

# War

**Materials:** Deck of Cards – 1- 10

## Odd and Even Addition/Subtraction War

1. Divide the deck in two.
2. One player will be even the other player will be odd.
3. Each player flips over a card. Add them or subtract. If the sum or difference is even – the Even Player wins. If the sum or difference if odd – the Odd Player wins.

## Addition/Subtraction War

1. Divide the deck in two.
2. Each player flips over 2 cards. Add or subtract the two cards.
3. The person with the largest sum or the smallest difference is the winner.
4. If there is a tie, the players do Rock Paper Scissors to find the winner.

## Doubles War

1. Have one stack of cards in the middle.
2. Take turns flipping the top card. (Without looking.)
3. The person to say the double first wins the card.
4. If there is a tie, the players do Rock Paper Scissors to find the winner.

## Flip It! Make It! Say It! Compare It!

1. Have one stack of cards in the middle.
2. Each player flips two cards.
3. Make the largest two-digit number.
4. Each player reads their number.
5. Compare the two numbers
6. The player with the greatest number collects all four cards.

# Make 10 Go-Fish

**Materials:** Deck of Cards – 1- 9 , two or more enthusiastic players!

1. Deal each player five cards. Place the stack of remaining cards face down in the middle of the table. This is the “Go Fish” pile.
2. Before beginning game play look for pairs of cards in your hand with a sum of 10.
3. Place all pairs with a sum of 10 face up on the table in front of you.
4. Draw from the Go Fish pile to replace the cards so you still have five cards in your hand. (For example if you have a hand with 2-2-3-8-7, place 2-8 and 3-7 on the table and draw four more cards.)

5. To begin, as in traditional Go Fish, players take turns asking each other for their desired card. However, instead of seeking out pairs of the same card, players want pairs to make the sum of 10. For example, if I hold a 5, 3, 2, 4, 9, I might ask for a 5 so I can “make 10.”
6. If a player gets the card he asked for, he puts the pair down on the table and picks a new card from the deck. If he does not get the card he asked for, the player must “Go Fish” and pick a new card from the deck. If the new card from the deck makes 10 with a card in the player’s hand, he or she puts the pair of cards down.
7. If a player runs out of cards, he picks two new cards.
8. The game is over when there are no more cards, or no more pairs can be made.

## I spy with my little eye

**Materials:** Deck of Cards – 1- 10, two players

### Instructions

1. The cards are dealt face up in an array, either a 10 x 4 or 8 x 5 array.
2. The first player challenges the other one to find two cards next to each other that add to make a particular number. The first player says, “I spy with my little eye two cards that add to make \_\_\_\_\_.”
3. The second player then looks for 2 cards that add to make the number. The two cards to be added need to be next to each other either horizontally or vertically. The player then picks the cards up to add them to their pile.
4. The players alternate taking turns and continue until all the cards are gone.
5. The winner is the player with the most cards at the end of the game.
6. As large gaps appear in the array, move the cards closer together to fill those gaps.

## Make Ten Game:

1. Using 1-9 cards, shuffle and make a 5 x 5 grid with the cards.
2. Put the remaining cards in a stack off to the side.
3. The game is played like Memory. Flip over two cards. If they equal 10, keep the cards and replace with two more from the deck.
4. The game ends when there are no other matches left. Whoever has the most cards wins.