MULTI-DIGIT MULTIPLICATION NUMBER BATTLE

Players:

Materials: Deck of cards with the face cards

and 10s removed, Ace worth one,

scratch paper

How to Play: Players split a deck of cards and simultaneously flip over their top three (or four) cards. Make two of them a 2-digit number and multiply by the third. The highest product wins all the cards.













Player 1: product is 261

The highest product wins all six (or eight) cards.

Increase the number of cards to flip if you want to work on larger numbers.

More card games:

http://www.pepnonprofit.org/uploads/2/7/7/2/2772238/acing_math.pdf

HIT THE TARGET

Players:

Deck of cards, Ace worth 1 or 11, Materials:

Jack worth 12, Queen worth 13, King worth 14, scratch paper

How to Play: Select a target number from 1-30. One of the players turns five cards from the deck face up. Both players try to make a number sentence using all five cards with any operations to reach the target number.



For example, suppose the target number is 20 and the cards in play are 5, 5, 6, 2, and Ace (worth 1).



One winning combination is: $5 \times 2 + 5 + 6 - 1 = 20$. Other combination would also work. The first player to find a winning combination keeps the cards and chooses the next target number.

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MAKE IT TEXAS SIZE

Players:

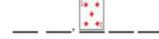
Materials: Deck of cards with the 10s

removed, Ace worth 1, scratch

paper

How to Play: Each player draws a game board like the one shown. Deal 6 cards to each player. This is a game of chance and strategy in which players are trying to create the largest number possible. Players must think carefully about where to place a card. Once placed, a card cannot be moved.







Each player flips over one card at a time and decides where to place it to form the largest number possible. The throw away box is for any card they feel will not help in creating a large number.











throw away

The player with the largest number wins. Variation: play to make the smallest number possible

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I SPY PRODUCTS

Players:

Materials: Deck of cards, face cards worth ten,

Ace worth 1 or 11

How to Play: Deal out the entire deck of cards in a 13 x 4 array. Example does not show the entire array due to space.





























One player challenges the other player to find two cards next to each other, either vertically or horizontally, that multiply to make a number by saying, "I spy two cards with a product of 40."





























The other player looks for two cards that multiply to make the product and removes them. Players swap roles. As large gaps appear, the size of the array may be reduced to help fill the gaps.

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