

## Number Order Practice

Equipment: 3 or 4 dice

Object: This game can be used for making and ordering numbers highest to lowest.

How to Play: Each player has 3 or 4 different dice. Roll the dice and make a 2, 3 or 4 digit number. Which number will go in the thousands, hundreds, tens and ones place? Roll again and make another 2, 3 or 4 digit number. Continue until you have ten different numbers. Put them in order from highest to lowest.

## Make the Highest Number

Equipment: playing cards

Object: add, subtract, multiply or divide to make 24.

How to Play: Select four cards randomly. Ace, King, Queen and Jack are worth ten each. Add, subtract, divide or multiply to make 24, or as close as you can to 24, e.g., I drew a 5, 6, 8 and 2. I made 24 like this:  $5 \times 6 = 30$ .  $30 - 8 = 22$ .  $22 + 2 = 24$ .

## Multiplication War

Players: 2 or more

Object: To be the player with the highest product.

How to Play: Each player has 2 dice. Players roll at the same time and multiply their numbers. The player with the highest product wins that round. The one with the most tally marks after 20 rounds wins.

## **Close Call**

Players: 2-4 players

Object: To have the most points after 5 rounds

How to Play: Remove the 10's and face cards from the deck. Shuffle and deal each player 6 cards. Players choose 4 of their cards to make two 2-digit numbers that can be added together without going over 100. Each player adds their numbers and records their total. The player with the sum closest to 100 without going over wins a point. The player with the most points after 5 rounds is the winner.

## **Fish for Ten**

Object: To make pairs that add to ten

How to Play: Deal each player 7 cards. Play the card game fish, but instead of asking for the matching number, players ask for a number that will help them make ten, e.g., "I have a 3 and I need a 7 to make 10. Do you have a 7?"

## **Speed snap**

Equipment: dice or playing cards

Object: To score the most points by being the first to add or multiply numbers together.

How to Play: Roll two dice or have a pack of playing cards face down. Draw two cards and race to add or multiply (players decide what their focus is). The winner takes the cards (if using dice, that player gets a point). The winner has the most points or cards after 10 (or more!) rounds.

Variations: use 3 dice or cards each round.