

A black background with scattered playing cards and blue patterned cards. The playing cards include the King of Hearts, 6 of Diamonds, 3 of Spades, 2 of Diamonds, 5 of Clubs, and 10 of Hearts. The blue patterned cards have a white grid of dots.

Stack the Deck at Sally Ride!

3-5
Card Games

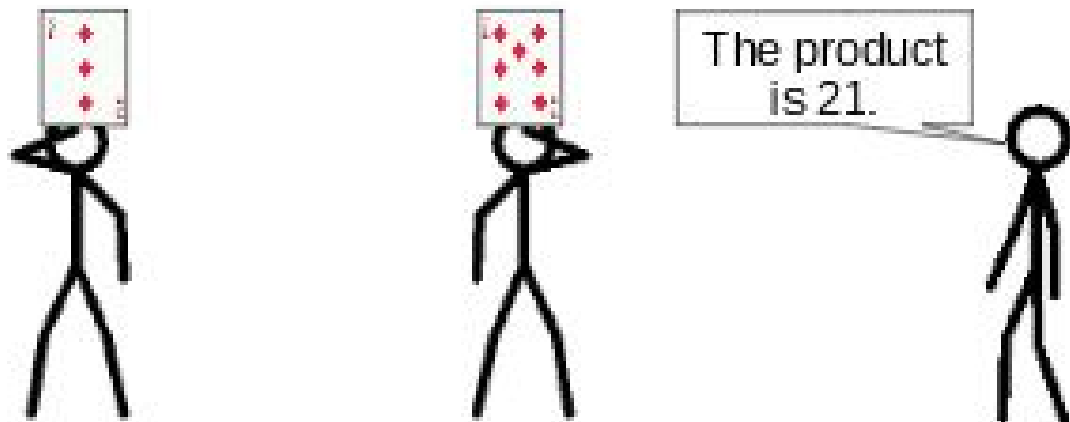
Reading Multiplication Minds (Grades 3 - 6)

Players: Groups of three (groups of four or five for more advanced)

Materials: Deck of cards

Skill: Multiplication, product

How to Play: In this game for three players, one student is the leader and the other two are the "mind readers".



The two players each draw a card and, without looking at it, hold it up to their foreheads so that everyone else can see it, but themselves. The leader announces the products of the two cards. Each "mind reader" must figure out which card is on his or her own forehead and say it aloud. When both "mind readers" have figured out their cards, a new leader is chosen and the game continues.

With Reading Multiplication Minds, all players get practice with products and factors in every round.

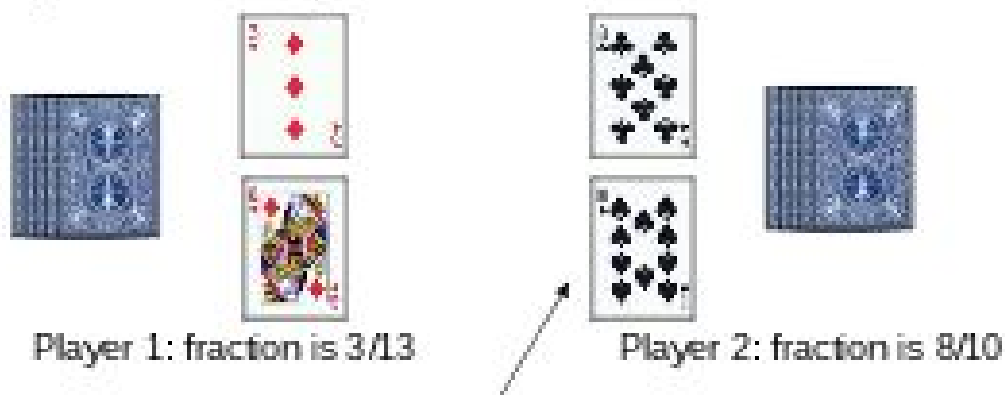
Fraction Number Battle (Grades 4 - 6)

Players: Groups of two

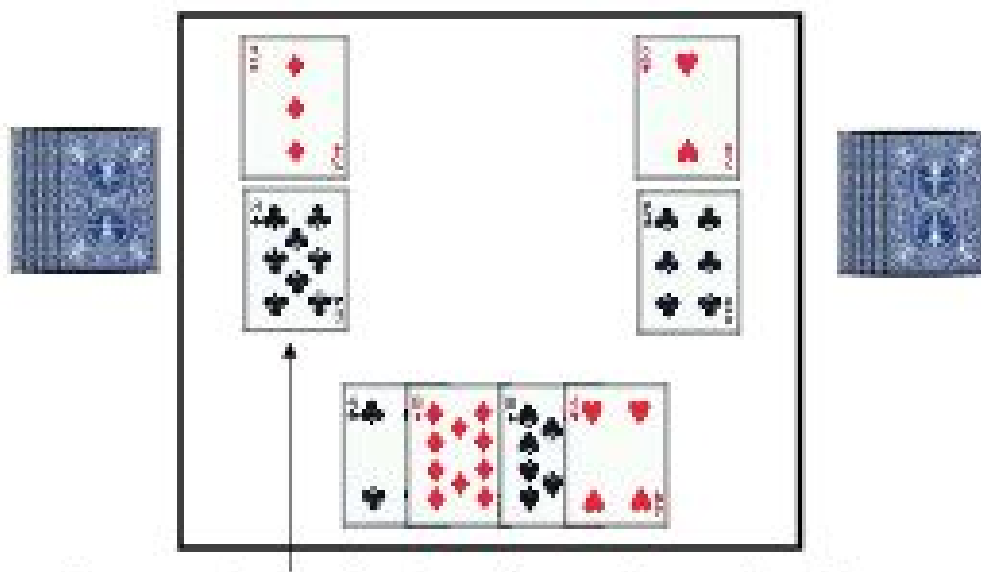
Materials: Deck of cards, Ace worth 11, Jack worth 12, Queen worth 13, King worth 14, scratch paper

Skill: Number recognition, multiplication, fractions, numerator, and denominator

How to Play: Players split a deck of cards and simultaneously flip over their top two cards, using the smaller card as the numerator.



The greatest fraction wins all four cards.



If the cards are equivalent fractions, the cards are placed in a center pile. The next hand is played normally and the winner of the next fraction multiplication number battle takes the center pile as well.

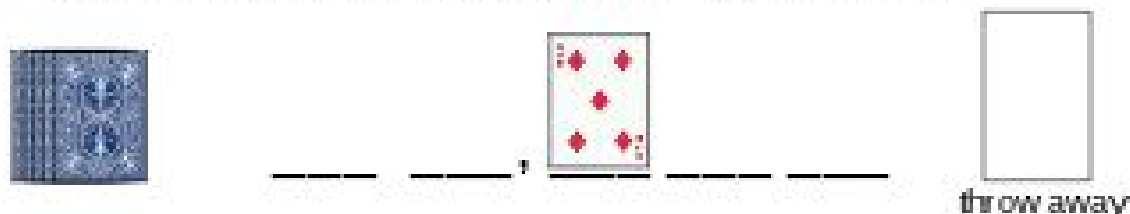
Make it Texas Size! (Grades 2 – 5)

Players: Individual or in groups of two

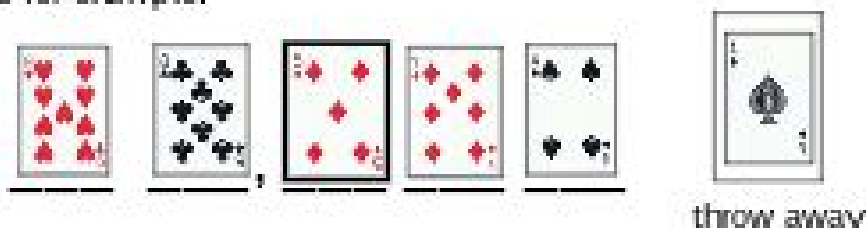
Materials: Deck of cards with the face cards and 10s removed, Ace worth one, Make it _____ Size! page

Skill: Place value and comparing numbers

How to Play: Use the Make it _____ Size! page, (or have kids create their own on a blank sheet of paper). Students deal out six cards face down. They can shuffle those cards for an even further mix up, but no peeking. This is a game of chance and reasoning in which the players are trying to create the largest number possible. The players must think carefully where to place each card. *Once a card is placed it cannot be moved.*



The player flips over one card at a time and decides where to place it to form the largest number possible, or the most Texas sized number. The throw away box is for any card they feel will not help in creating a large number; a 2 or 3 for example.



Once a card is placed it cannot be moved. Notice the 5 was placed in the hundreds; to make the largest number possible, it would have been better placed in the tens place.

* Make it _____ Size! page is on the page after Make it Rhode Island Size!

* Note that you can increase the number of cards to flip if you are working on larger numbers.

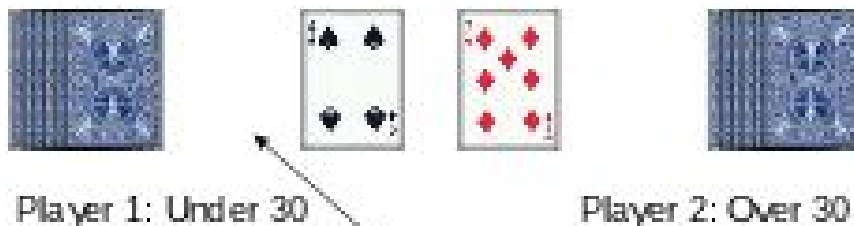
Over-Under (Grades 3 - 6)

Players: Groups of two

Materials: Deck of cards with face cards removed, Aces worth one

Skill: Multiplication

How to Play: Players split a deck of cards. One player is the Under 30 player and the other is the Over 30 player.



The product is under 30. Player 1 keeps the cards.

Each player turns over a card at the same time and the two numbers are multiplied together. If the product is less than 30, the Under 30 player keeps the cards. If the product is greater than 30, the Over 30 player keeps the cards.

If the answer is exactly 30 each player takes back their card and places it back in their deck.

When all the cards have been used the person with the most cards is the winner.