

CARD GAMES FOR THE MENTORING HOUR



Math War

- **For younger students practicing the concept of “greater than and less than” (Pre-K-1)**

Remove the sixteen face cards from a deck of cards. Use the remaining number cards to play “War.” Put the pile face down between two players. Take turns turning over a card. The card with the higher value wins both cards. If you both turn over a card with the same value, go again. The winner then takes all four cards. Game is over when all the cards in the deck are gone. The winner is the one with the most cards in their pile. You may have to help your child count their cards at the end of the game.

- **For students practicing addition facts (1st-3rd)**

This game is for two players and a deck of cards. Remove the jokers and face cards. Shuffle the deck and deal the cards face down. Each player flips over a card from his or her pile. The first player to add the number value of both cards and call out the correct answer gets to collect the flipped over cards. If a player calls out the wrong answer the other player gets the cards. Players continue until all the cards have been flipped over. The winner is the player with the most cards at the end.

- **For older students who are practicing addition and multiplication facts (2nd-6th)**

Instead of putting down one card each and having the cards go to whoever puts down the highest one, have each player put down two cards, and let the one with the highest sum win. Adapt this to whatever math skill your child is working on – addition or multiplication.

- **For students who are practicing fractions (3rd-5th)**

Get a standard deck of cards and take out all the tens and face cards. Each card is worth face value and aces are worth one. Divide the deck equally between the two players. Each player flips over the top two cards placing the smaller number over the larger one to create a fraction. The bigger fraction takes all four cards. For example if Sue flipped out a 2 and a 3, she would have the fraction $\frac{2}{3}$. And if Bob flipped over a 4 and a 5 he would have $\frac{4}{5}$. Because $\frac{4}{5}$ is greater than $\frac{2}{3}$, Bob would win all four cards. In the event of a tie. Each player puts out a new fraction and the winner would take all eight cards. When one or both players run out of cards they will both shuffle in the cards they won and then continue play. Play continues until one player has all of the cards.