
by Gomes 4 Learning

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## NO PREP Math Games

## color by Number Games

## Math Bump Games

# Addition Quick Draw 

## Addition Game for 2 Players

Need: Pack of playing cards with the picture cards removed. Aces are valued at 1. Getting Ready: Deal out all of the cards to the two players. HOW to Play:
One player calls, 'Draw' and both players turn over their top card and place it face up in the center.
The players add the two numbers that are showing and the first player to say the total out loud wins the two cards.
After all cards have been used, the players count the number of cards that they have won. The winner is the person who has the most cards.

## Multiplication Quick Draw

## Multiplication Game for 2 Players

Need: Pack of playing cards with the picture cards removed. Aces are valued at 1. Getting Ready: Deal out all of the cards to the two players. HOw to Play:
One player calls, 'Draw' and both players turn over their top card and place it face up in the center.
The players multiply the two numbers that are showing and the first player to say the answer out loud wins the two cards.
After all cards have been used, the players count the number of cards that they have won. The winner is the person who has the most cards.


## Largest Number

## Comparing Numbers Game for 2-4 Players

Need: Pack of playing cards with the picture cards removed. Aces are valued at 1. Getting Ready: Select the number of digits to be used in the numbers for this game, e.g. 2 digit numbers, 3 digit numbers, 4 , 5 or 6 digit numbers.
Each player is dealt that number of cards.

## HOw to Play:

Players arrange their cards to make the largest possible number with the cards that they have been dealt, e.g. with cards 2,5 and 8 , a player would make 852. The player with the largest number in each round keeps the cards they were dealt. The game ends when there are not enough cards to deal out. The winner is the player who has collected the most cards.

## Closest TO ...

## Comparing Numbers Game for 2-4 Players

Need: Pack of playing cards with the picture cards removed. Aces are valued at 1 . Getting Ready: Select the number of digits to be in the numbers for this game, e.g. 2 digit numbers, 3 digit numbers, 4 or 5 digit numbers.

Each player is dealt that number of cards.

## HOW to Play:

The aim of the game is to make a number as close as possible to 50 if making 2 digit numbers (or to 500 for 3 digit numbers, 5000 for 4 digit numbers or 50,000 for 5 digit numbers.)
The players arrange their cards to make a number as close as possible to 50 (or 500,5000 , or 50,000 ).
The player with the closest number wins the round and keeps the cards they were dealt.
The game ends when there are not enough cards to deal out. The winner is the player who has collected the most cards.


## Flip Three

This is a memory style card game with a twist. Players make equations from the three cards that they flip over. For 2-4 Players

Need: Pack of playing cards with the picture cards removed. Aces are valued at 1. Getting Ready: The cards are all placed in rows face down. HOW to Play:
Players take turns to flip over three cards and attempt to make an equation using the three cards. The equation can be an addition, subtraction, multiplication or division, e.g. $3+3=6,8-5=3,2 \times 1=2,10 \div 2=5$.

If the player can make an equation they keep the cards. If they can't make an equation the cards are flipped back over in the same place.
Continue playing until only 7 cards remain. The winner is the player who has the most cards.

## Ten Or Twenty

## Addition Game for 2-4 Players

Need: Pack of playing cards with the picture cards removed. Aces are valued at 1. Getting Ready: Each player is dealt 5 cards to hold in their hand.
The remaining cards are placed face down in a pile in the center.
The top card is turned over and placed beside the pile.

## HOW to Play:

Players take it in turns to pick up the top card of the pile or the top card of the discard pile. If the player can make a set of 3 cards that total 10 or 20 in value, the set is put down facing up in front of the player. The player finishes the turn by discarding a card face up on the discard pile. If the player has made a set of 3 on their turn they also pick up three more cards from the pile to restore their hand to 5 cards.
The winner is the person who has made the most sets when all of the pile is gone.


# Break the Bank at 21 

## Addition Game for 2-4 Players

Need: Pack of playing cards with the picture cards removed. Aces are valued at 1. Getting Ready: Deal out all of the cards to the players. Players put their cards into a pile in front of themselves with cards face down.

## HOW to Play:

The first player turns over their top card and places it in the center.
The next player turns over their top card placing it on top of the first card. This player adds the value of the two cards and tells everyone the total.
The next player does the same adding the value of their card to the previous total. Play continues until the total reaches 27 or over.
The player that puts down the card that takes the total to 27 or over takes all of the cards in this pile.
This player takes the cards and shuffles them it into their pile.
Play continues for a set time or until one player has no cards left.
The winner is the person with the most cards.
For a more advanced version you can play Break the Bank at 50 or 100.


## Thank You!

I would like to take this opportunity to thank you for downloading this product and to wish you and your students lots of fun with these card games!
Please consider leaving a comment and rating for the product.
Kind regards,
Teresa

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