

Challenging Mental Addition Game!

Need: two players, two dice, a deck of cards, a piece of paper, pencil or pen

Play: Players take turns adding without using paper ("in their head") and writing and checking the equation. If the mental math is correct that player receives one point and the roles switch. Incorrect math? No point but roles still switch. Play 8 rounds.

Player One –

- Roll the die two times and use the two numerals to create a two digit number.
- Draw a card to be the second number. (Face cards are worth 10.)
- Add the two numbers without writing them down.

Player Two –

- Write the number sentence that player one created and check the answer.
- If player one is correct he/she gets one point.
- Play eight times.

Try for a total of 10.



Play this math card game alone or as a team. Lay out 20 cards on the table (leave out face cards or change them to equal 0, while aces equal 1). Kids remove sets of cards that add up to 10, ultimately trying to remove all the cards from the table. It's harder than you think!

Sum of 10 Pyramid Solitaire Card Game

The object of the game is to remove as many cards as possible by making 10s. The remaining cards when play is complete are your score. Try to get the lowest score! First off, grab a deck of playing cards, removing the Jokers, Kings, Queens and Jacks.



Shuffle your deck and place 21 of the cards face up in a 6-row pyramid. You should have 19 cards leftover which becomes the DRAW pile. There are two rules that must be followed when playing this Pyramid Solitaire Game:

1. Only fully exposed cards can be played at any time. That means, to start, only the bottom 6 cards can be considered until you start removing bottom cards.
2. You can only remove cards that equal 10, and only up to two cards at a time. For instance, you can remove a 10, or you can remove a 6 and a 4 (because added together they equal 10), but you can't remove a 2, 4, and a 4, even though, added up, they equal 10.

Place 10s, as you make them in the discard pile.

When there are no more open cards that can be added to get the sum of 10, we need to pick a card from the DRAW pile. Use that card and try to make a new sum of 10.

If your new card cannot be used place it in the discard pile and flip over the next card in the draw pile.

Continue on until all 19 cards that were not part of the original pyramid have been turned over, and when you have no more cards to work with; that is, until no other card can be combined to make a sum of ten.



As you can see, we have four cards left. The score is the number of cards remaining, so our score is 4. The smaller the score, the better!

Go fishing for pairs that make 10.

You probably already know how to play Go Fish, but in this version, they're fishing for pairs that add up to 10. Have them ask: "I have a 2. Do you have an 8 to make 10?" Change aces to 1 for this game and leave face cards out entirely.

Close Call

This strategy game is perfect for **Second or Third Grade**.

Skills Focus: Addition of 2-digit numbers, mental math calculations and problem solving. While the focus of this 2-digit addition card game is addition and mental math practice, it will also develop and encourage problem solving skills.

Because the goal is to get as close to 100 as possible, kids have to really think about **which cards to choose** and **what numbers to make with them**.

In addition, this will help deepen an understanding of place value as they begin to realize what values are better suited for the tens place, and what numbers are better for the ones place when trying to achieve their goal.

How to Play Close Call:

The object of this game is to accumulate the highest score by coming closer to the goal than your opponent.

Start with a complete deck of cards. Ace = 1, Joker = 0 and all tens and other face cards are removed. Shuffle the deck and **deal each player 6 cards**.

Players then select 4 of the cards to **create two 2-digit numbers**. The object is to create two numbers that when added together come **as close to 100 as possible**, *without going over*.

How to Win Close Call:

The player with the total **closest to 100 wins the round and 1 point**. In the event of a tie, each player receives a point.

After playing 5 rounds, the player with the most points wins.

Alternatively, you could **continue playing rounds until someone reaches 5 points**.