

Math in the Cards

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Contents

Whole Number Concepts and Operations

Accumulation	Addition, Subtraction, Multiplication, Division	6
Builders Paradise	Counting and Sequencing	8
Card Suit Race	Symbol Recognition	9
Close Call	Addition and Subtraction	14
Come Closer	Mental Arithmetic	16
Cover All	Addition Facts	18
Decision Maker	Addition, Subtraction and Multiplication	19
Defensive Struggle	Sums to Ten	21
Disclose	Addition and Subtraction Facts	23
Do Drop In	Counting	25
Giveaway	Subtraction	27
Hold The Line	Comparing	29
Horse Shoe Race	Counting	31
I'm The Greatest	Addition and Comparing	33
In The Gap	Estimating Products	34
Last Draw	Subtraction Strategy	36
Leftovers	Division	37
Let's Predict	Addition, Subtraction, Multiplication, Division and Probability	40
Make My Day	Addition and Subtraction of Three-Digit Numbers	42
Match Up	Matching Numerals	46
Multiples of 7	Multiplication	48
Name The Operation	Addition, Subtraction, Multiplication and Division	49
Pile It On	Addition and Multiplication	50
Pitch It	Multiplication	52
Plan Ahead	Addition	55
Quick Stop	Addition	56
Ring Your Neck	Addition, Subtraction, Multiplication and Division	58
Sole Survivor	Number Recognition and Subtraction	60
Spiral	Counting	62
Think Big	Reading Numbers	64
Toss Up	Addition and Probability	65
Trading Places	Place Value	66
Your Number's Up	Place Value	69

Basic Ideas from Geometry and Measurement

Build a Polygon	Identification and Perimeter	71
Copycat	Visual Perception	73
Creating Line Symmetry	Line Symmetry	74
Last Place	Area	75
Let's Convert	Metric Measurement Conversion	76
Let's Estimate	Estimating Metric Length (cm and mm)	77
Let It Slide	Length	79
Metric Ant Paths	Measuring Length (cm and mm)	81
One Meter Card Dash	Metric Length (cm and dm)	83
Point Symmetry Rummy	Reflection, Slide and Rotational Symmetry	84
Staying Above Zero	Celsius Temperature, Addition and Subtraction	86

Probability and Statistics

Aces Count	Sampling and Finding Means	88
Choosing The Best Average	Mean, Median, Mode	89
Compare and Pair	Data Analysis	91
Diamond Draw	Predicting Events	94
Elevens	Data Analysis	96
Face Cards around The Perimeter	Data Analysis	98
Getting Even	Data Analysis	103
Lucky Number	Data Analysis	105
Matched Pair	Data Analysis	106

Pre-Algebra

Battle It Out	Comparing Integers	108
Build and Take	Addition and Subtraction of Integers	109
Find The Joker	Coordinate Graphing	111
Integers In Between	Comparing Integers	112
Power Play	Working with Exponents	113
Power Struggle	Exponential and Scientific Notation	115

Logical Thinking Skills

Bag It	117
Block 'Em	118
Card Pick Up Games	119
Give Me a Clue	120
I'll Give You Some Chances	122
Street Hustler	124
Two Aces and a Deuce	126
Yes, No, You Got It!	127

Fractions, Decimals and Percent

Box Shot	Place Value and Addition	128
Do You Read Me?	Reading Decimals	130
Fractions and Decimals In Between	Comparing	131
Make a Buck	Addition of Decimals	134
Relay The Message	Percent of a Number	136
Two or Twenty-Two	Addition of Basic Fractions	138

Interdisciplinary Games

Tour The Planets	139
Tour The USA	142

Card Puzzles

Card Patterns	145
Consecutive Numbers Card Puzzles	146
Finding Sums Card Puzzles	148
More Finding Sums Card Puzzles	150
Five-Pointed Star Card Puzzles	152
Six-Pointed Star Card Puzzles	153
Bullseye Card Puzzles	154
Operation Table Card Puzzles	156
Guess My Rule Card Puzzles	157
Border Patrol Card Puzzles	158
More Border Patrol Card Puzzles	159
Cards, Triangles and Patterns Card Puzzles	160
Nine-Card Logic Puzzle	162
Tidy Sum Card Puzzles	164
Logic Puzzles	167
Windmill Card Puzzles	170
Take a Walk Card Puzzles	172
Spider Math Paths Card Puzzles	173
Fancy Footwork Featuring Fours Card Puzzles	174
Shifting Cards Puzzles	175
Switching Cards Puzzles	176
Magic Square Card Puzzles	178
Circles and Reasoning Card Puzzles	179
Circles and Reasoning Card Puzzles II	180
Circles and Reasoning Card Puzzles III	181
Circles and Reasoning Card Puzzles IV	182
Olympic Rings Card Puzzle	183
Secret Messages	184
Check Out The Symbols	185
Place Value Card Puzzles	186
Dissecting a Card	187

Card Tricks

An Amazing 3-Stack Card Trick	191
Card Tricks and Algebra	193
Pascal's Triangle Card Trick	194
Selected Answers and Comments	196
Graph Paper	215

Accumulation

Materials

- One deck of cards for each group (Aces=1, Jacks=11, Queens=12, Kings=13).
- One *Accumulation* record sheet for each player/team.
- One calculator for each group.

Rules and Play

1. This is an addition, subtraction, multiplication, and division game for 2-4 players/teams.
2. The object of the game is to accumulate the highest score.
3. Play begins with the dealer placing a well-shuffled deck, face down, in a pack in the center of the playing area. Players then take turns drawing one card at a time. After each draw, players perform the indicated operation and record the result on their record sheet. For example, if a player drew a Two, and the agreed upon operation was multiplication with a current score of 6, the player would multiply 2 times 6 for a cumulative score of 12. Cards cannot be reused. In an addition game, all players/teams start with 0. In multiplication games, players/teams start with 1. In subtraction and division games, the initial score are 1000 and 1,000,000, respectively.
4. Play continues until the pack is depleted. In addition and multiplication games, the player/team with the highest final score wins. In subtraction and division games, the player/team with the lowest score wins.

Variations

- For younger players, use a smaller set of cards. Also note face cards can be removed or given a value of 10 and operations restricted.
- To make the standard game more challenging, change the rules so that the operation changes after each round and includes cards with special values. For example, round 1=addition, round 2=subtraction, etc. Special values of may be Jokers=0, One-Eyed Jacks=100, Queen of Spades=50, etc.

Accumulation

Round	Card	Operation	Score
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			
23			
24			
25			
26			
27			
28			
29			
30			
Final Score			

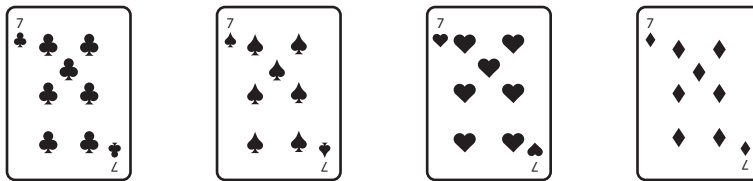


Materials

One deck of cards for each group.

Instructions

1. *Builder's Paradise* is a number sequence and counting game for 2-4 players/teams. The object of the game is to be the first player/team to use all your cards.
2. The dealer shuffles the cards and distributes all the cards among the players.
3. The game begins by having the players with Sevens line them up horizontally on the table (see below).



4. Playing in turn, each player puts down one or more cards above or below a Seven. Each card that is played must be placed vertically in the correct sequence and the same suit. For example, in the first round, sequences containing Sixes or Eights will be played.
5. If a player cannot make a play, (s)he must pass. If no cards can be played, the round ends and the player having the fewest cards wins the round and any points awarded. For example, suppose two players were playing and one player had 5 cards and one player had 8. The player with 5 cards would win the round and receive 3 points. If both players have the same number of cards, each player receives 0 points.

Variations

- Allow play both horizontally and vertically.
- For advanced play, allow diagonal placement.