

Math Games...
make learning math facts fun!

Build a Tower

Skills:

Addition

Supplies:

Dice

Leggos, pennies, blocks,
or any building materials.

Roll a pair of dice and add the numbers.

The player gets that number in building materials if the dice are added correctly and uses them to build a tower.

Do 10-15 rounds. The player with the tallest or most creative tower at the end wins.

Memory

Skills:

Addition

Supplies:

1 deck of cards

Sort through the deck to remove all cards that are higher than the feature number for the math game. For example, if the goal is to learn addition facts for the number 6, the game will be played with ones(aces) through sixes.

Shuffle the deck and turn all cards face down in a grid pattern.

Taking turns, each player flips two cards to look for a matching pair. For example, appropriate pairs would be $5+1$, $4+2$, $3+3$. The 6 card would count as a correct solution that doesn't require a pair. Continue playing until all pairs are matched. The player with the most matches wins.

Go Fish

Skills:

Addition

Supplies:

1 deck of cards

Like the memory game, this one focuses on math facts for a specific number. Therefore, remove all cards higher than the chosen number.

Deal 5 cards to each player. Place remaining card in a pile.

Each player matches pairs in hand (If playing to 7... $6+1, 5+2$, etc). Place those face down. Then the person to the left of dealer asks another player for a specific card to help make the required sum. A player can keep asking until no further matches can be made, at which point he is told to Go Fish! from the draw pile.

If a player runs out of cards he can choose 5 more from the draw pile to stay in game.

Continue playing until all card in the deck have been matched into pairs. Highest number of pairs, wins!

Ten-Twenty- Thirty

Skills:

Addition

Supplies:

1 deck of cards

Create a row of 7 cards, face up. Place 2 cards on top of each card, and arrange the cards so you can see the face value of each card.

Put the rest of the deck aside.

The object is to remove a pile when the sum of all of its cards is 10, 20, or 30. All face cards = 10. Remove all piles that equal 10 to start.

Deal a 4th card on every pile that remains. Remove any stacks that now = a multiple of 10.

Deal a 5th card and keep going. Continue adding and removing stacks until your deck is depleted or all stacks are removed. If you remove your stacks first, you win! If you deck empties first, try again!

Variation:

Look for different sums, such as 9, 19, 29. Or multiples of 6.

War Math Game using cards

Skills:

Subtraction

Addition

Supplies:

deck of cards

Kitchen timer

Shuffle the cards and give out until each player has an equal # of cards. Face cards = 10. Aces = 1.

Each player turns 2 cards face up, reads the number sentence and supplies an answer. Whoever has the largest result, wins the cards and places them at the bottom of his deck.

If you each have the same answer, it's War! Each player puts down 4 cards face down and turns up 2. The player with the highest Sum wins all 8 cards.

Set up the timer and play for 10-15 minutes. When it goes off, each player counts his cards. The player with the most cards wins.

War Math Game using dice

Skills:

Less than/greater than
Addition
Subtraction
Multiplication
Place value

Supplies:

2 dice/player
paper/pencil
(or counters)

How to Play:

Each player rolls their 2 dice. The numbers are added together. Player with highest # wins the round.

Play a number of rounds and have players add up their counters or tally marks to come up with the winner.

Variations:

Play with 1 dice for $<$, $>$ practice.

Subtract instead!

Increase # of dice for more difficult addition.

Practice place value by creating double-digit #.

Multiply instead!

Toss Up

Skills:

Addition to 100
Subtraction
Multiplication

Supplies:

1 deck of cards
Paper and pencil

Take turns drawing 3 cards from the deck and tossing into the air.

Players earn points equal to the value of every card that lands face up. Aces=1, jacks=11, queens=12, kings =13.

The first player to reach 100 points wins!

Variations:

Toss just 2 cars. Subtract the lesser card if both cards land face up.

Multiply the cards instead of adding them.
Play to 500 points.