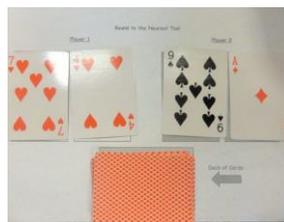


KS2 Card Games Handout

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.)

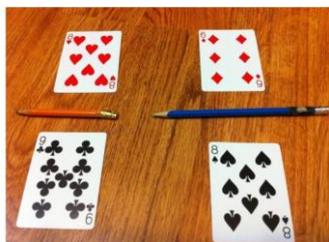
Deal and round to tens to win



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.