

# Grade Six Card Games

## Game One: Order of Operations

### Materials:

1-10 numeral cards

Operation cards

### How to Play:

Players each take half the deck and place their cards face down in a pile. Players turn over the top three cards and create a number sentence (one digit numbers) using the operation cards. Players follow order of operations to determine the total. The player with the greatest total wins.

***Variation:*** Players use more than three cards

***Variation:*** Players create two or three digit numbers

***Variation:*** Players select operation cards from a face down pile and use these to create their number sentence.

***Variation:*** With each turn, players rotate whether or not they are playing for the greatest or least total.

## Game Two: What's the Difference

### Materials:

1-9 numeral cards

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

### How To Play:

Players each draw 6 cards from the top of the pile and create 2 three-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:** Players use 8 cards to create 4 digit numbers.

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

**Variation:** Players each create two numbers and then find the greatest/least sum

### **Game Three: Target 500**

#### **Materials:**

1-9 numeral card

Zero card

Operation cards

#### **How to Play:**

Place cards in a face down pile. Each player selects six cards off the top of the pile and an operation to perform which will get them as close as possible to the target of 500 (e.g., Player A selects 4,7,5,1,2,3 cards. Player B creates 574 and 123 and selects subtraction.  $574 - 123 = 451$ ). Players compare their total. 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., 1000).

**Variation:** Players use eight cards and create four digit numbers.

## **Game Four: Decimal Decisions**

### **Materials:**

1-9 numeral cards

Zero cards

Scrap paper and pencil

**How To Play** Players draw a number line from zero to one on the page.

Player A turns over two cards and creates a number in the decimal hundredths (e.g., if the player turns over 2 and 5, they can create 0.25 or 0.52). Players work collaboratively to record the decimal number on the number line. Players continue to create decimal numbers by turning over cards until all the cards in the deck have been used.

**Variation:** Players can draw three cards and create decimal thousandths numbers.