

Maths with Dice and Playing Cards

Card War

Players: 2 - 4

You need: deck of cards (Jack = 11, Queen = 12, King = 13)

Aim: To become familiar with number value and comparing numbers.

Deal all the cards out face down to each player.

On the count of 3, each player turns over the top card in their deck.

The player with the highest value wins the round and gets to capture all the cards. Alternatively, the lowest value wins. Player with the most captured cards wins the game.

Addition Card Wars

Players: 2 - 4

You need: two decks of cards (Jack = 11, Queen = 12, King = 13)

Aim: To become familiar with number bonds and basic mental arithmetic.

Deal all the cards out face down to each player.

On the count of 3, each player turns over two cards from the top of their deck.

Each player adds up their two cards and the one with the highest total gets to capture all the cards in that round. Players with the same total can share the captured cards.

At the end, the player with the most captured cards wins the game.

Subtraction Card Wars

Players: 2 - 4

You need: two decks of cards (Jack = 11, Queen = 12, King = 13)

Aim: To become familiar with number bonds and basic mental arithmetic.

Deal all the cards out face down to each player.

On the count of 3, each player turns over two cards from the top of their deck.

Each player subtracts the smaller card from the bigger card and the one with the lowest value gets to capture all the cards in that round.

Players with the same total can share the captured cards.

At the end, the player with the most captured cards wins the game.

Multiplication Card Wars

Players: 2 - 4

You need: two decks of cards (Jack = 11, Queen = 12, King = 0)

Aim: To become familiar with times tables.

Deal all the cards out face down to each player.

On the count of 3, each player turns over two cards from the top of their deck.

Each player multiplies their two cards together and the one with the lowest/highest value gets to capture all the cards in that round. Players with the same total can share the captured cards.

At the end, the player with the most captured cards wins the game.

Maths with Dice and Playing Cards

Tens Concentration

Players: 2 - 4

You need: deck of cards (take out all Jacks, Queens and Kings)

Aim: To practice number bonds to 10.

Shuffle and lay the cards face down on the table (5 x 8 rows or at random).

Each player takes it in turns to flip over 2 cards. If one of the cards is a 10, the player can take that card and flip another card face up.

If the pair of cards add together to make 10, the player gets to keep the pair.

If the pair of cards do not make 10, leave them for a few seconds so all players can see where they are and the next player takes their turn.

The player with the most cards at the end wins.

Tens Concentration Variations

- Use an extra deck of cards if you have larger groups.
- Players can get a free turn whenever they find a pair.
- Limit players to one turn at a time.
- Let the free turn option expire when there are only ten cards left on the table.

Ten Twenty Thirty

Players: 1

You need: a deck of cards (picture cards = 10)

Aim: To practice adding up to 30.

Shuffle the deck and deal out the cards face up so you end up with seven rows of three cards, place the rest of the deck aside to be used later.

The object of the game is to remove a row of cards when the sum of all its cards is 10, 20 or 30. For example, if a row has an ace, 9 and Jack it can be removed because its sum is 20 (1 + 9 + 10). So remove all possible rows to start.

Deal a fourth card to each remaining row and keep removing rows. Keep going until all the cards in the deck have been dealt or all rows collected. If you remove all rows first, you have won. If your deck emptied first, try again.

Close Call: An Addition Game

Players: 2 - 4

You need: a deck of cards (remove all 10s and picture cards), paper and pencil per player and score sheet.

Aim: To evaluate number and place value to create sums up to 100.

Shuffle and deal 6 cards to each player.

Each player selects 4 of their cards to create 2 two-digit numbers. The goal is to create two numbers that have a sum as close to 100 as possible without going over. (E.g. cards 2, 4, 5, 8 creates $58 + 42 = 100$).

The player with the numbers closest to 100 without going over wins a point. Shuffle and deal cards for the next round. Play 5 rounds and the player with the most points wins.

Maths with Dice and Playing Cards

Beat That!

Players: 2+

You need: 2 dice (up to 7 for older players), pen and paper for scoring

Aim: To learn the concept of place value.

Roll the dice and put them in order to make the highest number possible. For example, if you roll a 4 and a 6, the highest number would be 64. Write down your answer and pass the dice to the next player.

At the end of the round the player with the highest number scores a point. Decide on how many rounds you will be playing and the player with the most points at the end wins the game.

You can use more dice depending on age of the child. You could also change the rule to make the smallest number possible.

Three or More

Players: 2+

You need: 5 dice, pen and paper for scoring

Aim: To practise addition

Roll all 5 dice. You must have 2 or a kind to continue playing. If you don't, write 0 for your score and you pass the dice to the next player.

If you rolled 3, 4 or 5 of a kind on the first roll, you get the following score:

3 of a kind = 3 points

4 of a kind = 6 points

5 of a kind = 12 points

If you rolled 2 of a kind on your first go, you have one more chance to improve your score. Put those 2 dice to one side and roll the others again. The player with the highest score at the end of 5 rounds wins the game.

Stuck In The Mud

Players: 2+

You need: 5 dice, pen and paper for scoring

Aim: To practise addition

Roll all 5 dice. If you rolled any 2s or 5s, you do not score points for this throw. If you haven't rolled any 2s or 5s, add up the total of the dice. Any dice with 2s and 5s need to be set aside as they are "stuck in the mud" and the remaining dice are thrown again. Throws without 2s and 5s are added to your previous total. Continue until all your dice are stuck. Write down your total score and pass the dice to the next player.

Agree on a number of rounds and total up the score of all the rounds. The player with the highest score wins the game.

Run For It!

Players: 2+

You need: 6 dice, pen and paper for scoring

Aim: To recognise numbers and sequences, practise counting in 5s.

Roll all 6 dice and look for runs (sequences) starting with 1 (e.g. 1-2 or 1-2-3 and so on).

Each dice that is part of a run scores 5 points (e.g. 1-2 scores 10 points, 1-2-3 scores 15 points etc.).

If there are no sequences to be formed then no score is recorded.

Decide on a number of rounds and at the end the player with the highest score wins the game.

Literacy Games with Letter tiles/cards

Anagram Challenge

Players: 1+

You need: letter tiles (either from existing games or make your own)

Aim: To practise spelling and vocabulary

Choose a selection of words for the challenge that are suitable to the level of the players.

Give the players the letter tiles that will form the word and let them unscramble them. If they are finding it difficult, you can give them a hint about the word.

If playing in a group, the first person to unscramble the word will score a point.

Three Name Game

Players: 2+ More is better

You need: pen and paper

Aim: To practise spelling and vocabulary

Each player needs a pen and paper. Decide on a few categories (e.g. boy's name, girl's name, food, animal, adjectives, verbs etc.) and put them as headings at the top of a grid.

Randomly select a letter or phoneme for the round. Set the time limit of 2 minutes and on the word "GO" players have to individually come up with a word for each category beginning with the chosen letter(s).

Once the time is up, players have to compare their answers. Players score 10 points for correct words that no other player has and 5 points for correct words that matches other players.

After a number of rounds, total up the scores and the player with the highest score wins.

Tell Me A Story

Players: 2+

You need: 5 dice, pen and paper for scoring

Aim: To use imagination and vocabulary.

One person starts off a story with 4 words. The next person adds 4 words and so on...

Example:

Player 1: Once upon a time

Player 2: there lived a great

Player 3: big hairy spider with

Player 4: only four legs. He

Player 5: loved chocolate! And he...

You can add rules to the game such as you can't use the same word twice in a row or you might want to use more than or less than 4 words.

At The Supermarket....

Players: 2+

Aim: To practice memory and vocabulary

Choose a player to start off with "I went to the supermarket and I bought a....", then they have to choose an item beginning with "a".

The next player repeats the sentence including the first item and adds an item beginning with "b".

The player after that repeats the sentence with the first two items and adds an item beginning with "c". Continue until someone forgets the list of items.

Instead of going through the alphabet you can choose a letter that all items have to start with.