

## Math Games Part 2

### Slap Jack

Materials – 2 decks of power of ten cards (made using template posted on website).

Number of Players – This game can be played with two players.

Object and Scoring – The object of the game is to obtain as many cards as possible.

Method of Play –

1. Each player has one deck of 20 cards, which they shuffle.
2. Both player #1 and player #2 flip over a card.
3. Both players are looking for a ten card or two cards that add together to make ten. When this occurs, the players slap their hands on the table and say "Ten".
4. The player who slaps first (his or her hand will be on the bottom if both players slap together) gets all the cards turned up in both players' piles.
5. Once all the cards in the two decks have been played, reshuffle and start again.
6. Play continues until one player has won all the cards or a time limit (5 minutes) has been reached.
7. Note – It helps to keep the winnings in separate red and blue piles. This speeds up collecting and putting the cards away at the end of the game.

### Salute

Materials – 2 decks of power of ten cards

Players – 2

Object and Scoring – The object of the game is to practice subtraction facts.

Method of Play –

1. Each player has a deck of 20 cards, which they shuffle .

2. Without looking at the card, player #1 holds up a card showing the face of the card to player #2.
3. Player #2 tells player #1 how many white squares there are on the card being held up.
4. Then, still not looking at the card player #1 says how many squares are colored. If correct, player #1 keeps the card, otherwise he hands the card to player #2.
5. Play continues until one player has won all the cards or a time limit (5 minutes) has been reached.

## Face Off

Materials – 2 decks of power of 10 playing cards

Number of Players – 2

Object of the Game and Scoring – The object of the game is to obtain as many cards as possible.

Method of Play –

1. Each player has a deck of twenty cards, which he shuffles. Decks are placed face down.
2. Player #1 and player #2 simultaneously flip over cards and state the values of each. The player with the card showing the greatest number of colored squares (or the largest numbers) wins.
3. Play continues until all cards have been exhausted.
4. In the event of a tie occurring (two cards of equal value are upturned), each player draws another card and places it directly on top of the previous card played. (The cards are not added and only the top card is examined.)
5. It is essential that children learn to say the numbers shown on the cards out loud. The brain “hears” the number and “sees” the card, thus making a connection and laying down a memory track.
6. The winner is the person who holds the most cards.

7. This game may either be played continuously until one player wins all available cards, or until a designated playing time has elapsed.