

Using Playing Cards to Support Maths at Home (take out 10s and face cards)

PreK - 1st

PreK - 1st - **Sort** - child sorts in a way that makes sense to the child

PreK - **Sort** cards by color

PreK- K - **Sort** cards by suit (shape and/or color)

PreK - K - **Count** images on cards and say how many and/or **Match** set with objects

PreK - K - **Match** quantities

PreK - 1st - **Counting collections** - count each suit, color, or quantity and say how many.

1st - **Count on** - using one playing card then ask child to count on 1 or count on 2 by using the Think Big and Count Small Strategy

Matching numbers and quantities - Go Fish

Make a Fast Five - Go Fish (take out cards greater than 4)

Make Friends of 10 - Go Fish

1st - **Give me 10** - Deal 12 cards face up. Players take turns finding and removing Friends of 10 (combinations of cards that make 10). Replace cards from the deck when pairs are made until all the cards are used.

2nd - 3rd

2nd - **Give me 10** - Deal 12 cards face up. Players take turns finding and removing Friends of 10 (combinations of cards that when added together make 10). Replace cards from the deck when pairs are made until all the cards are used.

Headbands addition facts within 20 (needs 3 players)

Race to 100 - choose 2 cards, find their sum and then continue to choose a card and add it to the sum. See who gets to 100 first.

Battle - make a quick place value mat for each player (2nd - hundreds, tens, ones and 3rd - thousands, hundreds, tens, ones). Deal out 3 cards at a time to 2nd or 4 cards at a time to 3rd and see who can make the greatest number. Play best of 5.

Nifty Fifty - deal each player 6 cards - use the six cards to try to get as close to 50 as possible (You can make two-digit numbers by combining two cards). Show your work.

Zero the Hero - deal out 6 cards per player and use the six cards to try to get as close to 0 as possible. (You can make two-digit numbers by combining two cards). Show your work.

3rd - Headbands - multiplication facts (needs 3 players)

4th - 5th

Headbands - multiplication facts (needs 3 players)

Target Number - the first card drawn is the Target Number - Deal out 4 cards to each player. Each player uses the four cards to get as close to the Target Number as possible (using any operation). The Player who gets the closest to the target number gets a point for each round.

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Zero the Hero - deal out 6 cards per player and use the six cards to try to get as close to 0 as possible. (You can make two-digit numbers by combining two cards). Show your work.

Multi-digit Subtraction Battle - Players split a deck of cards and simultaneously flip over their top 3 cards. Make two of them a 2-digit number and subtract the third. The greatest difference wins all the cards.

Make a Prime Number - **Go Fish**

I Spy Multiplication Facts - Deal out half the deck face-up and take turns finding two factors next to one another that make a certain product. For example, "I Spy two factors that multiply to make 20."

Improper Fraction War - deal two cards at a time, make an improper fraction, convert to mixed numbers and see who has the greater value. Player with the greater value takes the cards.

Fraction Compare - deal two cards, make a fraction. The player with the greater fraction wins a point.