

Math Games and Activities with Cards

IPMG  Publishing

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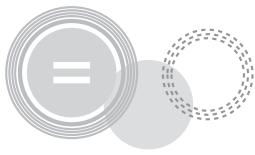
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Your Number's Up

Materials

One deck of playing cards. Aces = 1, Jokers = 0; face cards and Tens are removed. Paper and pencil to keep score.

Rules and Play

1. *Your Number's Up* is a place-value card game for one to four players/teams. Players choose the type of game board and a high or low goal. The object is to build the largest or smallest number.
2. The dealer shuffles and places the cards face down in a pack. Players then decide if it will be a high or low score that wins the game, and then the number of places allowed in the game (1- 5).
3. Players take turns drawing a card from the pack and selecting a spot for that number on their place-value mat. Players must select a different place on each turn. Cards that are drawn are set aside in a discard pile; they are not returned to the pack. When all the places are filled, the winner is declared. An example of a game with a high-score goal, involving 4-digit numbers and three players, is shown below.

Goal High or Low (circle one) score wins

Player Names

Places

	1000	100	10	1	
Randy	6	6	4	2	
Mary	7	7	0	3	
Taro	7	4	4	2	

Mary wins the round

Variations

- Allow players to select the number of decimal places (0-4) in a game.
- When all the places are filled, have players round their number to the nearest 10, 100, 1000, 10000, tenth, hundredth, etc., to determine the winner of the game.

Your Number's Up

Goal: High or Low (circle one) score wins

Players Names

Places

Goal: High or Low (circle one) score wins

Players Names

Places

Goal: High or Low (circle one) score wins

Players Names

Places

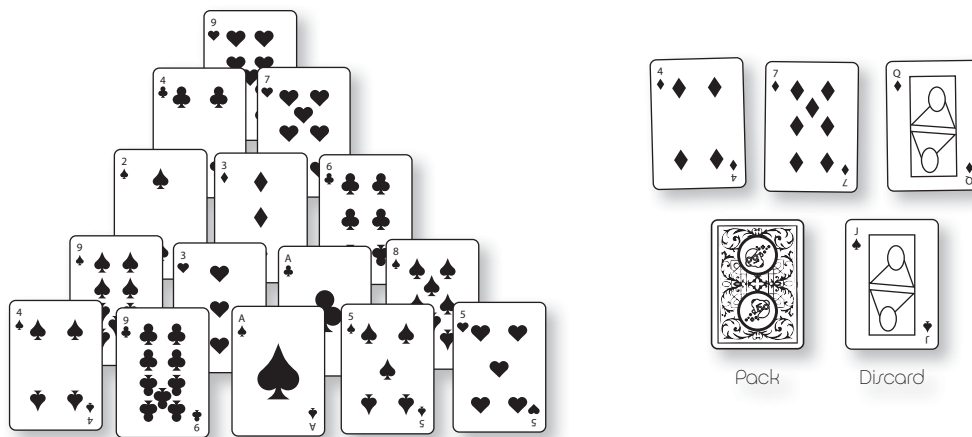
Secrets of The Great Pyramid

Materials

One deck of playing cards. Jokers are removed. Aces = 1, Jacks = 11, Queens = 12, Kings = 13, all other cards face value.

Rules and Play

1. The game *Secrets of the Great Pyramid* is for one player/team using one deck of cards.
2. Deal 15 cards face up in a pyramid as shown below. Then deal three cards for use in attempting to remove cards from the pyramid (4, 7, 12). Place the remaining cards face down on the playing surface.



3. The object of the game is to remove all 15 cards from the pyramid by combining the value of two or three cards from the pack. You can add, subtract, multiply, or divide. Play begins by attempting to remove cards from the bottom row of the pyramid. In the example above, we could remove the 5 of Spades or the 5 of Hearts because they are both “free” and $12 - 7 = 5$. We could also have removed the 4 of Spades, 9 of Clubs or the Ace of Spades by using all three cards: $7 - (12+4) = 4$; $12 - 7 + 4 = 9$; $12 - (7+4) = 1$. Players must decide which move to make, using either two or three cards.
4. Any unused card is returned to the pack and can be used later. If you cannot form a sentence that will remove a card, then place these cards in the discard pile and deal a new set of three.
5. Continue play until the pyramid is cleared or the pack is depleted. Record the results of each game on the graph on the next page. Each player is allowed only one pass through the pack.

Variations

- Place 21 or 28 cards in the pyramid. Restrict removal to sums to 13 using one or two cards.
- Remove the Kings. Then place 21 or 28 cards in the pyramid. Change the removal rule to make sums of 12 using one or two cards.
- Remove the face cards. Then place 21 or 28 cards in the pyramid. Change the removal rule to make sums of 10 using one or two cards.

Secrets of The Great Pyramid

