

# Math Games

played with  
cards and dice

IPMG  Publishing

# Math Games Played with Cards and Dice (K-3)

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# DEFENSIVE STRUGGLE

## Materials

One deck of playing cards.

One *Defensive Struggle* game board for each pair of players.

Tape two copies of the *Defensive Struggle* game board together to make a 4 x 4 game board.

## Rules and Play

1. This is an addition strategy game for 2 players or teams. The object of the game is to get points by forming lines of 4 cards whose sum is 10. The lines may be horizontal or vertical.
2. Play begins by having the dealer remove the Ace through Four of each suit. Aces = 1.
3. The dealer then gives one player/team the Ace through Four of hearts and the Ace through Four of diamonds. The other player/team receives the Ace through Four of clubs and spades.
4. Players/teams take turns placing any one of their cards in any vacant space on the playing board.
5. Whenever a player/team makes a line of cards whose sum is 10, the player/team earns one point. Both players/team cards can be used in forming sums.
6. Play continues until all the spaces on the board are filled. This is the end of a round. Keep score for each round.
7. Additional rounds are played until one player/team reaches a score of 11.

## Variations

- Change the number of points required to win.
- Change the requirement to win to the best of 5 rounds.
- Consider having players use a 3 x 3 playing board and the cards Ace through Three of each suit. (Sums to 6).
- For advanced play consider one or more of these options:
  - a. Use a standard 4 x 4 board, but different sets of cards. For example, Two-Five, Three-Six, Ten-King, etc. Adjust the goal to fit the cards selected.
  - b. Use a 5 x 5 playing board, the cards Ace through Four, and form lines whose sum is 10 with horizontal, vertical and diagonal lines.
  - c. Use a 5 x 5 playing board, the cards Ace through Five, and a goal of sums to 15.



**DS**

**DS**

**DS**

**DS**

**DS**

**DS**

**DS**

**DS**

# —disclose—

## Materials

One deck of cards with the Jokers, Aces, Jacks, Queens and Kings removed.

## Rules and Play

1. This is a subtraction card game for 2 players or teams.
2. Each player/team receives 2 cards.
3. At the signal “go” the players/teams simultaneously disclose one of the two cards. If the cards match in color, player/team 1 receives a score of the difference of the number values of the cards. If the cards do not match, player/team 2 receives a score of the difference of the number values of the cards.
4. Play continues until the pack is depleted. The player with the most points wins.

## Variations

- Change the scoring rules so that the player/team receives a score of the sum of the number values of the cards.
- Change the scoring rules so that the player/team receives a score of the quotient of the number values of the cards.
- Adjust the rules so that only one point is earned each round. Do not require any computation.
- Change the rules so that the player/team who finishes with the highest score gets to spin the spinner to determine whether the high or low score will win the game. Place a paper clip at the end of a pencil in the center of the spinner. Spin the paper clip and see which part of the spinner board it lands. The name of this new game is *Disclose and Spin*.
- Use a complete deck of cards where Jokers = 0, Aces = 1, Jacks = 11, Queens = 12 and Kings = 13.



# —disclose— spinner

use a pencil and a paper clip as a spinner

