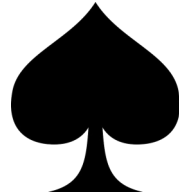
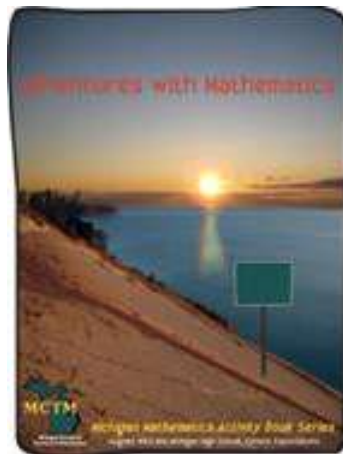


Get more Math ideas at

<https://padlet.com/CharEmStem/KMath>



And don't forget the publication that Ms. W and Mrs.
Disney sent home last June!



Family Card Games

**Reinforce math at
home!**

**A gift from
BFPS 1st Grade**



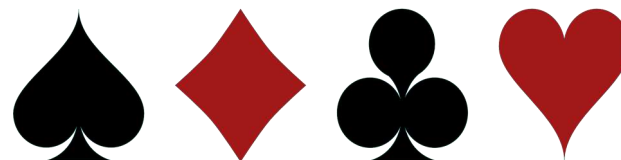


Thanks to Odawa Casino for supporting Boyne Falls 1st grade by providing used decks of cards for each student, as well as for Math Mondays!



Erase:

- ◆ We have not played this one, but try it out!!
- ◆ Remove jokers, Jacks and Kings from the deck of cards. (Aces = 1 and Queens = 0.)
- ◆ Two to four players can play. One at a time, a player is dealt seven cards and lay them face up in front of them.
- ◆ Players add the value of the cards to get their score. However, if a player finds a combination that makes a sum of ten, those numbers are “erased” (removed) and not counted in the score.
- ◆ For example, a player is dealt the following cards: 4,5,6,5,8,9, and 3. The 4 and 6 can be removed and so can the 5 and 5 because they make sums of 10. The remaining cards are added together ($8+9+3=20$). So that player has a score of 20. (A calculator may be used to add the remaining cards, if needed.)
- ◆ Other players continue play. At the end of the round the LOWEST score is the winner.
- ◆ VARIATIONS: Change the target sum to 7 and play with 7 dice. You can use fewer cards or dice. Designate a wild card such as a Jack or King so more pairs can be made.



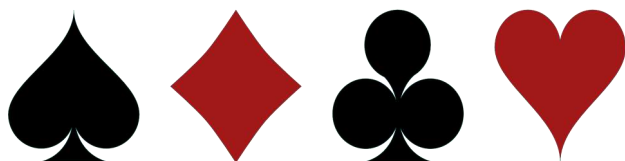
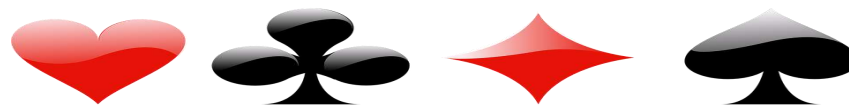
Salute!

- ◆ Remove Jokers, Js, Qs, Ks. You may also remove some of the higher number cards to start with. We have been playing with the number cards A-5.
- ◆ This game requires three players. Player #1 & #2 sit facing one another. Player #3 is the dealer and must see both players' cards.
- ◆ Dealer hands Player #1 and #2 each a card face down,. When Dealer says "Salute", players, without looking at it, place card on their foreheads. They can see what each other has, but they do not know which card they are holding.
- ◆ Dealer (who can see both cards) mentally adds the cards together and says the sum out loud. For example, if Player #1 is holding a 5 and Player #2 is holding a 1, Dealer says "6."
- ◆ Once Dealer has said the sum out loud, Players #1 and #2 each try to figure out what card he/she is holding. So if the sum is 6, and Player #1 can see that Player #2 is holding a 1, he can perform a mental subtraction equation to figure out what he has ($6-1=5$). Player #1 says, "Five!"
- ◆ The first player to correctly state which card they are holding keeps both cards. The player with the most cards at the end of the game wins.
- ◆ Switch roles after a several hands so everyone gets to practice varying parts of the number bonds.
- ◆ VARIATION: Add in more number cards as your student learns more fact families. For older students, play with multiplication.

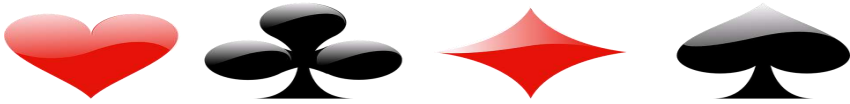


There is a better way to learn math facts than the way we, as adults, learned them.

Research shows that the best way to commit facts to memory is through common strategies and games. Card games have the benefit of providing a low stress level way to learn. Additionally, while learning, you also experience quality family time!

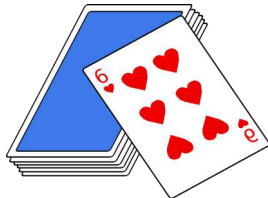


Following are some games to try with your child at home. Watch for more in the coming weeks!



Speed- More or Fewer:

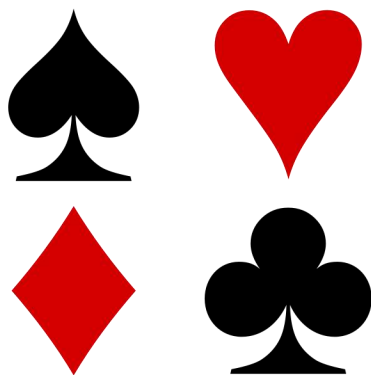
- ♦ Remove face cards and Jokers. Shuffle remaining cards. Place two cards facedown next to each other in the playing area, with at least a card's width between them. Each card should be within equal reach of the two players. Take two sets of 5 cards and place them face down on either side of the first two. (These are the restart cards, if needed.) The suits are not important; only the numbers matter. Divide the remaining cards equally between the **two (or more)** players.
- ♦ Players pick five cards from their own pile to hold in their hand and leave the rest of their cards in one pile face down in front of them. To begin, each player turns over one of the two cards in the playing area, so that both cards are face up. These cards establish the two "playing piles."
- ♦ There are no turns. At any time, either player can play a card from his hand on either of the two playing piles in the center. The value of the played card must be either one more or one fewer than the value of the card on top of the pile. For example, if the top cards are a 2 and an 8, only an ace or a 3 can be played on the 2, and only a 7 or a 9 can be played on the 8. In the case of an Ace, only a two can be played; in the case of a 10, only a 9 can be played.



- ♦ If the draw pile is gone before the game is over, reshuffle the discard pile and place them face down to start a new draw pile.
- ♦ The game is over when either, player takes the very top card, in this case the 8, to become the winner OR there is no way to make any more sums of ten.
- ♦ VARIATIONS: Make the target number 5 using only the cards 1-5 and a smaller pyramid. Choose another target number adjusting cards as needed. Use entire deck and make the target number 13, where J=11, Q=12, and K=13. Allow player to make target number with 2 or more cards. For example, in the game picture, an A, 2, and 7 make 10 in the bottom row.



Set up photo for Pyramid of make ten

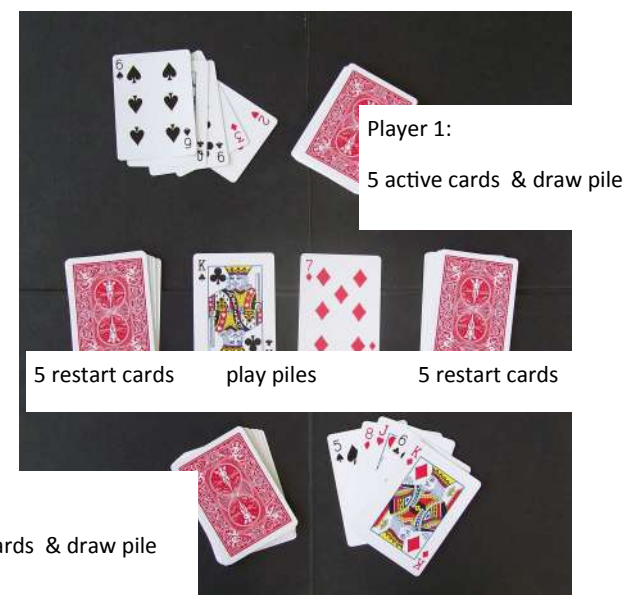


Pyramid:

- ♦ This game can be played alone or with a partner.
- ♦ Remove all face cards and jokers from your deck of card. Set the cards up as shown on next page to begin. Turn the remaining cards face down and use as a draw pile.
- ♦ The goal is to remove cards in the pyramid by “making ten” with **two cards**. (Or removing a ten card, as it is already equal to ten). However, **you can only remove cards that are completely uncovered**. Therefore, at the start of the game, you can only use the bottom row of the pyramid to make ten.
- ♦ For example, in the shown picture, the first player can remove an A and 9, and another A and 9. The player continues by using any card from the second row that becomes completely uncovered to make ten. When all the uncovered combinations are used, the player continues by drawing cards from the draw pile until one is drawn that helps make a ten. The unused drawn cards are placed face up to create a discard pile next to the draw pile. Once a discard pile is started, players can draw from either pile to make sums of ten. Player continues until he cannot make any more tens.

- ♦ A player can only play from the five cards in his hand. Each time he plays a card from his hand, he replaces it with the top card in his pile. A player can lay down only one card at a time. For example, if a 3 is on top of a playing pile and a player holds two 2's and a 3, she must lay the cards down individually—one 2, the 3, then the other 2—not as a stack of three cards.
- ♦ If no one can play, players have to reset the game. Both players take the top card from each restart pile and place it face up on one of the two playing piles. They can use this restart pile any time the game stalls. If the restart cards are used up, each player can take the top card of their draw pile and place it face up on the play piles to continue.
- ♦ The first player to play all the cards in his pile wins.
- ♦ VARIATIONS: Play two more/two fewer, play either one or two more/one or two fewer!

Set up photo:



Go Fish For Ten:



- ◆ Remove the jokers, Jacks, and Kings from the deck. (Aces = 1 and Queens = 0.)
- ◆ Cards are dealt to each player- 6 cards each for 2 players, 5 cards each for 3 players, and 4 cards each for 4 players. The remaining cards are set face down in the middle of the table as a draw pile.
- ◆ Each player looks at their own hand and combines any two cards that make ten when added together (1+9, 2+8, etc.). Lay the pairs face up on the table in front of the player.
- ◆ Youngest player starts by asking for a card he needs to make ten. For example, I may have a 3 in my hand. I ask a specific player, Mom, if she has a 7 to complete my 10. If she does, I get that card, **say the math fact correctly (3+7=10)**, and lay down the pair. I get another turn. If she doesn't, I have to "go fish" from the top of the draw pile for a new card. If the card I draw is exactly what I asked for, I show the players, **state the fact correctly** and I lay my pair down. If the card I draw makes a 10 with any other card in my hand, I may lay the new pair down, *if I can say the correct math fact*, BUT my turn is over.
- ◆ Play continues with the other players. The game is over when either one person has no cards left in their hand or the draw pile runs out. Winner is the person with the most combinations of ten.



- ◆ Remove Jokers, Js, Qs and Ks from your deck. You can also remove some of the higher number cards, depending on your child's ability. For example, we have been only using the A through 6 cards. Shuffle the remaining cards.
- ◆ Stack the cards face down on the table where both players can reach. Each player takes two cards and turns them face up. Players state the addition problem including the sum. Example: If I draw a 2 and a 5, I say, "2+5=7."
- ◆ The player with the higher sum collects all the cards. Repeat until draw pile is gone.
- ◆ If there is a tie, all cards remain on table and players with the tie receive two more cards each. Players state their new math fact equation and the player with the higher sum keeps *all* the cards.
- ◆ Play continues until the pile is gone and the winner is the player with the most cards.
- ◆ Variation: Play with other operations, subtraction and multiplication. Division doesn't work well. Instead of higher sums, play with rule that the lower sum wins the hand. Later in 6th-7th grade, this game can be played using suits to indicate positive (black) and negative (red) numbers.