

MATH-AT-HOME GAME GUIDE

GO FISH...FOR 10

GRADES K-1

Directions: Play just like Go Fish, but instead of matching numbers, players find pairs that add up to 10. Aces count as 1. Encourage mathematical vocabulary: "I have a 2. Do you have an addend of 8 to make a sum of 10?"

Materials: Deck of cards

I SPY

GRADES K-1

Directions: Lay out the deck of cards in a grid so all cards are visible. Player 1 says, "I spy two cards that make the sum __." Player 2 finds two cards that match the sum, removes them from the grid, and adds them to their pile. Then, Player 2 gives the next "I spy" statement. Play continues until all cards are removed.

(For higher grades, increase the number of cards in the equation or incorporate subtraction, multiplication, and division.)

Materials: Deck of cards

GAIN OR LOSS

GRADES 2+

Directions: Each player starts with 15 points. Assign values to face cards. Players take turns flipping a card. If the card is black, they add its value to their total. If it's red, they subtract it. The player with the highest total when all cards are used wins.

Materials: Deck of cards

DON'T GET BUSTED!

GRADES 2-3

Directions: The goal is to get as close to 100 as possible without going over. Each player draws four cards and arranges them into two addends to form the highest sum under 100. For example, drawing 3, 7, 2, and 9 could lead to $32 + 29 = 61$. If a player exceeds 100, they're busted! The closest sum to 100 wins the round. (For Grades 4-6, adapt by using multiplication and setting a higher target number.)

Materials: Deck of cards

MULTIPLICATION WAR

GRADES 3+

Directions: Each player flips two cards and multiplies them. The player with the highest product wins all four cards.

(For Grades 1-2, modify as Addition War by adding the two cards instead of multiplying.)

Materials: Deck of cards

GAME OF 24

GRADES 4+

Directions: Each player is dealt four cards and then uses the order of operations rules to try to make a number as close to 24 as possible. The player who comes the closest to 24 keeps all the cards and the play continues until all the cards are gone. The player with the most cards at the end wins.

Materials: Deck of cards

MATH-AT-HOME

GAME GUIDE

ROLL AND COMPARE

GRADES K-2

Directions: Each player rolls two dice and finds the sum. Say the comparison out loud. The player with the greater sum wins a point for that round. Keep playing until the first player reaches 10 points.

Materials: Dice

MAKE THE LARGER NUMBER

GRADES K-3

Directions: Each player rolls 3-4 dice and rearranges the dice to make the largest possible number. The player with the highest number earns a point for the round. Keep playing until one player earns 10 points.

Materials: Dice

RACE TO 100

GRADES 1+

Directions: Roll 2 dice, add (or multiply) the numbers, and keep a running total. First to 100 wins. You can increase the number of points needed to win. This game allows the child to practice addition & multiplication strategies, mental math, and place value.

Materials: Dice

TARGET NUMBER

GRADES 4+

Directions: Set a target number. Roll 3-4 dice and use any mix of operations to get as close to the target number as possible. This game practices order of operations, strategy, and flexibility with numbers.

Materials: Dice

TIME MATCH

GRADES 1-4

Directions: Parent calls out a time (e.g., “quarter past 3” or “3:15”). The child sets the time on the Play Clock. Then, switch roles! Practice telling time to the hour, half hour, quarter hour, five minute, and to the minute.

Materials: Play Clock

WHAT TIME WILL IT BE?

GRADES 1-4

Directions: Set the clock to a starting time (e.g., 2:30). Say an event and how much time will pass (e.g., “The movie is 90 minutes long”). The child moves the hands to show the new time. Practice elapsed time as well as adding and subtracting in hours and minutes.

Materials: Play Clock