

Maths Games Ideas Using a Pack of Cards

Game	Number of Players	Rules	Adult Notes/Adaptations
Number Bond Cards	1	- Take the ten, jack, queen, king and joker cards out of the pack. - Shuffle the remaining cards and place them face up. - Choose a target number, for example 9. Find pairs of cards that total the target number.	- Game can be played with more than one child, taking it in turns to find cards which total the target number. - Choose a target number appropriate to the child's ability. - Find three numbers which total the target number. - Encourage children to count the suit symbols if needed.
Black or Red	2	- Shuffle and share the pack of cards. - Place the cards face down in front of you. - Take turns to guess whether your partner's card is black or red. - If you are right, keep the card and start a new pile. - If you are wrong, your partner keeps the card and puts in a new pile. - Continue until all the cards have been guessed. - Count the cards in your pile. The person with the greatest number of cards wins.	The number of cards can be reduced to make it easier to count how many cards each player has.

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Memory Game	2 - 4	• Take matching pairs out of the pack so you have ten pairs. For example: two aces, two twos, two threes. • Shuffle these cards. • Place the cards face down in rows. • Take turns to turn over two cards. If they match, the player keeps the matching pair. If not, return the card face down in the same place. • Continue until all cards have been matched. • The winner is the person with the most matching pairs.	• Simplify the game by removing some of the pairs.
Guess My Card	2	• Play the game without the jack, queen, king and joker cards. • Player 1 chooses a card without the other player seeing. • Player 2 guesses what the card is, for example 4. • Player 1 says if the player is correct. • If the player is wrong, say either 'higher' or 'lower'. • Keep going until the correct card is guessed. • Record the number of guesses.	• The number of cards can be reduced to make it easier to count how many cards each player has.

Game	Number of Players	Rules	Adult Notes/Adaptations
Guess My Card	2	• Player 2 chooses a card. • The player who has the least number of guesses wins.	
Order It	1	• Choose a suit (for example diamonds) and remove the jack, queen and king cards. • Shuffle the cards. • Place the cards in order from lowest to highest (ace represents 1).	• Simplify the game by just using 1 – 5. • Make the game more challenging by not including all of the cards. • Time how long it takes to complete the task and try to beat your previous time.
Splat	2	• Play the game with one of each card. • Spread them out on the floor. • Player 1 calls out a card for player 2 to find. • When player 2 finds the card they 'splat' it with a splatter. • Take turns to choose a number for the other player to 'splat'.	• A splatter can be anything that is soft that can be used to splat (for example a fly swatter or a rolled up newspaper). • Can be played with 3 children, player 1 calls out the number and the other players compete against each other to find the number.
What's Missing?	2	• Use a set of 6 cards which follow each other in order (for example: 2, 3, 4, 5, 6, 7). • Player 1 places the cards in order without player 2 looking but leaves out one card (for example 2, 3, 5, 6, 7).	Make the game more challenging by: • Mixing up the remaining cards. • Taking away more than one card. • Using more cards.

Game	Number of Players	Rules	Adult Notes/Adaptations
What's Missing?	2	• Player 2 says which card is missing. • Take turns to set up the cards using different sets of numbers.	
Find It	2	• Player 1 chooses a card (up to 10). • They place the card face up. • Player 2 finds the same number of objects around the room that match the number on the card. • Together count the objects and agree if it is correct. • Player 2 choose a card for player 1 to find objects.	
Higher/Lower	2	• Play the game with a pack of cards, without the jacks, queens and kings. • Shuffle the cards and place 6 face down in a line. • Player 1 turns over the first card. • Take turns to guess whether the next card will be higher or lower. • Continue until one player makes a mistake or they get to the end of the line.	• Make the game more challenging by having more cards.