

MATHEMATICS CARD GAME

EQUIPMENT Deck of Cards

DIRECTIONS:

Take a deck of playing cards and remove all the jacks, queens, kings, and aces. Give each student one of the remaining cards. Tell the students that they have to come up with certain answers using different functions (add, subtract, multiply, or divide) and then do so many exercises. Game proceeds like this.

FOR ADDITION OR SUBTRACTION: The teacher calls out a number, let's say 12 for example. Each student looks at their own playing cards and then moves around the class looking for a partner (or two) whose card could be added (or subtracted, multiplied, or divided) to theirs to make 12. A student with a Seven, for example, could find another student with a Five to add to make 12. When they find their correct partner(s), they would then agree on an exercise, Jumping Jacks for example. They would then do 12 Jumping Jacks, and then move on to find another partner for 12 and another exercise. After a few minutes, the teacher could then call a new number and begin again.

FOR MULTIPLICATION: Students can move around and find a partner. They look at their cards and find the product. Have a designated exercise decided on in advance (say 5 Bicep Curls). Move to find a new partner and a new product.

FOR A CHALLENGE: Have students find three or more partners and find the sum or product.