

Games to Play with Cards

Top It

Two or three children take the deck of cards using the Ace through 10 cards and deal them out face down between the two of them, so that each child has an equal amount in a pile. The Ace will be used as a 1. At the same time, each child flips over their top card. The child with the larger amount on their card gets to take both cards. If the cards are a 6 and a 9, the child with the 9 card should say, "**9 is greater than 6, so I get the cards.**" If they flip over cards with the same amount, they each flip over another card to see who has the larger amount and then that player would take all the cards flipped over. Play continues until one player gets all the cards or the player who has the most cards when time is up.

Top It Addition

Played like **Top It** (above) but instead of flipping over only one card, each player flips over two cards and then adds the amount on the two cards. The children should say the equation that their cards make. If a child flips over a 4 and a 7 card, the child should say, "**4+7=11 or 7+4=11.**" The child with the larger total on their cards gets to take all four cards. If they flip over cards that total the same amount, they each flip over another two cards to see who has the larger total and then that player would take all the cards flipped over. Play continues until one player gets all of the cards or the player who has the most cards when time is up.

Top It Multiplication

Played like **Top It** Addition with each person flipping over two cards. The children should say the equation that their cards make. If a child flips over a 4 and a 7 card, the child should say, "**4x7=28 or 7x4=28.**" The child with the larger total on their cards gets to take all four cards. If they flip over cards that total the same amount, they each flip over another two cards to see who has the larger total and then that player would take all the cards flipped over. Play continues until one player gets all of the cards or the player who has the most cards when time is up.

Snap!

How to Play

- For 2-6 players.
- One deck of cards. (For more than three players, use two decks of cards.)

- Object: Be the person with all of the cards.

Choose a dealer. The dealer shuffles the cards and deals out all of the cards face down until all of the cards are passed out. (Some players might have more cards than other players but that is okay.)

Players do not look at their cards.

The player to the dealer's left turns over his top card and places it face up next to his stack of cards. The next player turns over his top card. Play continues in like manner around the circle of players.

When one player notices that two face up cards are the same, he calls out, "Snap!"

That player takes all of the face-up cards in her stack and the other person's face-up stack that have matching face up cards. She puts those cards on the bottom of her face down pile of cards.

The game continues with the next player being the person to the left of the last person who turned a card face up.

If a player runs out of face down cards, she can shuffle her face up pile and turn them over to use on her next turn.

1- 10 Game

This is a game for two players. Use the Ace through 10 cards from a deck of cards. (Ace is one.)

Deal 10 cards to each player. Do not look at the cards. Deal one card at a time to each player until everyone has ten cards. Be sure to deal the cards facedown.

Line your cards up in two horizontal rows of five cards each, this will be representative of a Ten Frame.

The first person draws a card and places it in the correct spot. Take a card from the draw pile or the face up discard pile. If it is any card Ace through ten, place it in the correct spot. An Ace goes in the top left and the cards go in numerical order up to ten. A ten goes in the bottom row, furthest to the right. Pick up your original card and hold onto it until the next step which explains what to do with it.^[21]

Look at the card from your original set and move it to its correct spot. Once you have drawn and placed the card in the spot that it goes in, look at the card that was already in that spot. If you can place it in one of the remaining spots then do so.^[3]

- For example, if you draw a two and place it in the two spot, and the original card in that spot is a three, place the three in the three spot.
- Continue replacing your original cards until one does not fit. For example, you already placed the two and the three, but in the three spot was another 2. Discard the 2 and the play passes to the next player.

Discard any card that you can't play. If you draw a card that would go in a spot that is already filled, discard it. If you flip over a card from your original hand that can't be placed somewhere else, discard it.

Once a player has filled all ten spots with cards Ace through ten they have won the game.

24 Game

Play the game using an ordinary deck of cards. Aces are given a value of 1. Be sure to remove all of the face cards from the deck.

- The object of the game is to arrange four cards and use the four basic mathematical operations (addition, subtraction, multiplication, and division) to get a total of 24. Parentheses can also be used along with these four basic operations.
- Choose one person to deal the cards. The dealer deals out four cards and places them in the middle.
- The children try to arrange the cards in any order and may use any, some, or all of the four math operations to reach the total of 24.
- The first player that comes up with a total of 24 first is awarded a point. If nobody comes up with a solution no points are given for that round.
- Whoever has the most points after a predetermined number of rounds wins the game.