



Playing Card Activities

- Card sort—how many different ways can you sort the cards into groups (suit, number, colour etc)
- Card memory game—lay out 5 cards (start with picture cards and 2 suits). Look at the cards for 1 minute then turn them over. Get the child to try and recall the cards. Make harder by adding more cards, reducing looking time and including non-picture cards. Encourage the children to create a story to aid their memory!
- Deal out 4 cards each, add the total. Who has the biggest total?
- Who can get closest to 20? Keep dealing cards and adding on the total until you decide to stop. The aim is to get as close to 20 but not over 20
- Select 2 cards, multiply them together. How many multiplications can you do in 2 minutes?
- Select 3 or 4 cards. What 3 or 4 digit numbers can you make? What is the difference between the largest and smallest? What is the largest/smallest odd and even number you can make? Etc
- Number bonds to 10 (remove pic cards) — show a card e.g 3 what do you need to add to make 10—how many can you answer in 1 minute?
- Reach 100 (TARGET) - option: calculator
Deal 5 cards face up on table eg. 2, 6, 8, 8, 5.
Children move along the line selecting an operation +, -, x, ÷. They need to get as close to 100 as possible.
- Running backwards. Start from 100. Turn over cards from a deck and keep subtracting them. How long does it take to get to 0?



- Subtraction battle—split the pack in half, picture cards are worth 10. Player 1 turns over the top 2 cards and makes a subtraction calculation. Player 2 then does the same. Whoever has the greatest answer puts all four cards to the bottom of their pack. If the totals are equal play another round and the winner of that round collects both sets of cards.
- Speed addition—3 players. One player is the judge. Players 1 and 2 turn over two cards to create 2 digit numbers. The players then race to add the two 2 digit numbers together. Judge keeps a tally of who was correct quickest. After winning a point, that player becomes the judge in the next round. First to 10 points wins.
- Quick fire addition— 2 or more players each with a pile of cards face down. One player says draw and everyone turns over their top card. First person to correctly add the totals and say it out loud puts the cards at the bottom of their pile.
- Place value battle. Each player has a piece of paper or whiteboard split into 4 columns (Th H T O) and 2/3 rows. The objective is to make the biggest numbers on your board/page. Each player takes it in turns to select a card from the deck. Each player takes it in turns to select a card from the deck. They can choose to place their card on their board or on their opponents. At the end of the round one point is awarded to the person with the highest total. You can also add up the total of the numbers on your board and give another point for the overall total.

