

Addition Top-It

Materials: A set of number cards with four cards each of the numbers 0-10

Directions:

1. A player shuffles the cards and places the deck number-side down on the playing surface.
2. Each player turns over two cards and calls out their sum.
3. The player with the highest sum wins the round and takes all the cards.
4. In the case of a tie, each player turns over two more cards and calls out their sum. The player with the highest sum then takes all the cards from both plays.
5. Play ends when not enough cards are left for each player to have another turn. The player with the most cards wins.

****This can be played as Multiplication Top-It by simply multiplying the numbers****

Salute!

Materials: A deck of cards numbered 0 – 9

Directions:

This game is for three player; a leader and two players.

1. The leader shuffles all the cards and places them face down in a stack.
2. The leader says, "Salute!" Each player places his or her card face-out on his or her forehead. Players can now see the other player's card, but not their own.
3. The leader hands one card to each player so that the player cannot see his or her own card.
4. The leader says the sum of the two cards.
5. Both players determine the number on their own forehead. The first player to do so correctly wins the round and places his card and the other player's card in his stack.
6. Rotate so that a new player is the leader. Repeat.
7. The game ends when the deck is completely used or after each player has had five turns being the leader.

****This can be played as Multiplication Salute by simply multiplying the numbers to find the product****

Beat the Calculator (multiplication)

Materials: deck of math cards; calculator

Directions:

1. Player 1 has the deck of cards in front of them.
2. Player 2 has the calculator in front of them.
3. Player 1 turns over 2 cards.
4. Player 2 types the numbers into the calculator to find the product.
5. Player 1 tries to say the product before Player 2 (with the calculator) says it.
6. Play continues
7. Player 1 and Player 2 may switch roles after a few rounds.

****This game can be played with addition by simply adding the numbers****

Seven Up

Materials: 4 each of the numbers 1-10 (face cards removed)

Directions:

1. Seven cards are dealt face up in a row.
2. Combinations equaling 10 are removed, including 10 itself.
3. Each time a card is removed, it is replaced with one from the deck.
4. If no more 10's can be removed, a new row of seven is dealt on top of the other cards.
5. The game continues until no matches can be made or all the cards are used up.

Four Strikes, You're Out!**Materials:** paper and pencil**Directions:**

1. This game can be played with a partner or group, and is similar to Hangman but with numbers.
2. Player 1 thinks of a number sentence and writes it out with the appropriate number of blanks.
3. The other players take turns guessing numbers.
4. If the number is in the number sentence, it will be filled in.
5. If a number is guessed but doesn't belong, a "strike" is given.
6. To win, players must figure out all the numbers to complete the problem before getting four strikes.

101 and Out**Materials:** Sheet of paper, writing utensil, and a dice**Directions:**

1. The object of the game is to try to get as close to 101 without going over.
2. Taking turns, partners will roll a dice six times.
3. Students can either take the number they roll as a one or multiply it by 10.
4. Once a number is written, it can't be changed.
5. After both players have rolled 6 times, they both add their rolls.
6. The player closest to 100 WITHOUT going over is the winner.

	10s	1s
1		
2		
3		
4		
5		
6		
TOTAL		