

Paddy Eger

Card Scramble

Individual
Difficulty Level: Easy
Math Operations: +, -
Time: 10 minutes

OBJECTIVE: To create as many combinations as possible moving through the deck one time on each round.

MATERIALS:

one deck of cards
paper & pencil

BEST USE:

addition OR subtraction facts through 20
multiplication facts through 10 x10

RULES:

1. Remove the face cards and jokers from the deck. Aces equal '1'.
2. Shuffle the remaining cards.
3. Place the cards face down between you and your partner. 'Scramble' the cards with your hands so they are scattered rather than in organized rows.
4. Decide which player goes first. The player who goes second selects the operation: add, subtract or multiply. Both players will create math combinations using the selected operation for the entire round. (The operations can be changed after every round by the player who wins the just-completed round.)
5. To start the game, pick up 2 cards, write down your problem and your solution. Set the combination aside in your own discard pile.
6. This is a race. DO NOT wait for your partner to draw after you make your combination. Quickly select 2 more cards, write down the problem and the solution and draw again.
7. Play continues until all cards have been used.
8. Exchange papers and check your partner's work. Draw 1 star beside every correct combination & solution.
9. If time allows, play another round. The player with the most stars wins and will play second on the following round. That player selects the operations to be used: add, subtract or multiply.

OPTIONS:

- Use two decks of cards with contrasting back designs to lengthen the game.
- Draw 3 cards on each turn.
Add 2 numbers and subtract the 3rd from the answer.
- Draw 4 cards on each turn.
Add 3 numbers and multiply times the remaining number.