

# Addition War



Materials: Full deck of cards (2-10 only)

Directions:

1. Two or more players can play. Shuffle the deck of cards and place the deck in the middle of the players.
2. Each player takes **2** cards and adds them together (finds the sum). Next, each player says their sum out loud. For example, player **1** may say "4 plus 5 equals 9".
3. The player with the highest sum wins and keeps all of the cards used for that round (**4**). If there is a tie, each player may keep their own cards and add them to their pile.
4. The player with the most cards at the end wins!

## more ways to play!

**Basic Subtraction War**— Players turn up **2** cards and subtract the smaller number from the larger. The least difference wins.

**Advanced Addition War**— Turn up **3** (or **4**) cards for each round and add them together.

**Basic Multiplication War**— Turn up **2** cards and multiply. The greatest product wins.

**Advanced Product War**— Turn up **3** (or **4**) cards and multiply. The greatest product wins.

**Fraction War**— Players turn up **2** cards and make a fraction, using the smaller card as the numerator and the larger as the denominator. The player with the greatest fraction wins the round.

**Wild War**— Players turn up **3** cards and may do whatever math manipulation they wish with the numbers. The greatest answer wins.

**Place Value War**— Turn over **2** or **3** cards and create a **2** or **3**-digit number (more digits for older students!). Move the cards to arrange them to create the highest number. The greatest (or smallest!) number wins.

# 10'S GO FISH

Materials: Full deck of cards (2-10 only)

Directions:

1. Two or more players can play. Shuffle the deck of cards and place the deck in the middle of the players.
2. Each player takes **5** cards. Player **1** must find a pair of cards with a sum of **10** and say it out loud. For example, player **1** may say "4 plus 6 equals **10**". Player **1** will make a new pile with his cards that made a **10**.
3. If Player **1** does not have any cards that add up to **10**, he may ask his partner for a helpful addend. For example, Player **1** has an **8** and asks for a **2**. If his partner has the card, they must hand it over. If not, they say, "Go fish!" and Player **1** must draw a card.
4. Repeat all steps for Player **2**.
5. The player with the most cards at the end wins!



\*If a player has a **10**, they may use that card by itself and say the fact " $10+0=10$ "

## more ways to play!

**Advanced 10's Go Fish**— Same rules as above, only players may also make related subtraction **10's** facts. For example:  $10-4=6$

**Doubles Go Fish**— Players must make doubles facts using their cards.

**Sum of the Day Go Fish**— Choose a "Sum of the Day" and challenge students to find as many different ways to add up that sum.

**Advanced Sum of the Day Go Fish**— Choose a "Sum of the Day" and challenge students to find as many different ways to add up and subtract from that sum.

**Even/Odd Sums Go Fish**— Players can only make addition or subtraction facts with an even or odd sum/difference.

**Even/Odd Products Go Fish**— Players can only make multiplication facts with an even or odd product.

**Whole Fractions Go Fish**— Players must lay down a numerator and denominator that is equal to **1** whole.

**Half Fractions Go Fish**— Players must lay down a numerator and denominator that is equal to **1** half.