



## Math Card and Dice Games

Make it FUN! Start off easy and work up to harder skills. Your child will be reluctant to play games with you if he feels it's going to be too difficult. Giving lots of praise will keep your child focused. A good place to buy cards and dice is at a "dollar" store. You will need several decks of cards and several pairs of dice.

Young children can use cards to practice numeral recognition. Let your child draw a card and tell you what number it is. If necessary, allow him to count the hearts, clubs, etc. on the card to figure out the answer. He can also put the cards 2-10 in numerical order. To practice matching a set of dots with the number, roll dice then find that number in the deck of cards.

Cards and dice can be used to practice addition by starting with one card or dice roll, then pick another card or roll another number on the dice and "count on" to reach the answer. If you pick 2 cards or roll 2 dice, you can decide which number is larger. If you then "count back", you are practicing subtraction.

### Card Games:

Unless otherwise noted, the ace is used for the number 1 and the "face" cards are not used.

1. **Go Fish**—With 2 players, each is dealt seven cards. With 3 or more players, each gets 5 cards. The rest of the cards are spread out on the table, face down. These become the "fish pond". Each player makes all the pairs he can find in his own hand and puts them down in front of himself, face up. (Remember, you can only put down 2 cards that are the same, not 3). The dealer then begins the game by asking someone for a card to make a pair ("John, do you have a 5?") If John has one, he must give it to her. If he does not, he says, "Go fish". She then takes a card from the "fish pond" and if she can make a pair with that card, she does so. If not, she keeps it in her hand and the next person asks for a card from another player. Play continues until all the cards have been put down in pairs. The person who makes the most pairs wins.
2. **Guess My Number**—The first player draws a card and gives clues ("It's between 4 and 6", "You can make 10 by adding 5 to it"). The player that guesses correctly gets to draw the next card and give clues.  
TO BUMP IT UP IN DIFFICULTY—The player draws 2 cards, adds those numbers, then uses the answer as the number to guess.
3. **Tens Concentration**—Playing cards needed are Ace through 9. Sixteen cards are placed face down in 4 X 4 rows in the middle of the table. The remaining cards are placed in a pile. The players take turns turning over two cards, trying to turn up a pair that totals 10. If a pair can be made, that player keeps it and continues to play as long as he is successful. If not successful, he returns the two cards to their original face-down positions and replaces any cards he took with new ones from the pile. The player who collects the greatest number of pairs is the winner.  
TO BUMP IT DOWN IN DIFFICULTY—Use fewer cards, for example Ace to 5 and find pairs that total 6.  
TO BUMP IT UP IN DIFFICULTY—Vary the game by increasing the number of cards placed on the table at the beginning of the game.

4. **My Pile, Your Pile**—A deck of cards using the Ace through 10 are dealt to 2 players. Without looking at the cards, each player puts his pile face down in front of him. The two players then simultaneously turn up the top card of their own pile. The person who turned up the card that has the larger number takes both. If there is a tie, each player places the next card on top of the tie cards until there is a winner. Winner gets to take all of the cards that were turned for the tie. Play continues until all cards are turned over. Each player counts their collection and the one with the most cards wins.

TO BUMP IT UP IN DIFFICULTY—Each player turns over two cards and adds them. Player with the higher answer wins all 4 cards. OR, the two cards are subtracted and the player with the smaller answer wins the 4 cards.

## Dice Games:

1. **Roll 20 (or 30)**—The first player rolls one die and writes the number rolled on a sheet of paper. The next player rolls and does the same. Each time the player rolls the die, that number is added to the previous one. The first player to reach 20 (or 30) is the winner.
2. **Take It Away**—Each player writes the number 20 (or 30) on a sheet of paper. Players take turns rolling one die. That number is subtracted from the 20 (or 30). The players continue rolling and subtracting. The first one to reach zero wins.
3. **What Place Has Value?**—Using a sheet of paper, each player draws two squares □ □ (Tens and Ones). The first player rolls one die then writes that number in his first square (The Tens square). The next player does the same. The players take turns and write a numeral in the next square (the Ones square). Each player reads the number using correct place value. The player with the larger number wins.

TO BUMP IT UP IN DIFFICULTY—Draw 3 squares □□□ (Hundreds, Tens, Ones).

Remember, the players must read their numbers using correct place value. Example: “Twenty-five” for 25 or “One hundred seventy-four” for 174.