

# Playing Card Game 1

## Pairs

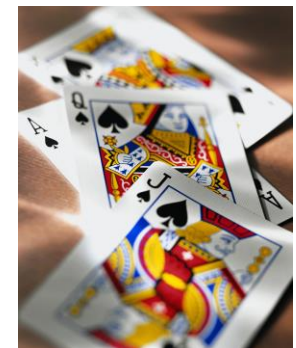
Shuffle the pack of playing cards. Spread them out in a space - **face up**. How quickly can you find pairs that are the same number - or picture cards that are the same person? Do this each day and ask someone to time your. See if you can get quicker!



## Playing Card Game 2

### Pairs version 2

Play a traditional game of pairs using playing cards. Start by using only some of the pack (e.g. ones, two's, three's, queens). Shuffle the cards you are playing with to mix them up. Then spread them out **face down** in a space. Turn over two at a time to try and find two cards that are the same number or person. If you find two that match, keep them. If not, you must turn them both over. Take turns with your partner. The winner is the person with the most cards at the end of the game.  
Hint: You need to watch each person turn and remember where the cards are!



## Playing Cards Game 3 Snap!

Shuffle the cards and share them equally with your partner. Take turns to turn over the top card and place it on a pile. When you see two cards together showing the same number, call out "snap!" The person to say "snap" first takes all the cards on the pile. Keep playing until all of the cards are gone to the same person. This person will be the winner!



## Playing Card Game 4 Tens

Take out all the picture cards. Shuffle the rest of the pack to mix them up. Then spread them out, face up. How quickly can you order them into sets of ten? (The sets of ten can be all of the same suit, or mixed - you decide on the rules!)

Use your timer - can you get quicker each time you play? Or can you beat your partner?

Then try it from 10 to 1 backwards!



## Playing Card Game 5 Totals

Take out the picture cards. Shuffle the cards that are left. Deal out 2, 3 or 4 cards to each player. (You set the rules about how many cards each player will have. Go above 4 if you wish.) Each player turns over their cards and finds the total of their set of cards. The player with the highest total wins and scores a point. Agree how many rounds you will play. The winner is the person with the most points.

(Remember to use your number line - or some jottings - to help you with the adding. Use your knowledge of number pairs to help you add! )

Play the same game, but score 5 points for an odd total and 4 points for an even total.



## Playing Card Game 6 Times Tables

Take out the picture cards. Shuffle the rest of the pack. Deal or choose two cards. Use your multiplication square to find out the product of the two numbers (the answer then they are multiplied). If you know some of your table facts, you can give an answer without using the multiplication square. Your partner can then check your answer and award you a point if you are correct! What's your total score at the end? Keep a note of your scores. Can you beat your score when you play again?



## Playing Card Game 7

### Pairs to ten

Use the playing cards to make up a set of pairs to ten (6 and 4, 5 and 5, 3 and 7 etc.) The set can contain as many pairs to ten as you like.

Then shuffle them. Spread them out, face up. How quickly can you find the pairs that total ten? Ask your partner to time you. Make a note of your time and see if you can get faster each time you play.

(Then try playing it with the cards face down, Turning over two at a time - like "Pairs version 2)

