

KS1 Card Games Handout

Go fish/ Go fish to make pairs to make 10.



The player whose turn it is to play asks another player for their cards of a particular face value. For example, Alice may ask, "Bob, do you have any threes?" Bob must hand over the card requested if he has one. If he doesn't, Bob tells Alice to "go fish" (or just simply "fish"), and Alice draws a card from the pool and places it in her own hand.

Match to make 11 (or any number!)



Lay out three rows of three cards each, face up. Then check to see if you can find any two cards that add up to 11. If so, remove those cards and set them aside. Replace them with new cards from the deck. Continue until you run out of cards or can't make any more matches.

Flip and add one or subtract one



Turn over the card from the top of the pile. Add or subtract one from the number card.

Card turnover and multiply (or add)



Have 2 piles of cards. Turn both cards over and multiply or add them together.

Play a game of 'I Spy'



Lay out cards on the table, then take turns giving clues. "I spy two cards that add up to 12." Differentiate for younger kids with options like, "I spy a card that's less than 4," or for older ones: "I spy two cards that are factors of 12."

Take a gamble with triple-digit dare



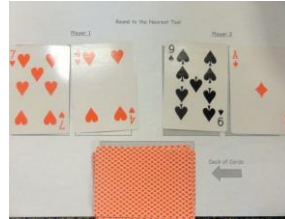
Each player gets three cards and privately determines the highest three-digit number they can make (you can use decimals or not, depending on age). Then, each player has a turn to stick with the cards they have, swap with one from the deck, or steal one of the other player's. All players then lay down their best number to see who wins. See more at the link below.

KS2 Card Games Handout:

Race to 100

Flip a card and add its value to your running total. First person to reach 100 without going over wins! (Remove face cards for younger players; use these values for older kids: Jack = 11, Queen = 12, King = 13, Ace = 0.)

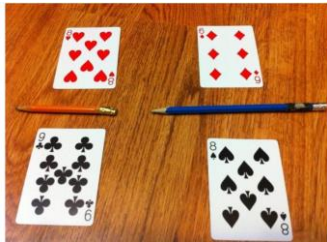
Deal and round to tens to win



Each player deals two cards and lays them on the board. Then, round to the nearest 10 to find the winner of that hand.

Declare a fraction war!

Deal two cards—a numerator and denominator—then determine whose fraction is the largest. The winner keeps all four cards, and play continues until the cards are gone.



Close Call

Each player deals themselves four cards, then determines how to arrange them so they make two two-digit numbers that add up as close as possible to 100 without going over. For a subtraction version, work to get as close to zero as possible



Adding/ subtracting negative numbers

Let card colour indicate negative or positive - In this game, red cards are negative integers, while black cards are positive. Students attempt to play pairs of cards that total 6 or -6. You can change the goal number as needed.

Flip to make a prime number



Lay the cards out. Turn them over to make a prime number.