



Multiplication War

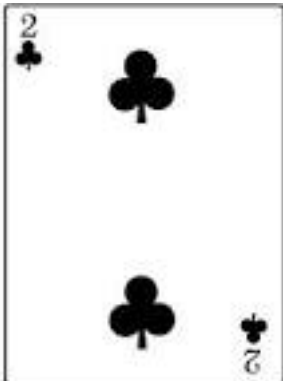


Materials:

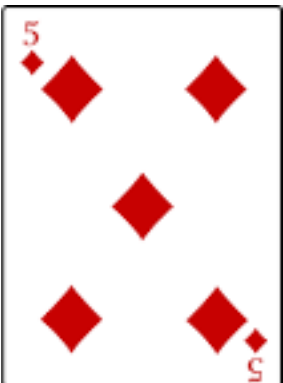
- 2 players
- Deck of cards (remove all face cards, aces are considered the number 1)

Directions:

- Version 1: Each player places a card face up. Multiply them. The first person to say the correct answer keeps the cards.
- Version 2: Each player turns over two cards, and multiplies their own. The person with the highest product keeps all four of the cards.



Player 1
16



Player 2
35
Wins the round!



On Target



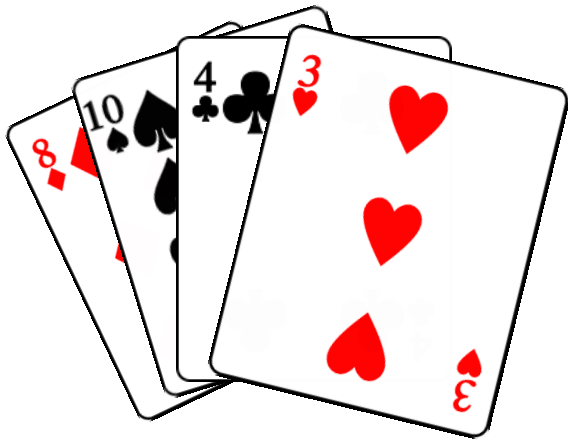
Materials:

- 2 or more players
- Deck of cards (remove all face cards, aces are considered the number 1)
- Piece of paper

Directions:

- Choose a target number from 0-100
- Each person gets 4 cards. They may use those cards and any mathematical operation they want to create a problem. Write out and solve the equation. Whoever is closest to the target wins.

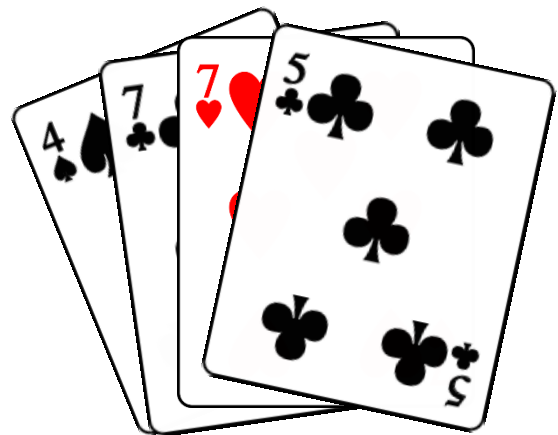
Target: 62



$$10 \times 4 + 8 \times 3 = 64$$

Player 1

Player 1 wins!



$$5 \times 4 + 7 \times 7 = 69$$

Player 2



Salute

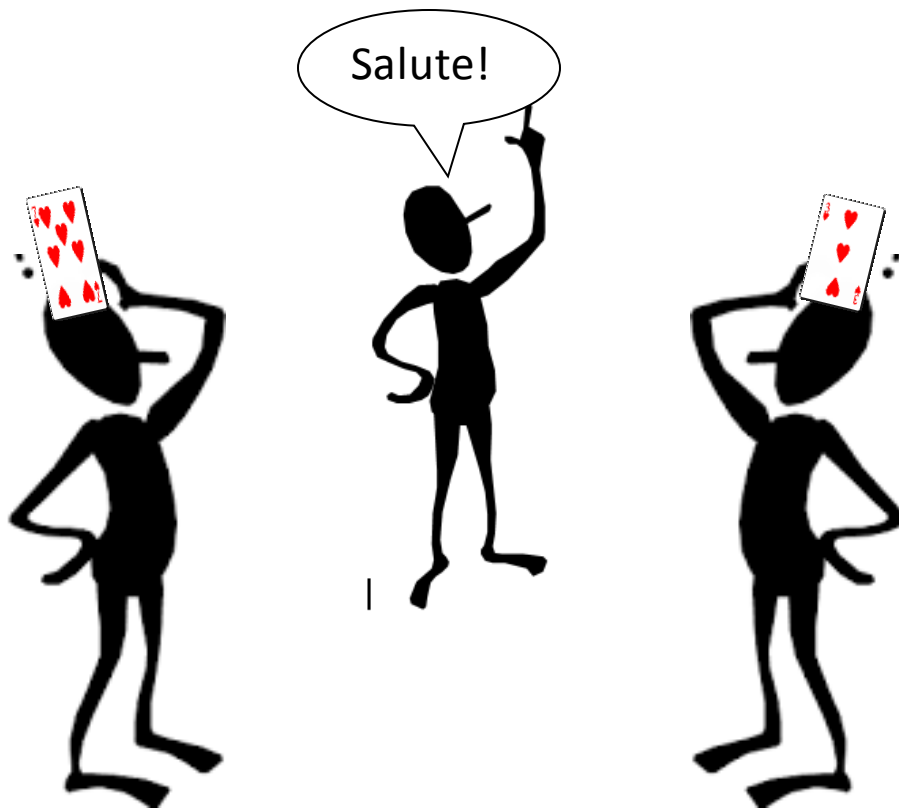


Materials:

- 3 players
- Deck of cards (remove all face cards, aces are considered the number 1)

Directions:

- Deal the cards evenly to the three players. Player 1 and 2 sit facing each other. When player 3 says “salute,” players 1 and 2 each place a card on their forehead, so that they can only see the other player’s card. Player 3 announces the sum (if playing using addition) or product (if playing using multiplication) of the cards. The first person to correctly guess their card gets to keep both cards. Take turns being the person who says “salute.”





Pyramid



Materials:

- 1 player
- Deck of cards (remove all face cards, aces are considered the number 1)

Directions:

- Lay the cards out in a pyramid of face up cards with one card at the top, two cards overlapping the bottom edge of that card, three cards overlapping the edges of the two cards, and so on, until there are six cards at the bottom of the pyramid. Only cards that are fully uncovered can be used. Pick up and discard cards with number combinations that equal ten. You may do this using only addition, or include subtraction and multiplication as well. If no combination of cards equals 10, turn over 3 cards from the top of the rest of the deck. You win when all the cards in the pyramid have been used.

