

Card Game Directory

These 10 card games are organized from basic to more advanced early math skills.

Game 1 is the simplest and Game 10 is the most difficult. To choose the game that's right for children to play first, identify the child's level of math skill. Using a deck of regular playing cards, take out cards numbered 2-9 and use the cards to ask children the question in the Level 1 box below. If the child answers the question easily, go to the next level math question. As you continue to ask questions, moving from one level to the next, anytime children seem unsure about the answer, play the game associated with that level.

Level 1

Compare Numbers

Play on this level if the child is learning to answer questions like:

“What number is larger: 4 or 7?”



Game 1

Count Jack is Highest

Level 2

Put Numbers in Order

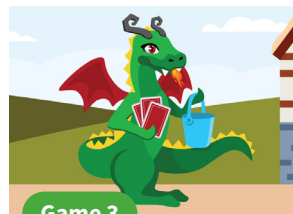
Play on this level if the child is learning to answer questions like:

“Can you put these numbers (5, 7, 4, 6, 3) in order from smallest to largest?”



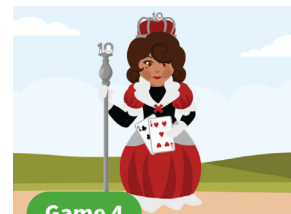
Game 2

Line Them Up



Game 3

Sneeze Orders the Cards



Game 4

Number Neighbors

Level 3

Add Numbers

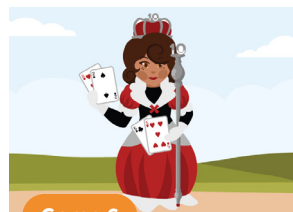
Play on this level if the child is learning to answer questions like:

“How much is 3+6?”



Game 5

Easy Counting



Game 6

Queen of 10s



Game 7

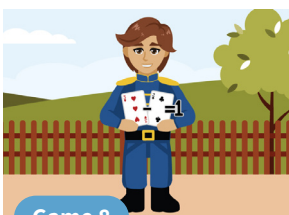
The King Pops Up

Level 4

Advanced Adding & Subtracting

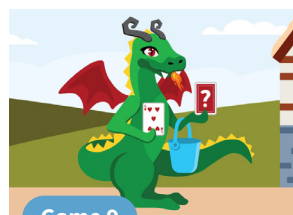
Play on this level if the child is learning to answer questions like:

“What do you need to add to 8 to get to 10?”



Game 8

Jack Subtracts



Game 9

What's the Secret Number?



Game 10

Hidden 10s

Count Jack is Highest



GOAL OF THE GAME

Compare numbers to see which one is larger and which one is smaller.

SETUP

- From a deck of regular playing cards, remove all face cards except the Jacks. Aces count as 1.
- Be sure to shuffle the cards.
- Pass out all the cards in the deck so each player has an equal number.



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PLAY

How a Turn Begins:

- Players say “1, 2, 3, Jacks!” and then turn over one card from their deck.
- Each player aims to have the highest numbered card or a Jack.

Player 1's
saved pile



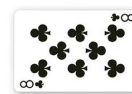
Player 2's
saved pile



Player 1's
deck



**PLAYER 1
WINS!**



Player 2's
deck

Player 1 wins the round and puts the Jack and 8 in the saved pile.

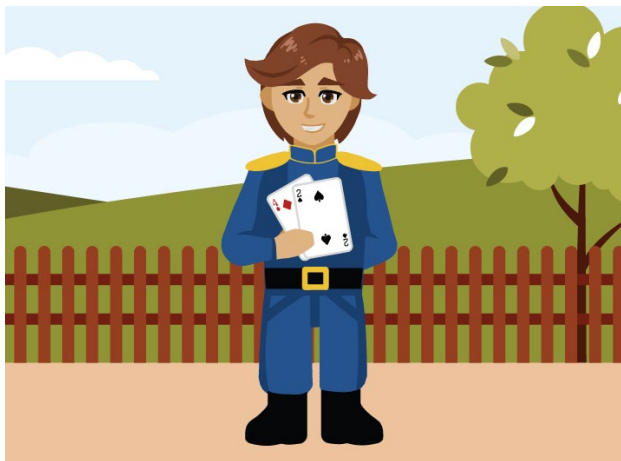
How a Turn Ends:

- The player with the highest card wins all the cards that were played on that round and puts them in their own saved pile.
- If a player gets a Jack, that player wins no matter what number other players have.
- If two players tie for the highest card, they play another round.
- The person who wins that round gets all the cards.

How the Game Ends:

- Play until the players have no cards left.
- The winner is the one with the most cards in their own saved pile.

Count Jack is Highest



Read this mini story together to make playing even more fun!

Count Jack loves to compare which numbers are higher and which are lower. But sometimes he loves to just sneak in and win when he can. You will see how he does this when you play this card game with him.

LEARNING TIPS

- Your child may not be sure which number is higher. Suggest they count from 1 to 10. Point out which number comes later when counting. When counting from 1 to 10, this shows that the later number is also the higher number.
- To figure out which card is higher, you can also suggest looking at which card has more shapes (such as diamonds) on it.

ADJUST THE CHALLENGE

Make it Easier:

- Remove the Jacks from the deck and use just the number cards.
- Remove some of the cards with higher numbers from the deck. You can play the game using only cards with the numbers 1 through 5 or 1 through 7. When your child knows the lower numbers well, you can begin to put one or more of the higher numbers back in the deck for the games.

Mix Things Up:

- Designate as the winner the player with the lowest total on the cards (instead of the highest total).

Make it Harder:

- Each player puts out two cards, and the player with the highest number out of the four wins all four cards.

What to Play Next

If your child is still practicing the skills in this game, then continue having fun playing this game! Try the tips to support learning and ways to adjust the challenge. When your child is ready for a new game, play

Line Them Up (Game 2).



Line Them Up



GOAL OF THE GAME

Build a number line to put cards 1 to 10 in correct order.

SETUP

- From a deck of regular playing cards, remove all the face cards. Aces count as 1.
- Be sure to shuffle the cards.
- Pass out all the cards in the deck so each player has an equal number.
- The players should sit side by side.
- Imagine a number line going from left to right and from 1 to 10.



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PLAY

How a Turn Begins:

- Players take turns. On each turn, they take a card from the top of their own deck and put it where it would belong on a line of numbers that goes from 1 to 10. The cards go in order, with the lowest number (1) on the left and the highest number (10) on the right.



Player 1's
deck

Player 2's
deck



After taking 3 turns, the 2 players
have partly filled in the number line.

How a Turn Ends:

- Taking turns, each player places their card in the correct spot on the same number line. If they draw a card that is already in the line-up, they place it on top of the card that's already in the correct spot.

How the Game Ends:

- The game is over when the number line from 1 to 10 is completed, with at least one card for each number. The person who puts down the final card to finish the number line wins.

Line Them Up



Read this mini story together to make playing even more fun!

The King likes to line up the numbers from the lowest to the highest.

Do you want to see if you can do it as well?

LEARNING TIPS

- When your child is stuck, suggest counting from 1 to 10. This will help them remember the order of the numbers.
- To figure out which card is higher, you can also suggest looking at which card has more shapes (such as diamonds).
- Ask your child what numbers they are looking for. This helps them find the gaps in the order.
- You can also ask, “Are there any numbers missing?” or suggest “We already have that card in the number line. What are we missing?”
- Model for your child how you figured out where to place the number in the correct order.

ADJUST THE CHALLENGE

Make it Easier:

- Make a short number line using only numbers 1 to 5, removing cards with higher numbers from the deck.

What to Play Next

If your child is still practicing the skills in this game, then continue having fun playing this game! Try the tips to support learning and ways to adjust the challenge. When your child is ready for a new game, play

Sneeze Orders the Cards (Game 3).



Sneeze Orders the Cards



GOAL OF THE GAME

Each player builds their own number line of cards correctly ordered from 1 to 10.

SETUP

- From a deck of regular playing cards, remove all the face cards. Aces count as 1.
- Be sure to shuffle the cards.
- Each player gets 10 cards.
- Players put the cards face down in two rows with five cards in each row.
- The rest of the deck is put in a pile in the center.
- Turn over one card and put it in a discard pile next to the center pile.

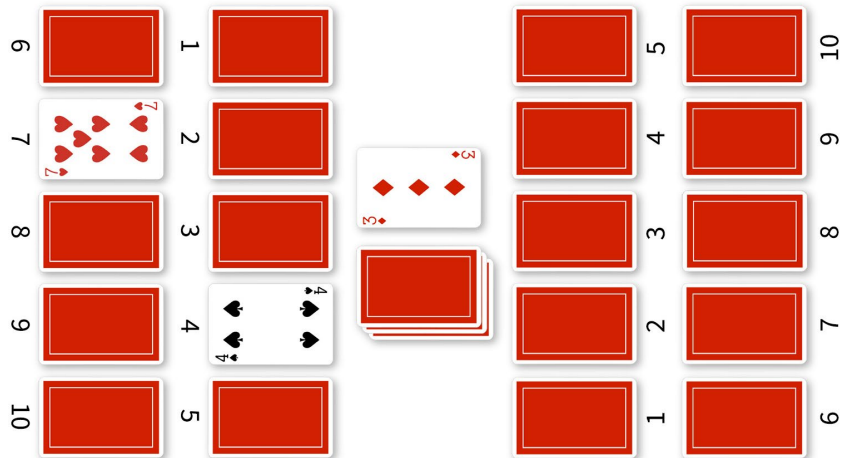


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PLAY

How a Turn Begins:

- Players can pick a card from either the center pile OR the discard pile. The player puts this card, number side up, in the correct spot on their line of 10 cards. Place the cards as if they were ordered from 1 (Ace) to 10. For example, if the player picks up a 6, they put that card in the spot for 6. Next, the face-down card already in the spot for 6 is flipped over. The player then moves that card to the spot where it belongs.



The 7 and the 4 cards are placed in the correct location in order from 1 to 5 and 6 to 10.

How a Turn Ends:

- A turn ends when a player flips over a card that is already in the correct spot. They should discard that card. For example, if a player turns over a 2 and there's already a 2 in the space for 2, they would put the 2 in the discard pile and their turn would end.

How the Game Ends:

- The first person to make a number line from 1 to 10 wins.

Sneeze Orders the Cards



Read this mini story together to make playing even more fun!

Sneeze is a friendly dragon who loves to play cards. But sometimes when she sneezes, a little flame pops out of her mouth. So to be safe, she always carries a little bucket of water with her when she is playing cards with her friends. She has lots of fun ordering the cards from 1 to 10. You can do it, too, by joining her in this card game. Sneeze and her family say: “Achoo, achoo. My sneeze is through. I’m ready for a card game. How about you?”

LEARNING TIPS

- When your child is stuck, suggest counting from 1 to 10. This will help them remember the order of the numbers. It will also help them practice and learn the order of the numbers.
- If your child puts the numbered card in the wrong spot, suggest that they point to each card as you say the numbers together in counting order, and move the card into the correct spot.
- Ask what numbers your child is looking for. This helps them find the gaps in the order.

ADJUST THE CHALLENGE

Make it Easier:

- Remove the cards from 6 to 10 from the deck, changing it to a 1-5 ordering game.
- You can also go to the easier ordering game called Line Them Up.

What to Play Next

If your child is still practicing the skills in this game, then continue having fun playing this game! Try the tips to support learning and ways to adjust the challenge. When your child is ready for a new game, play **Number Neighbors (Game 4)**.



Number Neighbors



GOAL OF THE GAME

Identify numbers that are one more or one less than the number on the card in the center pile.

SETUP

- From a deck of regular playing cards, remove all the face cards. Aces count as 1.
- Shuffle the cards. Pass out four cards to each player.
- Players put their cards in a row in front of them with the numbers showing.
- The rest of the deck is put in a pile in the center.
- Players turn over the top card from the center pile and put it, number side up, in the comparison pile, which is next to the center pile.



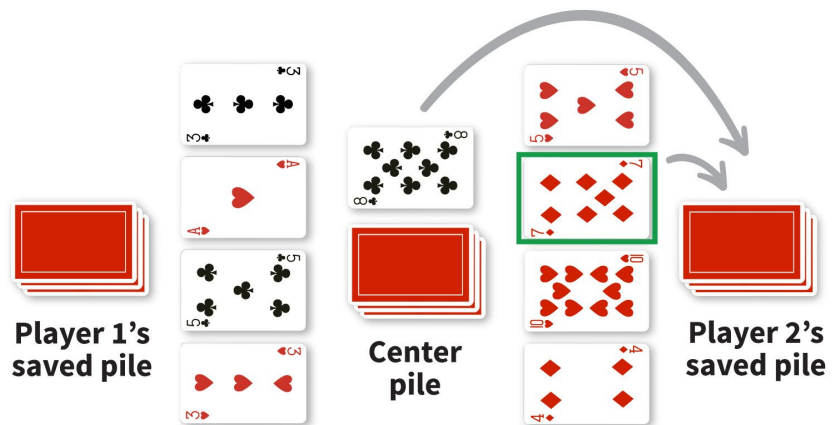
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PLAY

How a Turn Begins:

- A player looks for a card in their row that is either one higher or one lower than the comparison card.
- If they find one, they say “1 MORE” or “1 LESS,” take their card and the comparison card, and put both cards in their own saved pile.
- If they cannot find a card that is one more or one less than the comparison card, they say “PASS” and their turn is over.

“7 is one less than 8!”



The comparison card and the row card both go in the saved cards pile and a card from the center pile replaces the 7.

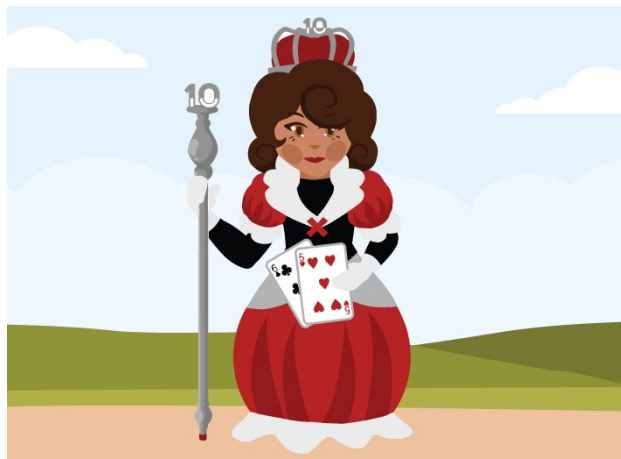
How a Turn Ends:

- A turn ends when the player either fills in the empty space in their row with a card from the center pile or says “PASS.”
- The next turn starts by the next player turning over another card from the center pile and putting it number side up in the comparison pile.
- They then look for a card in their row that is one more or one less than the comparison card at the top of the pile.

How the Game Ends:

- The game continues until the center pile is out of cards or no more plays can be made. The player with more saved cards wins.

Number Neighbors



Read this mini story together to make playing even more fun!

The Queen is always curious to find out which numbers are neighbors. Number neighbors are numbers that are only one more or one less than the number she has chosen. Can you help her find lots and lots of number neighbors?

LEARNING TIPS

- When your child is stuck, suggest counting from 1 to 10. This may help them identify the numbers just before and after as “one more” and “one less.”
- Suggest using pennies or other objects to show how to find one more or one less.

ADJUST THE CHALLENGE

Make it Easier:

- Remove the cards from 6 to 10 from the deck, changing it to a 1-5 card game.

Make it Harder:

- On each turn, players can put more than one neighbor card in their saved pile. So, if there are two or three different cards that are one more or one less than the comparison card, they would also go in the saved pile.
- Each player can have more than four cards in their row.
- Players can look for cards that are two or three numbers more or less than the comparison card.

What to Play Next

If your child is still practicing the skills in this game, then continue having fun playing this game! Try the tips to support learning and ways to adjust the challenge. When your child is ready for a new game, play

Easy Counting (Game 5).



Easy Counting



GOAL OF THE GAME

Practice adding two numbers together by counting on from the higher card.

SETUP

- From a deck of regular playing cards, remove all the face cards. Aces count as 1.
- Be sure to shuffle the cards.
- Pass out all the cards in the deck so each player has an equal number of cards.

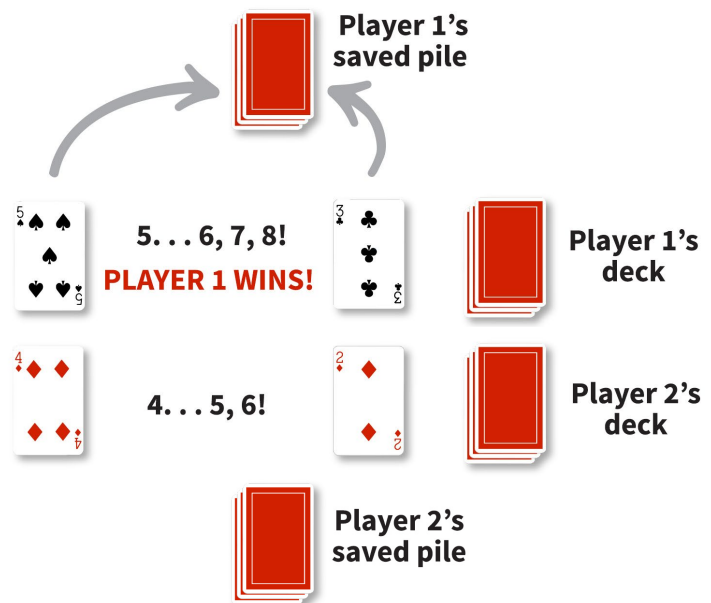


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PLAY

How a Turn Begins:

- Players take two cards from their deck and put them in a row number side up. First, they move the higher number card to the side without counting it, saving all their fingers for counting the lower number card. They say the higher number out loud and *count on* from there. For example, with 5 + 3, they would say “5,” then add the 3 more (“6, 7, 8”) by counting on their fingers to keep track. Players can say “I start with 5 so three more fingers are: 6, 7, 8. So, the total of 5 + 3 is 8.” If players get doubles (two of the same card), they can *count on* from either card.



Player 1 wins this round of the game.

How a Turn Ends:

- The player with the highest total sum wins both hands and puts all four cards (two from each player) in a personal saved pile to count at the end of the game. If there is a tie, they should play another round (with each player receiving two more cards); the person who wins that round gets all eight cards.

How the Game Ends:

- Play until the players have no cards left. The winner is the one with the most cards in their own saved pile at the end.

Easy Counting



Read this mini story together to make playing even more fun!

The King likes to be quick, so he finds a fast way to add up the numbers on the cards. First, he finds the card with the highest number and moves it aside without counting on his fingers. Then he can use all of his fingers to count the second number. In this way, he saves a lot of time counting.

LEARNING TIPS

- Show your child how to *count on*: Say the first number and move that card aside. Then start counting from that number to add the numbers on the second card. (for example, to add $3 + 2$ say: “3, 4, 5”). Encouraging children to use this approach helps them be more accurate when counting.
- Your child may be able to move from counting on their fingers to counting out loud without using their fingers.
- Eventually, with lots of practice, your child will be able to remember the answers to simple addition problems without having to count.

ADJUST THE CHALLENGE

Make it Easier:

- Remove some of the higher numbers (6, 7, 8, 9, 10) from the deck.

Mix Things Up:

- Designate as the winner the player with the lowest total on the cards (instead of the highest) in each hand.

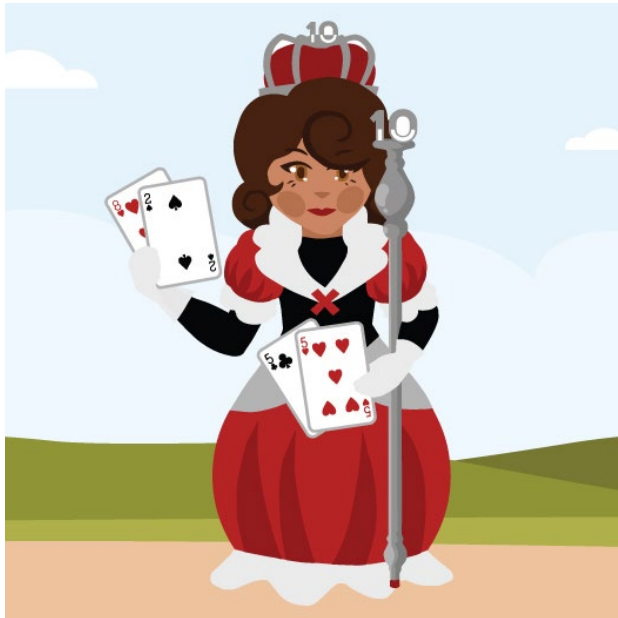
What to Play Next

If your child is still practicing the skills in this game, then continue having fun playing this game! Try the tips to support learning and ways to adjust the challenge. When your child is ready for a new game, play

Queen of 10s (Game 6).



Queen of 10s



GOAL OF THE GAME

Practice adding two numbers together by counting on from the higher card.

SETUP

- From a deck of regular playing cards, remove all the face cards except the Queens. Aces count as 1.
- Be sure to shuffle the cards.
- Give four cards to each player.
- The four cards are put in a row with numbers showing.
- The rest of the cards are put in a pile face down in the center.

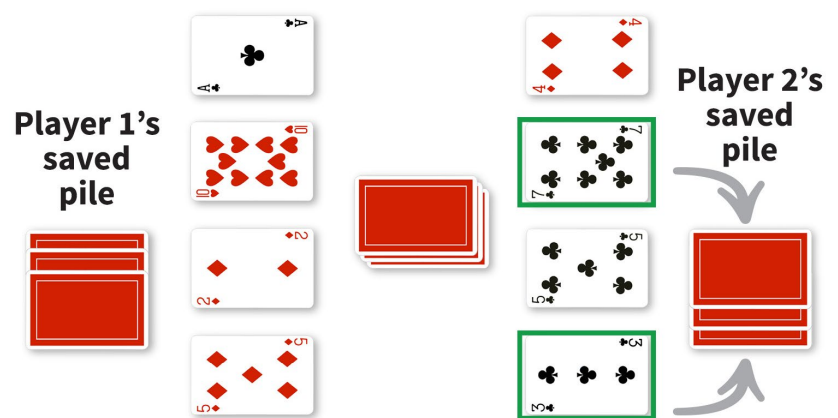


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PLAY

How a Turn Begins:

- A player finds two cards in their row that add up to 10, or they can choose a 10 card. The Queen card is special because it can be used as any number from 1 to 10. So the Queen can be combined with any other card from 1 to 9, or she can be used on her own as a 10. But you have to say out loud what number the Queen is pretending to be.



Player 2 adds 7 and 3 to make 10 and puts them in their saved cards pile. They will replace those cards with 2 from the center pile. Their turn ends.

How a Turn Ends:

- After choosing the cards that add up to 10, the players put them in their own pile of saved cards. When the player doesn't have any way of making 10, they discard one card from their row of four and put it at the bottom of the center pile of cards. At the end of each turn, the player fills in any empty spaces in their row of four cards by taking cards from the top of the center pile.

How the Game Ends:

- The game ends when the center pile of cards is gone or when there are no more ways for any of the players to make 10. At the end of the game, each player counts their own pile of saved cards. The player with the most saved cards wins.

Queen of 10s



Read this mini story together to make playing even more fun!

The Queen loves 10. She is always thinking of different ways to make 10 from smaller numbers. When she can't think of a way, she sometimes pretends to be a certain number just so she can make 10. You'll see how when you play this game.

LEARNING TIPS

- Show your child how to look for numbers that add up to 10. For example, select a number card in your child's row and say, "You have a 6 here. How many more do you need to add up to 10?"
- Show your child a way to count more efficiently by counting up from the card with the highest number rather than counting all the numbers on both cards. For example, if your child has one card that's a 6 and one that's a 4, teach them to say "6." Then have them put the 6 card to the side. Next, they count up from 6 using their fingers, saying, "I start with 6, so four more fingers are: 7, 8, 9, 10. So the total of 6 + 4 is 10."
- Try reminding your child of a related math fact that you think they know. For example, on the last turn, your child might have selected 5 + 5 to make 10. Then you could say, "You know that 5 + 5 = 10. So what number needs to be added to 6 to make 10?"

ADJUST THE CHALLENGE

Make it Easier:

- Take all the Queens out of the deck.

Make it Harder:

- Have players add more cards in their row.
- Have players look for many different ways of making 10 on each turn from the cards in their hand.
- Suggest using more than two number cards on each turn to make 10.
- Look for cards that add up to totals other than 10, such as different ways of making 7 or 12.
- Try subtracting from the larger number. For example, look for numbers that differ by 3 (4 - 1, 5 - 2, 6 - 3, etc.).

What to Play Next

If your child is still practicing the skills in this game, then continue having fun playing this game! Try the tips to support learning and ways to adjust the challenge. When your child is ready for a new game, play

The King Pops Up (Game 7).



The King Pops Up



GOAL OF THE GAME

Find pairs of numbers that add to 10.

SETUP

- From a deck of regular playing cards, remove all the face cards except the Kings. Aces count as 1.
- Be sure to shuffle the cards.
- Pass out all the cards in the deck so each player has an equal number.

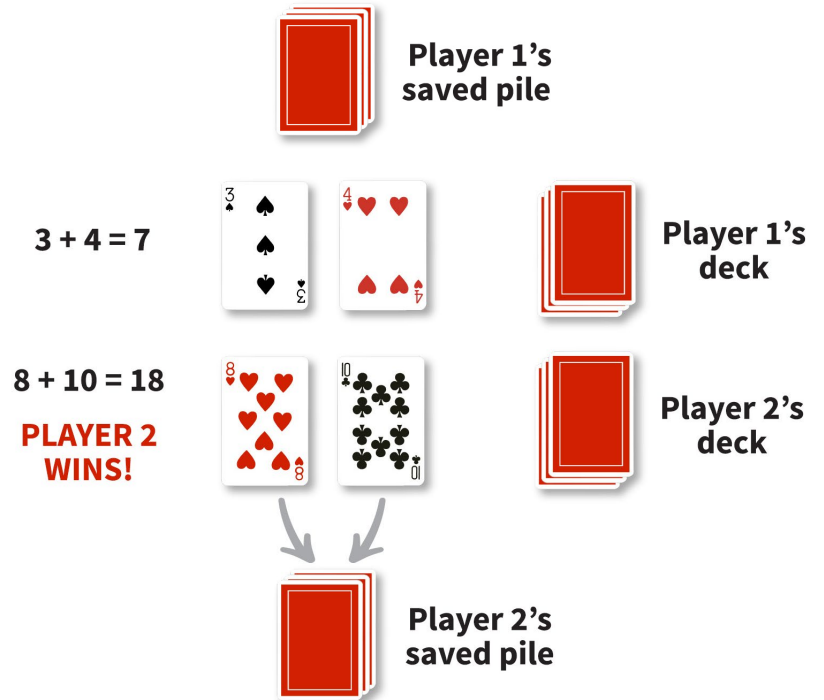


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PLAY

How a Turn Begins:

- Players take two cards from their pile and put them in a row number side up. Each player adds their two cards together and then says the addition problem out loud. For example, “ $3 + 4 = 7$ ” or “ $8 + 10 = 18$.”



Player 2 wins this round of the game.

How a Turn Ends:

- The player with the highest total wins all the cards and puts these cards in their own pile of saved cards. If a player gets a King, that player wins no matter what the totals of the other players' cards are. If two players have the same total or both have Kings, they play another round (receiving two more cards for each player). The person who wins that turn gets all the cards.

How the Game Ends:

- Play until the players have no cards left. The winner is the one with the most cards in their own saved pile.

The King Pops Up



Read this mini story together to make playing even more fun!

In this game, the King likes to pop up when you don't expect it. You never know when he'll be hiding among the cards. And when he does, he always wins. You'll see when you play the card game.

LEARNING TIPS

- If your child is having a hard time adding the numbers, suggest they count with their fingers or count the shapes on the cards.
- Show your child a way to count more efficiently by counting up from the card with the highest number rather than counting all the numbers on both cards. For example, if your child has one card that's a 5 and one that's a 3, the child can say "5" then put the 5 card to the side. Next, they can count up from 5 using their fingers, saying "I start with 5, so three more fingers are 6, 7, 8, so the total of $5 + 3$ is 8." See the Easy Counting game to practice counting on.
- For children who know some math facts, try reminding them of a related math fact not on the cards that you think they know. In this way, they can build on facts they do know. For example, children often know their doubles or tens. So when they try to add $6 + 5$ you could say, "What is $5 + 5$?" After the child answers "10," say, "You have a 6, which is 1 more than 5, so what is $6 + 5$?" For $8 + 3$, you could say, "What is $8 + 2$?" then, "What is $8 + 3$?" See the Hidden 10s game to practice math facts.

ADJUST THE CHALLENGE

Make it Easier:

- Take all the Kings out of the deck.

Mix Things Up:

- Make the player with the lowest total on the cards (instead of the highest) the winner.

- Have the King be a wild card and be any number the player wants.

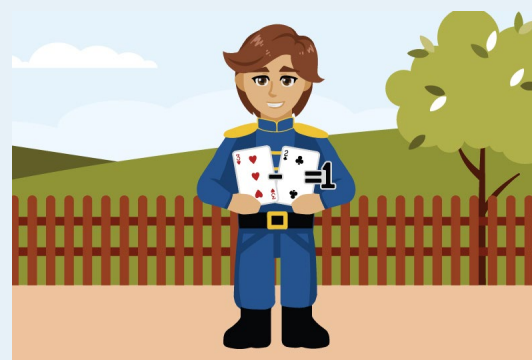
Make it Harder:

- Have each player use three cards to be added up instead of two cards.

What to Play Next

If your child is still practicing the skills in this game, then continue having fun playing this game! Try the tips to support learning and ways to adjust the challenge. When your child is ready for a new game, play

Jack Subtracts (Game 8).



Jack Subtracts



GOAL OF THE GAME

Practice simple subtraction problems.

SETUP

- From a deck of regular playing cards, remove all the face cards. Aces count as 1.
- Be sure to shuffle the cards.
- Pass out all the cards in the deck so each player has an equal number.
- Players take two cards from their pile and put them in a row, number side up.

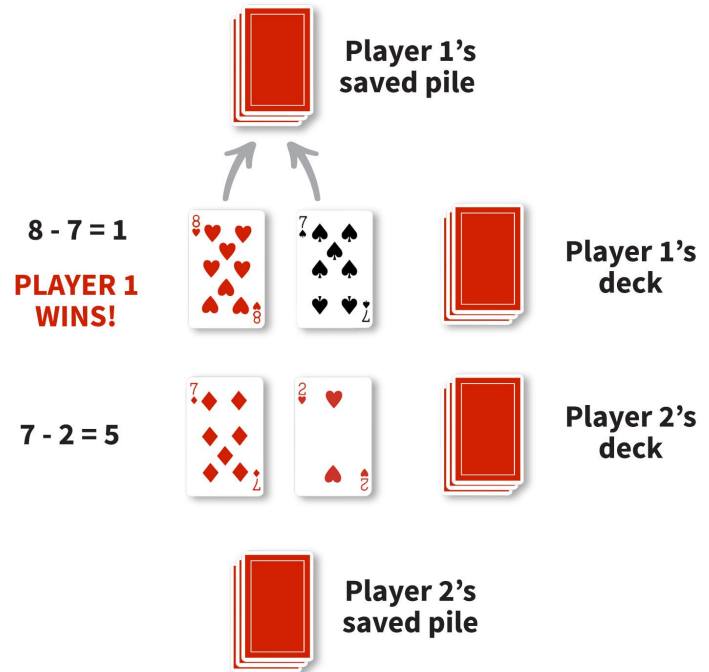


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PLAY

How a Turn Begins:

- Each player subtracts their lower number from their higher number. For example, if a player has a 7 and a 2, they could say, "If I start with 7 and take away 2, I have 5 left. So, $7 - 2 = 5$."



Because 1 is smaller than 5, Player 1 wins the round.

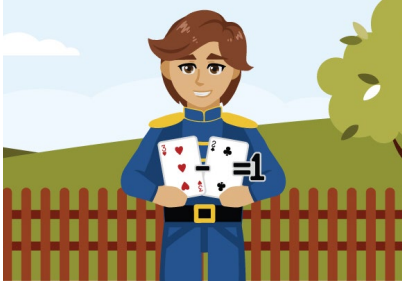
How a Turn Ends:

- The player with the smallest difference between the two numbers wins all four cards and puts these cards in their own pile of saved cards. A difference is the amount left after subtracting a lower number from a higher number. For example, $8 - 7 = 1$, and $7 - 2 = 5$; 1 is smaller than 5, so the player who gets 1 wins all four cards. If both players have the same difference, they play another round, with two more cards for each player. The person who wins that turn gets all the cards.

How the Game Ends:

- Play continues until the players have no cards left. The winner is the one with the most cards in their own saved pile.

Jack Subtracts



Read this mini story together to make playing even more fun!

Count Jack is tricky! Sometimes when he plays card games, he likes to take numbers away. Can you figure out what numbers he'll get when he takes a small number away from a big number?

LEARNING TIPS

- Suggest using fingers. Put up as many fingers as match the higher number. Then put down the number of fingers to match the lower number. For example, if your child has a 7 and a 2, put up 7 fingers, then put down 2 of them. Count the 5 fingers still held up.
- Use things you have at home. Get a small pile of pennies, spoons, or other small items. Show your child how to start with one number, and then take away some items.
- Count back. Start counting with the higher number and count backward. For example, if your child has a 7 and a 2, say "7, 6, 5. See, you counted backward two times to get to the 5." Children can use their fingers or the shapes on the cards to keep track of how many times they have counted back.
- Solve an easier problem. If your child is trying to figure out 7 minus 2, try 7 minus 1 first.
- Make up a visual story to go with the numbers. For example, if you have a 7 and a 5, you could say, "I have 7 cookies and I ate 2 of them. How many do I have left?"
- If your child turns over two of the same number, help them see that the difference between the two numbers is zero.

ADJUST THE CHALLENGE

Make it Easier:

- Remove cards from 6 to 10 from the deck. Play the game only with numbers 1 to 5.

Mix Things Up:

- The player with the largest difference wins.
- Ask your child to estimate who will be the winner of each round before doing the subtraction. Ask how they figured it out.
- Find out if your child can see the relationship between addition and subtraction. For example, if your child knows $5 + 2 = 7$, can they use that to figure out $7 - 2 = 5$?

Make it Harder:

- Leave all the face cards in the deck. Each face card can count as 10.
- Have players use three cards from their pile. Players should add the two highest cards and subtract the lowest card.

What to Play Next

If your child is still practicing the skills in this game, then continue having fun playing this game! Try the tips to support learning and ways to adjust the challenge. When your child is ready for a new game, play **What's the Secret Number (Game 9)**.



What's the Secret Number?



GOAL OF THE GAME

Work backward to figure out what two numbers added together will reach the total.

SETUP

- From a deck of regular playing cards, remove all the face cards and all cards numbered 6 through 10. Aces count as 1.
- Be sure to shuffle the cards.
- Put all the remaining cards (1 through 5) in a pile in the center of the table number side down.
- Model for your child how to play a round before beginning the game.

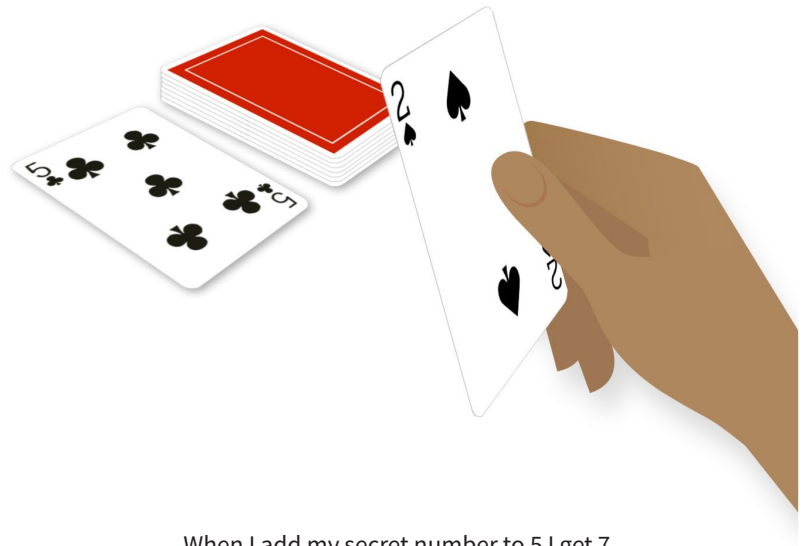


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PLAY

How a Turn Begins:

- Player 1 takes a card from the center pile and puts it number side up on the table. Player 1 takes a second card and holds it so the other players can't see it. Player 1 silently adds this secret number to the number on the table. Player 1 tells Player 2, "When I add this number (pointing to the card on the table) to my secret number, the total equals _____. What's my secret number?" Player 2 must figure out what secret number Player 1 is holding. As an example, if Player 1 is holding the secret number 2, they would say that the total is 7. Player 2 figures out what the missing number is and says, "Is your secret number a 2?" If the answer is not correct, Player 1 says "Try again."



When I add my secret number to 5 I get 7.
What's my secret number?

How a Turn Ends:

- At the end of each turn, Player 1 shows Player 2 the secret number. Players 1 and 2 double check to make sure the answer is correct. Player 1 puts all the cards number side down in the discard pile next to the center pile. Then it is player 2's turn.

How the Game Ends:

- The players continue to take turns picking cards and figuring out the secret card until time is up or they run out of cards.

What's the Secret Number?



Read this mini story together to make playing even more fun!

Sneezie likes to figure out secret numbers. Can you help her? In this game, Sneezie will see only one number and we'll have to help her figure out the other number. Ready? Sneezie and her family say: "Achoo, achoo. My sneeze is through. I'm ready for a card game. How about you?"

LEARNING TIPS

- If your child is finding it hard to figure out the missing number, provide encouragement ("Is there another way you can figure it out?"). Helping your child try to figure out the answer is better for learning than telling them they were wrong.
- Show your child a way to find the missing number more effectively: "We need 8 and we have 5. Let's see how many more we need, 5 (hold up one finger), 6 (hold up an additional finger), 7 (hold up an additional finger), 8! How many more fingers did I need to make 8? Let's count them: 1, 2, 3. Three is the secret number."
- If your child is having difficulty with the task, make up a story to go with the numbers. For example, if there is a 5 on the table and you are holding a 2, you could say, "I have 5 cookies. I want 7 cookies. How many more cookies do I need to get 7 cookies?"
- Ask your child "How do you know?" This question can be used at any time, whether your child is correct or incorrect. If they are correct, it will help them explain their strategy. If they are incorrect, they can figure this out on their own.
- Use answers from past turns as hints. For example, suggest, "If we need 2 more to make 7, how many do we need to make 8?"

ADJUST THE CHALLENGE

Make it Harder:

- Add higher numbers to the deck of cards one at a time until you're playing with all cards, 1 to 10.

What to Play Next

If your child is still practicing the skills in this game, then continue having fun playing this game! Try the tips to support learning and ways to adjust the challenge. When your child is ready for a new game, play

Hidden 10s (Game 10).



A cartoon illustration of a king, queen, prince, and a green dragon, each holding a playing card. The king holds the Ace of Spades, the queen holds the Queen of Hearts, the prince holds the King of Diamonds, and the dragon holds the Jack of Clubs. They are standing in a landscape with clouds and bushes.

Solve addition problems using large numbers.

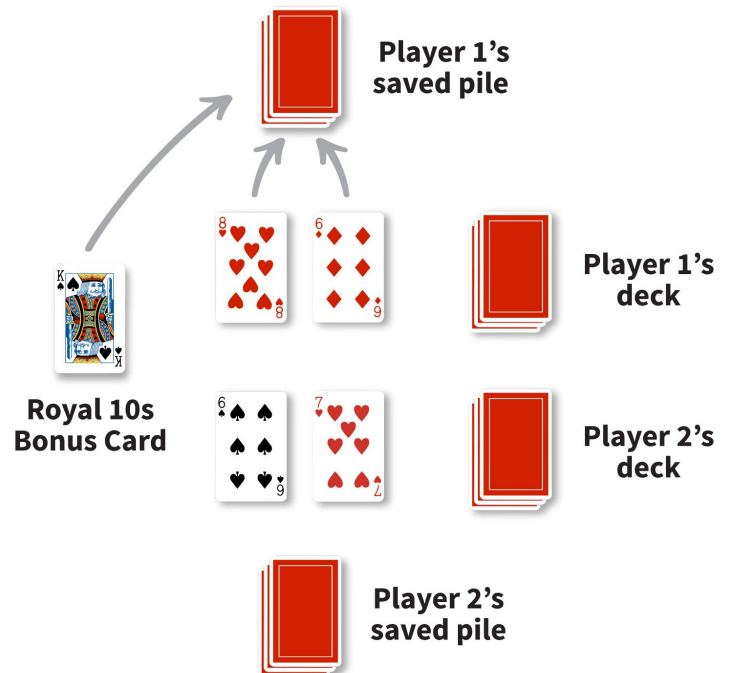
- Using a deck of regular playing cards, be sure to shuffle and sort the cards before beginning.
- Place all Kings, Queens, Jacks, and 10s in a pile in the center. In this game, all these 10s and face cards are considered equal to 10 and are called the Royal 10s.
- Remove all the Ace, 2, 3, and 4 cards from the deck. Pass out all the remaining cards (cards 5 through 9) number side down so each player has an equal number of cards.



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Watch video**

How a Turn Begins:

- Player 1 turns over two cards and adds the two numbers to get the sum, and then puts the cards in their saved pile.
- If they can say how they got to 10 to solve the addition more easily, they get to take an extra bonus card from the pile of Royal 10 cards and put it in their saved pile. For example, a player could say, “For $7 + 6$, I know that $7 + 3 = 10$. So if I split 6 into 3 and 3, then I can add $7 + 3$, and have 3 left over. So, $7 + 6 = 10 + 3 = 13$.”
- If player 1 adds the two cards correctly but does not use a 10 fact to do so, they do not get the extra bonus card.



If I start with 8, I need 2 to get 10. Then I have 4 left from the 6, so the answer is 14. I get to take a Royal 10s bonus card!

- When player 1 finds the sum of the two cards correctly and states the way they got to the sum, it's player 2's turn."

- The game ends when there are no more cards to play. At the end of the game, the players count their own pile of saved cards.

Hidden 10s



Read this mini story together to make playing even more fun!

10 is such a beautiful number.

The whole Royal Family loves 10. They think of 10 as part of the Royal Family because 10s help them solve difficult math problems. See how getting to 10 can help you solve hard addition problems when you play this card game.

LEARNING TIPS

- To solve getting to 10 for teen numbers, you could say, “Do you know the rule about adding 10 plus another number? Ten plus a number equals the number with a 1 in front of it. For example, $10 + 6 = 16$.”
- For children who know some math facts, you can help them use lots of the math facts they know to solve the more difficult problems. For example, children often know their doubles. So when trying to add $6 + 5$, you could say, “What is $5 + 5$?” After the child answers “10,” say, “You have 6, which is one more than 5, so what is $6 + 5$?” Help them remember other math facts they may know.

ADJUST THE CHALLENGE

Make It Easier:

- Use getting to doubles instead of getting to 10 to solve.

Mix Things Up:

- Have players figure out how to get to 10 in different ways.

Make It Harder:

- Use three cards rather than two.
- Play with all the cards rather than just numbers 5 to 9. Have players figure out how to break down the addition problem into simpler problems, using other math facts to solve it in addition to getting to 10.

Congratulations!

You played the last card game! Now, it’s time for you and your family to make up your own card games.