## SUGGESTED NUMERACY GAMES

## Card Games that Promote Fluency in Number Concepts

Abbotsford Ave,

| Target 21 <br> Students lay out all cards face up in a $3 \times 3$ grid. Players take in turns to make 21 using addition, subtraction and multiplication. Players can use as many cards as possible, continually adding, subtracting and multiplying until the answer totals 21. Play continues until there are no more cards left. | 2 dice roll <br> Student rolls 2 six sided dice and multiple the 2 numbers together. <br> Variation: 10 sided dice or a deck of cards |
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| 4 Card Layout <br> Four cards are laid out in a 2 X 2 grid. Students find the total for each row and column. Repeat with 4 new cards. <br> Variation: Subtract the smaller number from the bigger. | 2 Card Addition <br> Shuffle a deck of cards. Turn over 2 cards and find the total. The player with the highest total gets to keep all of the cards in a pile to the side. Play continues until the middle deck has been used. The player with the most number of cards is the winner. <br> Variation- turn over 2 cards to create a 2 digit number and then a third card to add. |
| 2 Card Subtraction <br> Shuffle a pack of cards. Turn over two cards and subtract the smaller from the larger. The first person to call out the answer keeps the cards. The winner is the person with the most cards at the end of the game. | Race to Infinity <br> Shuffle a deck of cards and evenly divide them between the players. Take in turns to turn one card over and place it in the middle. Players need to continually add the cards to the total, aiming to get as high as possible. <br> When the deck runs out, reshuffle and continue from the previous total. <br> Variation: Can be played with a dice. |
| Friends of 10 <br> Lay the cards out in a $3 \times 3$ grid face up. Continue to deal out all of the cards face up in the grid. Players take in turns to find two cards that are friends of 10 . Players need to say "...... and ....... are friends of 10 ". <br> If a pile runs out of cards, take some from other piles so that there are always 9 cards face up. <br> Variation: Friends of 10 snap: Just like snap but players need to 'snap' on cards that are friends of 10 . | Count down from... <br> Decide what number will be the starting number e.g. 50, 100, 150 etc. <br> Shuffle a deck of cards and evenly divide them between the players. Take in turns to turn one card over and place it in the middle. Players need to continually subtract the card from the previous total. The aim is to get all the way back to zero. <br> Variation: Can be played with a dice. |

