

Grade Two Card Games

Game One: Adding On

Materials:

1-9 numeral cards

Zero cards (face cards could be used as zero cards)

How to Play:

Player A turns over two cards and creates a two digit number. Player B flips over a one digit number. Players work collaboratively to find the sum using mental strategies (e.g., Player A creates 25; player B flips 7; Players determine that $25+5=30$, $30+2=32$). Players continue to turn over one card and add the one digit number on to their total. Play continues until the total reaches 100.

Variation: Play continues until players reach 50.

Variation: Once players reach 100, they continue to turn cards over and subtract rather than add.

Game Two: Two Digit Creations

Materials:

1-9 numeral cards

Zero cards

How to Play:

Player A flips over the top two cards from the pile. Player B flips over two cards and creates a two digit number. Players work collaboratively to arrange the two-digit numbers in order from least to greatest. Play continues until all the cards in the deck are used.

Game Three: Fact Flash

Materials:

1-9 numeral cards

Zero cards

How to Play: Players determine which addition facts they would like to practice (e.g., players may decide they want to practice facts with 7). Players place the deck of cards face down and turn over the top card. Player A determines the sum of that card and 7 (e.g., if a player turns over 5 they add $5+7=12$). Player B determines if Player A has the correct sum. Players alternate determining the sum and checking if the sum is correct. Play continues until all the cards have been used.

Variation: Players select a different set of facts to practice (e.g., addition doubles)

Variation: Players practice subtraction facts.

Game Four: Addition Tens

Materials:

1-9 numeral cards

Zero cards

How to Play: Players place the deck of cards in a pile face down. Player A turns over two cards and creates a two-digit number. Players work collaboratively to count on by tens until they get close to 100 (e.g., Player A creates 23; players count 23, 33, 43, 53, 63, 73, 83, 93)

Variation: Players subtract ten from the two digit number they create until they get close to zero.