

The object of the game is to keep the sum of the discarded cards 99 or below.

1. Shuffle the cards and deal four cards to each player. Place the remaining cards number-side down.
2. The first player plays one card and says the number of their card. He/she picks up a new card.
3. The next player adds their card to the previous total and picks up a new card.
4. The play continues in this way: Add your discarded card to the pile and announce the new sum; draw a new card and a new person plays.

Keep in mind that the following cards have powers.

4 ~ Reverse (play direction is reversed)

10 ~ add or subtract 10

9 ~ 9 or 99

K ~ hold

If you are unable to play a card you are out. Game ends when someone strikes out 3 times.

☆ Materials: deck of cards

High-Number Toss

Object of the game is to make the largest number possible.

1. Each player draws four blank lines on a sheet of paper to record the numbers that come up on the rolls of the die.
2. Player 1 rolls the die and writes the number on one of his/her four blanks. It does not have to be the first blank – it can be any of them. *Keep in mind that the larger number wins!*
3. Player 2 then rolls the die and writes the number on one of his/her blanks.
4. Players take turns rolling the die and writing the numbers three more times each.
5. Each player reads his/her number. The player with the largest number wins the round. The first player to win four rounds wins the game.

☆ Materials: 1 six-sided die

Name That Number

Object of the game is to collect the most cards.

1. Shuffle the cards and deal five cards to each player. Place the remaining cards number-side down. Turn over the top card and place it beside the deck. This is the **target number**.
2. Players try to match the target number by adding, subtracting, multiplying, or dividing the numbers on as many of their cards as possible. A card may only be used once.
3. Players write their solutions on a sheet of paper. When players have written their best solutions:
 - a. They set aside the cards they used to name the target number.
 - b. Replace them by drawing new cards from the top of the deck
 - c. Put the old target number on the bottom of the deck.
 - d. Turn over a new target number, and play another hand.
4. Play continues until there are not enough cards left to replace all of the players' cards. The player who sets aside more cards wins the game.

Example: Target number = 16

A player's Cards: 7, 5, 8, 2, 10

Some possible solutions:

$$10+8-2=16 \text{ (three cards used)}$$

$$7 \times 2 + 10 - 8 = 16 \text{ (four cards used)}$$

$$8 / 2 + 10 + 7 - 5 = 16 \text{ (five cards used)}$$

Materials: 1 complete deck of number cards

Number Top-It

Object of the game is to make the largest 4 digit number.

1. shuffle the cards. Place the deck number-side down.
2. The Place-Value Mat has rows of boxes. Each player uses one row of boxes on the game mat.
3. In each round, players take turns turning over the top card from the deck and placing it on any one of their empty boxes. Each player takes four turns, and places four cards on his or her row of the game mat.
4. At the end of each round, players read their numbers aloud and compare them to the other players' numbers. The player with the largest number for the round scores 1 point. The player with the next-larger number scores 2 points, and so on.
5. Players play five rounds for a game. Shuffle the deck between each round. The player with the smallest total number of points at the end of five rounds wins the game.

Subtraction Target Practice

Object of the game is to get as close to 0 as possible, without going below 0.

1. Shuffle the cards and place the deck facedown. Each player starts at 250.
2. Players take turns doing the following.
 - a. Turn over the top two cards and make a 2-digit number. (You can place the cards in either order.) Subtract this number from 250 on scratch paper. Check the answer on a calculator.
 - b. Turn over the next two cards and make another two-digit number. Subtract this number from the result obtained in the previous subtraction. Check the answer on a calculator.
 - c. Do this three more times: take two cards; make a 2-digit number, subtract it from the last result; check the answer on a calculator.
3. The player whose final result is closest to 0, without going below 0, is the winner. If the final results for all players are below 0, no one wins.

Example:

Turn 1: Draw 4 and 5. Subtract 45 or 54. $250-45=205$

Turn 2: Draw 0 and 6. Subtract 6 or 60. $205-60=145$

Turn 3: Draw 4 and 1. Subtract 41 or 14. $145-41=104$