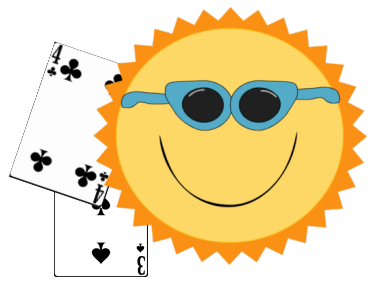
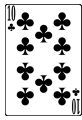


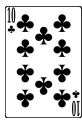
Summer Card Games for Fluency



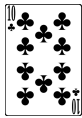
For most card games remove the Jokers, Jacks, and Kings. Queen = 0 and A=1



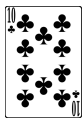
Choose 2 cards. Create a two-digit number. What number is 1 more? 1 less? 10 more? 10 less? Start with the number you created. Skip count by 10s as high as you can go. Skip count by 5s as high as you can count. Skip count by 2s as high as you can go. VARIATIONS: Create 3-digit numbers to play the game.



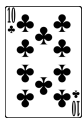
2 players. Shuffle the deck and deal them all out face down. Each player flips over a card from his or her pile. The first player to call out the correct answer gets to collect two flipped over cards. If a player calls out the wrong answer the other player gets the cards. Players continue until all the cards have been flipped over. The winner is the player with the most cards at the end. VARIATIONS: players flip over 2 cards each and try to find the sum.



Play like "War" ... Each player (there can be more than two) flips two cards and calls out the sum of the 2 cards. The cards that make the highest sum wins all cards. If a player calls out an incorrect sum, he loses his cards to the other player. If the two sums are the same, leave the cards out and flip two more until someone wins all of those cards. Play can continue until one player loses all his cards. VARIATIONS: Create 2 or 3-digit addition problems to play the game.



Odd and Evens: Shuffle the cards. Place the deck number-side down on the playing table. To take a turn, a player guesses whether the top 2 cards can be added to be an odd or even sum and then turns them face-up. If the 2 cards can be added together and make the guess correct, the player keeps the card and takes another turn. If the guess is incorrect, the player places the cards in the discard pile. A player continues to turn over cards until a guess is incorrect. The player with the most cards is the winner. VARIATIONS: Add 3 cards together. Create 2-digit addition and subtraction problems to guess whether the answer will be odd or even.



Take Ten: Shuffle card. One player stacks the cards facedown in a pile. Players decide who will collect cards that are "less than 10" and who will collect cards that are "10 or more". To take a turn, a player draws two cards. The player adds the number on the cards and says the number sentence aloud. (For example: A player could say, "9 plus 5 equals 14". If the sum of the numbers is less than 10, the "less than 10" player wins the cards. If the sum is ten or more, the "10 or more" player wins the cars. Players take turns until all the cards have been played. The player with the most cards wins. VARIATIONS: Take Twenty - same rules, just with the number 20 😊