Addition Top-It

How to play:
1. Place the cards in a pile, face down.
2. Each player turns over 2 cards, adds them, and calls out the sum of the numbers.
3. The player with the greatest sum wins the round and takes all the cards. In case of a tie for the greatest sum, each tied player turns over 2 more cards and calls out their sum. The player with the greatest sum now takes all the cards from both plays.
4. Play ends when not enough cards are left for each player to have another turn.
5. The player with the most cards wins.

Notes:
- You could either take the face cards out, or assign values to the face cards like Ace = 1   Jack = 11   Queen = 12   King = 0
- This game can be played with 2-4 players.
- This game can also be played with turning over 4 cards to add two 2-digit numbers.
- This game can also be played with multiplying the two cards and comparing products.

Subtraction Top-It

How to play:
1. Place the cards in a pile, face down.
2. Each player turns over 2 cards, subtracts the lesser number from the greater number, and calls out the difference of the numbers.
3. The player with the greatest difference wins the round and takes all the cards. In case of a tie for the greatest difference, each tied player turns over 2 more cards and calls out their difference. The player with the greatest difference now takes all the cards from both plays.
4. Play ends when not enough cards are left for each player to have another turn.
5. The player with the most cards wins.

Notes:
- You could either take the face cards out, or assign values to the face cards like Ace = 1   Jack = 11   Queen = 12   King = 0
- This game can be played with 2-4 players.
- This game can also be played with turning over 4 cards to subtract two 2-digit numbers.
- This game can also be played with adding the two cards and comparing sums.

Close to 100
(Addition, Rounding, Place Value)

Materials: One Deck of Number Cards 0-10 (four of each) with the wild cards (optional); Close to 100 Score Sheet. (If using playing cards: One Deck of Cards (2-9, A=1, K=0). You do not need the other face cards.)
Players: 1-3
How to Play:
1. Deal out six Numeral Cards so that both players can see them.
2. The first player uses any four of the cards to make two 2-digit numbers. For example, a 6 and a 5 could make either 56 or 65. Wild Cards can be used as any numeral. Try to make two 2-digit numbers that, when added, give you a total that is close to 100.
3. Write these two numbers and their total on the Close to 100 Score sheet. For example 42 + 56 = 98.
4. Find your score. Your score is the difference between your total and 100. For example if your total is 98, your score is 2. If your total is 105, your score is 5.
5. Put the cards you used in a discard pile. The two cards you didn't use remain in play.
6. For the next players' turn, deal four new cards. Now there are again six numeral cards. Now Player 2 does steps 2-5.   When you run out of cards, mix up the discard pile and use those cards again.
7. Five rounds make one game. Total your scores for the five rounds. LOWEST score wins!

Notes: You can play against your partner, or work together on a team. Make sure you double check your partner's math.

Close to 0
(Subtraction, Rounding, Place Value)

Materials: One Deck of Number Cards 0-10 (four of each) with the wild cards (optional); Close to 0 Score Sheet. (If using playing cards: One Deck of Cards (2-9, A=1, K=0). You do not need the other face cards.)
Players: 1-3
How to Play:
1. Deal out six Numeral Cards so that both players can see them.
2. The first player uses any four of your cards to make two 2-digit numbers. For example, a 6 and a 5 could make 65 or 56. Wild Cards can be used as any numeral. Try to make two 2-digit numbers that, when subtracted; give you a difference that is close to 0.
3. Write these two numbers and their difference on the Close to 0 Score sheet. For example 65-64=1. The difference is your score.
4. Put the cards you used in a discard pile. The two cards you didn't use remain in play.
5. For the next players turn, deal four new cards. Now there are again six numeral cards. Now player 2 does steps 2-4. When you run out of cards, mix up the discard pile and use them again.
6. After five rounds, total your scores. Lowest score wins.

Notes: You can play against your partner, or work together on a team. Make sure you double check your partner's math.
You could also play Close to 0 with 3-digit numbers (deal out 8 cards, use 6 to make two 3-digit numbers)

Close to 1000
(Addition, Rounding, Place Value)

Close to 1000 should be played after fluency with Close to 100!

Materials: One Deck of Number Cards 0-10 (four of each) with the wild cards (optional); Close to 0 Score Sheet. (If using playing cards: One Deck of Cards (2-9, A=1, K=0). You do not need the other face cards.)
Players: 1-3
How to Play:
1. Deal out eight Numeral Cards so that both players can see them.
2. The first player uses any six of the cards to make two 3-digit numbers. For example, a 6, a 5, and a 2 could make either 652, 625, 526, 562, 256, or 265. Wild Cards can be used as any numeral. Try to make two 3-digit numbers that, when added, give you a total that is close to 1000.
3. Write these two numbers and their total on the Close to 1000 Score sheet. For example 652 + 347 = 999.
4. Find your score. Your score is the difference between your total and 1000.
5. Put the cards you used in a discard pile. The two cards you didn't use remain in play.
6. For the next players turn, deal six new cards. Now there are again eight numeral cards. Now Player 2 does steps 2-5. When you run out of cards, mix up the discard pile and use those cards again.
7. Five rounds make one game. Total your scores for the five rounds. LOWEST score wins!

Notes: You can play against your partner, or work together on a team. Make sure you double check your partner's math.

Addition Salute
(Addition and Subtraction)

How to play:
- Place the cards in a pile, face down.
- Players 1 and 2 (SOLDIERS) each pick up a card. Without looking at it, they put the card facing out on their foreheads.
- Player 3 (GENERAL) adds the numbers on the two cards they can see and calls out the sum.
- Players 1 and 2 (SOLDIERS), hearing the sum and looking at each other's card, try to figure out what number card they have. The first player to correctly say their card keeps both cards.
- The players rotate roles throughout the game.
- The player with the most cards at the end of the game wins.

Notes:
- You could either take the face cards out, or assign values to the face cards like Ace = 1   Jack = 11   Queen = 12   King = 0
- If you are playing with 2 players: Player 1 picks up a card and puts it on his/her forehead. Player 2 picks up a card and flips it face up in front of them. Player 2 adds the numbers and says the sum. Player 1, hearing the sum and seeing the second card, tries to guess what number card they have. If they are correct, they keep both cards. If not, the cards go in the discard pile.
- This game can also be played with making your own cards with 2 digit numbers or holding up 2 cards to make 2-digit numbers.
- This game can also be played with multiplying the two cards and saying the product.

ZAP!
(Addition and Subtraction)

Materials: popsicle sticks, marker, cup
Players: 1- Many
How to Play:

      The student writes one basic math fact on each popsicle stick (addition and/or subtraction). Store popsicle sticks in a cup. There is no limit on how many popsicle sticks are created. On some sticks, student should write "ZAP!". When playing, the student pulls out popsicle stick. If he/she answers the fact correctly, he/she keeps the popsicle stick. If he/she states the answer incorrectly, the popsicle stick goes back in the cup. If the student pulls out a "ZAP!" popsicle stick, all of their sticks go back in the cup. This game can be played with many players, just take turns. The game never ends, but is a great way to practice facts!

Basketball Bounce

Created By: Nola

*Best with 3 Players but can be played with 2

1. Find a basketball
2. Stand in a triangle formation
3. The person who starts with the ball says a number between 0-15 (*This number can increase as the players improve). They then bounce the ball to another player.
4. As the ball bounces on the floor, the starting player (Player 1) calls out either PLUS (+) or MINUS (-).
5. Player 2 catches the ball and then says a new number also between 0-15. Then they bounce the ball to the 3rd player and as the ball bounces, Player 2 calls out EQUALS (=).
6. Player 3 catches the ball and must call out the answer to the math problem.
7. Player 3 starts over with step 3 above.

*How to play with 2 players: Player 1 can say the whole fact and then call out EQUALS while bouncing the ball. -OR-   You can play the same as above with 2 players but take turns on who gets to start.