

# Even MORE Activities to Reinforce Math Skills with a Deck of Cards



**Toss Up! (Two to Four Players).** Mental math! One deck of cards; Paper/pencil to keep score.

**Toss Up! (Kindergarten).** Each player draws three cards from the deck and tosses them into the air. Each player adds the value of their cards that land face up. Once all the players have made their sum, they compare their numbers. The player with the lowest number wins the round. Play 10 rounds.

**Toss Up! (1<sup>st</sup> grade -3<sup>rd</sup> grade).** Each player draws three cards from the deck and tosses them into the air. Points are earned for every card that lands face up (Aces = 1, Jacks = 11, Queens = 12 and Kings = 13). Each player keeps a running total of the sum of their cards. The first player to reach a designated score wins (50 or 100).

**Toss Up! (3<sup>rd</sup> to 5<sup>th</sup> grade)** Each player draws three cards from the deck and tosses them into the air. Each player multiplies their cards that land face up. If only one card lands face up, multiply by 1. Each player keeps a running total of their products. The first player to reach a designated score (500 or 1000) wins.

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The following challenges are adapted from the [Open Middle](#) Web Site.

**Adding One-Digit Numbers (Kindergarten).** Ace = 1. Use the digits 1-5 exactly one time to create a true number sentence with the greatest possible sum. Variation: Use the digits 1-9. The sum may be a two-digit number.

$$\square + \square = \square$$

**Make it Equal (1<sup>st</sup> Grade)** Ace = 1. Use the digits 1-9 exactly one time to create a true statement.

$$\square = \square + \square = \square + \square + \square$$

**Adding and Subtracting Two-Digit Whole Numbers (2<sup>nd</sup> Grade)** Ace = 1, Joker = 0. Use the digits 0-9 exactly one time to make a true statement.

$$\square\square - \square\square = \square\square + \square\square$$

**Close to 1000** (2<sup>nd</sup> -5<sup>th</sup> grades) Ace = 1. Use the digits 1-9 exactly one time to make a sum as close to 1000 as possible.

$$\begin{array}{|c|c|c|} \hline & & \\ \hline \end{array} + \begin{array}{|c|c|c|} \hline & & \\ \hline \end{array} + \begin{array}{|c|c|c|} \hline & & \\ \hline \end{array}$$

**Four Digit Products** (4<sup>th</sup> & 5<sup>th</sup> grades) Ace = 1. Using the digits exactly one time to make a true multiplication equation.

$$\begin{array}{|c|c|} \hline & \\ \hline \end{array} \times \begin{array}{|c|c|} \hline & \\ \hline \end{array} = \begin{array}{|c|c|c|c|} \hline & & & \\ \hline \end{array}$$

**Multiplying Decimals to Make a Whole Number Product** (5<sup>th</sup> grade) Use the digits 1-9 exactly one time to make a true decimal multiplication equation.

$$\begin{array}{|c|} \hline \\ \hline \end{array} . \begin{array}{|c|} \hline \\ \hline \end{array} \times \begin{array}{|c|} \hline \\ \hline \end{array} . \begin{array}{|c|c|} \hline & \\ \hline \end{array} = \begin{array}{|c|} \hline ? \\ \hline \end{array}$$

The solution may be a one or two-digit number.