

Games to play with your 2nd grader and their new playing cards:

Go Fish Make 10

Materials: Cards Ace-9

Players: 2-4

How to play: get 2 cards that total ten

1. Deal 5 cards to each player. Remaining cards go in a pile in the middle.
2. Each player pair cards that make ten (2, 8), Players put cards down on the table that make 10.
3. Take turns asking each other for a card that makes 10 in their own hands. If they don't have you card they will say "Go Fish" and draw from the deck.

Game is over: no more cards
Record combinations of 10.

Memory Make 10

Materials: cards Ace-9

Players: 2-4

How to play: Like memory but match cards that pair to make 10

1. Spread out the cards face down like memory
2. Pull over 2 cards to see if they add to make ten. Ex: turn over a 2, need 8 for a match.
3. Play till all the cards are gone

Game is over: no more cards, winner is the one with the most matches.

Doubles War

Materials: cards 0-10 or regular deck with face cards out.

Players: 2

How to play: Like war but with 4 cards

1. Divide the deck evenly between two players, with their stack of cards face-down in a pile.
2. Each player flips over two cards and adds them. The player with the largest sum gets to keep all 4 cards they flipped over.
3. If a tie: each player flips over two more cards and the person with the largest sum gets to take all 8 cards.

Game is over: no more cards, Can use the cards they "collected" to continue playing another round until one player does not have any cards left.

Salute

Materials: cards 0-10 or regular deck with face cards out.

Players: 3

How to play: Like headband game

1. Players sit making a triangle with deck of cards face down in the center of the triangle. Two players are the saluters, third player is the caller.
2. The two saluters each grab a card off the deck without looking at it and place on their forehead facing the other players.
3. The caller calls out the sum of the two cards and the first saluter to figure out the number on their head gets to take the two cards.

Ex: caller says "11", 1 player has 4 other has 7. Person with 4 will see the 7 so $11-7=4$ or $7+?=11$

Game is over: Play until the deck is gone.
Saluter with most cards gets to be the caller.

Compare (war)

Materials: Cards Ace-10

Players: 2-3 players

How to play:

1. Deal the entire deck, players have their cards in a pile facedown.
2. Players count to three and both flip their top card. Player with the highest card says "me" and gets to keep both cards.

Game is over: when the deck runs out of cards.

Addition War

Materials: Deck of cards

Players: 2-4 players

How to play:

1. Deal all the cards to the players
2. Each player lays 1 card at the same time.
3. Player that can add them the fastest gets both cards. (if playing with more than 2 people they will increase difficulty and keep all the cards)

Game is over: one player has all the cards

Make Ten

Materials: Make Ten placemat and deck of cards without face cards

Players: 1-4 players

How to play:

1. Deal all the cards out to the players. The players put their cards face down on their own mat.
2. One player at a time, flip four cards over and place them on the numbered spots on the mat. The goal is make to *make ten* using any combination of the four facing up cards. If you can make ten, you take those cards and place them off to the side, replacing them with new cards from the deck. **Your turn is over.**
3. If you can't make ten, you choose one of your cards to put at the bottom of your deck, before replacing it with a new card from the top of the deck. As soon as you make a ten, your turn is over. Play moves to the right.

Game is over: when run out of cards or you can't make any more groups of ten. Player with most groups of ten wins.

Dice War

Materials: two dice or deck of cards

Players: 2 players

How to play:

1. Make a scoreboard with a t chart
2. Place the deck in a pile. Each person flips over two cards (or rolls two dice).
3. Each player adds the sum of their two cards.
4. Write the equation, pull over 8 and 3, write $8+3=11$. Person with highest sum earns a tally on the scoreboard.

Game is over: when the deck runs out of cards.