

Place Value War

Knowledge you will practice:

Identify, expand and compare 2-digit numbers

Place Value to 99

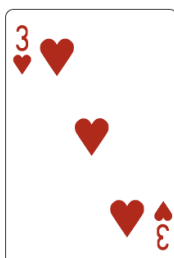
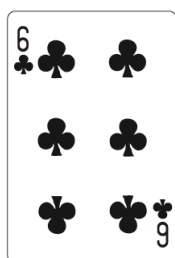
What you will need:

2 players

Playing cards Ace to 9 (Ace = 1)

How to play:

- Divide the cards evenly between each player.
- Each player turns over 2 cards to create a 2-digit number.
- The first card turned over represents the number in the tens place and the second card turned over the number in the ones place.
- Both players say the number they have created and its expanded form e.g. "Six tens and three ones equals sixty-three."
- The player with the largest number collects all cards.
- If both players create the same number 'War' is declared and each player draws another card and adds it to their 2-digit number. The player with the largest number collects all six cards.
- Play continues until one player has collected all the cards in the deck and is declared the winner.



"Six tens and three ones
equals sixty-three."

Variation

Players turn over three cards and make numbers in the hundreds.

Addition War

Knowledge you will practice:

Addition facts to 10

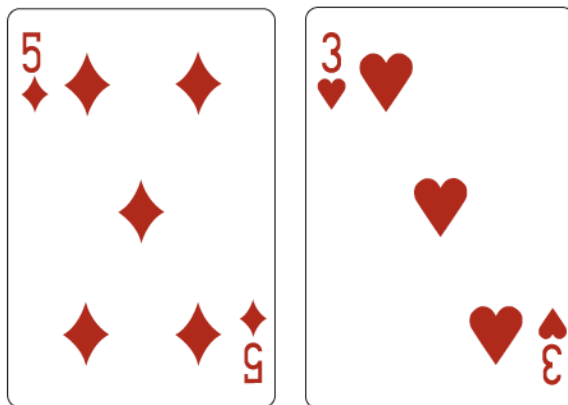
What you will need:

2 players

Playing cards Ace to 5 (Ace = 1)

How to play:

- Divide the cards evenly between each player.
- Each player turns over 2 cards and adds the numbers shown together.
- Both players say the number they have created and the equation e.g. "Five plus three equals eight."
- The player with the largest number collects all the cards.
- If both players create the same number 'War' is declared and each player draws another card and adds it to their original total. The player with the largest number collects all six cards.
- Play continues until one player has collected all the cards in the deck and is declared the winner.



"Five plus three
equals eight."

Variation

Use playing cards Ace to 10 (Ace = 1) and practise addition facts to 20

Salute

Knowledge you will practice:

Quick recall of addition and subtraction facts to 20 or multiplication and division facts to 100

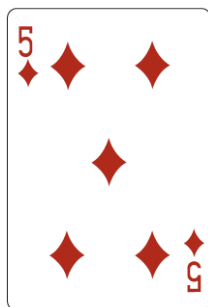
What you will need:

3 players - 1 player is the dealer

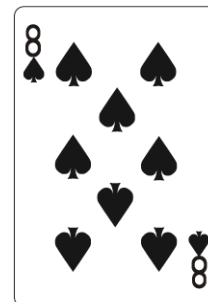
Playing cards Ace to 10 (Ace = 1)

How to play:

- Place the cards in a pile, face down.
- The dealer gives a card to each player, face down.
- Players do not look at the card but hold it, facing out, on their foreheads when the dealer calls "salute"
- The dealer adds (or multiplies) the numbers on the two cards they can see and calls the answer.
- Each of the other two players have to work out, from the answer and the card they can see on the other players forehead, the value of the card on their forehead.
- The player who says the value of their own card first collects both cards.
- The game is repeated with players swapping their roles.
- The winner is the player with most cards when all cards in the pile have been used.



Dealer says, "13."
I can see '5' so my card
must be '8' as
 $5 + 8 = 13$ or $13 - 5 = 8$.



Variation

Use only cards Ace to 5 if you are practising addition facts to 10

Memory Bonds

Knowledge you will practice:

Number bonds that make 10

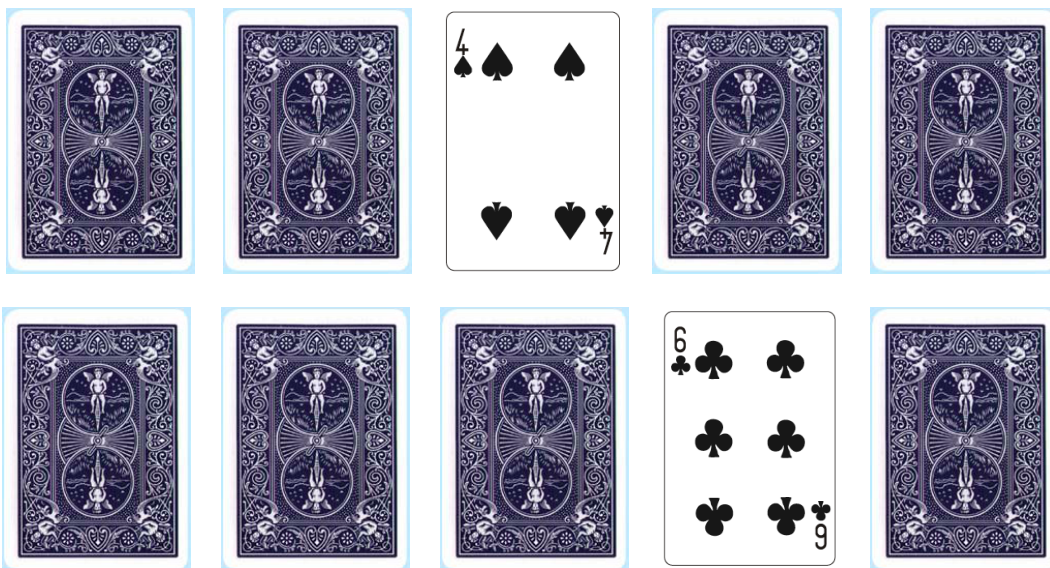
What you will need:

2-4 players

Playing cards Ace to 9 (Ace = 1)

How to play:

- Place all the cards face down in an array.
- The first player turns over two cards and adds their values together. If ten can be made the player says the equation e.g. "4 + 6 = 10" and keeps them. If not the player says the equation e.g. 2 + 5 = 7 and replaces the two cards, face down, in the same position in the array.
- The next player turns two cards (remembering what has been already uncovered).
- Play continues until all bonds to ten have been found.
- The player with the most cards at the end of the game is the winner.



Make Tens

Knowledge you will practice:

Number bonds that make 10

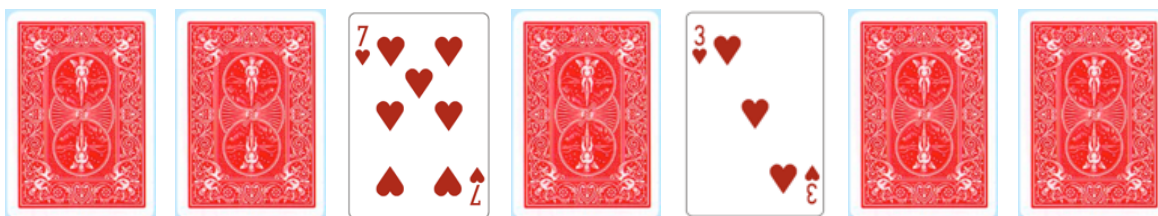
What you will need:

2-4 players

Playing cards Ace to 9 (Ace = 1)

How to play:

- Deal 7 cards face down in a row.
- The first player turns over two cards and adds their values together. If ten can be made the player says the equation e.g. " $7 + 3 = 10$ " and keeps them. The player replaces the two cards with two others from the pack.
- If ten can not be made the player says the equation e.g. $2 + 5 = 7$ and replaces the two cards, face down, in the same position in the row.
- Play continues with players taking turns to turn over two cards.
- If no more combinations can be made in the row two more cards are added to the row.
- The player with the most cards at the end of the game is the winner.



Player turns over the two cards and says " $7 + 3 = 10$ " collects the cards and replaces them with two cards from the pack.