap over: Player 2 is dealer, Player 1 collects cards. Shuffle the cards before dealing a row of 7.
- Play continues for 5 rounds. The pair with the fewest points is the class champion.

In the
zone

In the zone

- Shuffle the cards, deal 10 cards to each pair.
- Turn over the top card of the remaining stack.
- Multiply the value of the card turned over by 10.
- Try to find a pair of cards whose product is in that "decade". If you can discard those cards.
- Turn the next card face up and multiply by 10.
- Winner is the first to discard all their cards

Target

Target

Players use the same five cards each time.

- The largest 3-digit number
- The smallest 4-digit number
- The largest multiple of 3
- The smallest 2-digit even number
- The largest 2-digit odd number

Target

- The number closest to 500
- The even number closest to 800
- The odd number closest to 700
- The largest 3 digit multiple of 5
- Two cards with the largest sum
- Two cards with the smallest difference
- Two cards with the largest product

Reflection

- How did it feel?
- What could you change?
- What would be the benefit of learners playing these games?

Strategy

Games

Close to 100

Close to 100

- Shuffle the cards, deal 6 cards to each pair.
- Each pair selects four of their cards to create two 2-digit numbers sum as close to 100
- Place them face up, arranging them so the other pair can see the two numbers.
- The pair with the sum closest to 100 wins a point.
- Shuffle and repeat for five rounds

Nice or

Nasty

Nice version

- Each player writes H T U on a paper with space to put one card under each letter.
- Shuffle the cards and place them face down.
- Player 1 takes the top card and can put it card in the hundreds, tens, or units place on their paper. The aim is to make the largest 3-digit number.

Nice version

- Player 2 turns over the next card and decides whether to use it as a hundreds, tens or one.
- Players continue to take cards in turn until each player has created a 3-digit number.
- The winner of that round is the player with the larger number.
- Play continues for 5 rounds.

Nasty version

- This is similar to the 'nice' version, but every time a player turns over a card they can choose either to play it on their own board or on their partner's.
- For example, Player 1 turns over '2' and chooses to play in the Hundreds (H) position on their partner's board.

Reflection

- How did it feel?
- What skills and fluencies did you use?
- What strategies did you use?
- If you played again, what would you do differently?
- How could modify the game
 - To make it a better game?
 - To develop different mathematics?

Why games?

- Practice of fluency skills
- Developing strategic mathematical thinking
- Teacher can observe and assess
- School home links.

Why games?

- Most importantly, they are fun!