

Grade Three Card Games

Game One: Adding Challenge

Materials:

1-9 numeral cards

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

How to Play:

Players each draw 4 cards from the top of the pile and create 2 two-digit numbers. Players then add to find the sum of their two-digit number numbers. The player with the greatest sum keeps all the cards. Play continues until one player has all the cards.

Variation: The player with the least sum keeps the cards.

Game Two: What's the Difference

Materials:

1-9 numeral cards

Zero cards

How to Play:

Players each draw 4 cards from the top of the pile and create two 2-digit numbers. Players then subtract to find the difference between their two numbers. The player with the greatest difference keeps all the cards. Play continues until one player has all the cards.

Variation: The player with the least difference keeps the cards.

Variation: Players create their numbers and then find the greatest/least sum.

Game Three: Target 50

Materials:

1-9 numeral cards,

Zero card

Operation cards

How to Play:

Place cards in a pile face down. Each player selects four cards off the top of the pile and an operation to perform which will get them as close as possible to the target of 50 (e.g., Player selects 4,7,5,1 cards. Player creates 57 and 14 and selects subtraction. $57 - 14 = 43$).

Players compare their totals. The player with the total closest to 50 keeps all the cards. Play continues until one player has all the cards.

Variation: Players use a different target number (e.g., 100)

Game Four: Three Digit Creations

Materials:

1-9 numeral cards

Zero cards

How to Play:

Player A flips over the top three cards from the pile.

Player B flips over three cards and creates a three digit number. Players work collaboratively to arrange the three-

digit numbers in order from least to greatest. Play continues until all the cards in the deck have been used.

Game Five: Multiplication Mastery

Materials:

1-7 numeral cards

Zero cards

Scrap paper and pencil

How to Play: Players place the deck of cards face down and draw cards to represent a multiplication sentence. Player A turns over a card and this number represents the number of groups in a multiplication sentence. Player B turns over a card and this card represents the number of objects in each group. Players then work collaboratively to draw a representation of the number sentence (e.g., Player A turns over 6 and player B turns over 4; player A draws 6 large circles and Player B draws 4 dots in each circle). Players state the multiplication sentence (6 groups of 4 is 24; $6 \times 4 = 24$).