

KS1 and KS2 card games

Y1 / Y2

Game 1

A game for 2 players and one recorder

Twenty playing cards of two suits using the numbered cards (1 to 10) are spread face down. Player A chooses two cards and the recorder writes a subtraction calculation of the highest number subtract the lowest, e.g. $7 - 4 =$
Players agree upon the answer and the two cards are removed.

Player B takes a turn and repeats as above.

The game continues until all twenty cards had been used up.

The recorder keeps a record of each player's calculations in two separate columns, one for player A and the other for player B

Each player has five 'goes' so the recorder wrote ten number sentences, five in each column.

At the end of the game each player's sets of answers were totalled.

After three games everybody will have played two games and recorded one.

Y1 / Y2

Game 2

This game is played in pairs

From twenty playing cards numbered 1 to 10 players turn over four cards and place them in order from **highest to lowest**.

Children then calculate the three pairs of differences (between adjacent cards)

For example if the cards turned over are 9, 6, 6 and 2, then the differences are:

$$9 - 6 = 3,$$

$$6 - 6 = 0 \text{ and}$$

$$6 - 2 = 4$$

The next step is to total these differences, i.e. $3 + 0 + 4 = 7$

Finally they looked at the largest and the smallest numbers and again found the difference, i.e. $9 - 2 = 7$. The fact both answers were the same may initially surprise children but, of course, this must always be the case.

Y1 / Y2

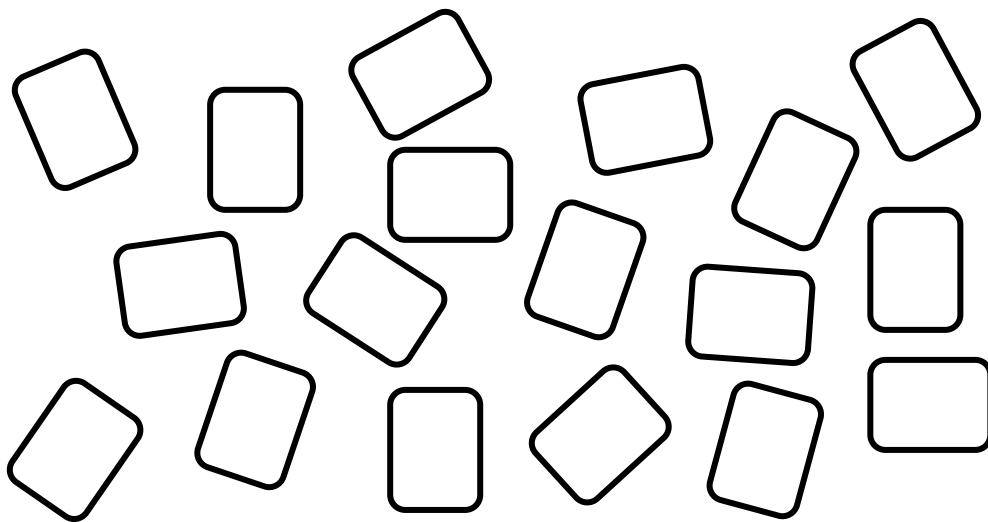
Game 3

Playing cards and number bonds to 10

From a pack of playing cards take the numbered cards 1 to 9 for a red suit and a black suit.

Shuffle them together then lay them on the table face up.

Players have to pick up any pair of cards that total to 10



For the next game, place all the cards face down and repeat as before.

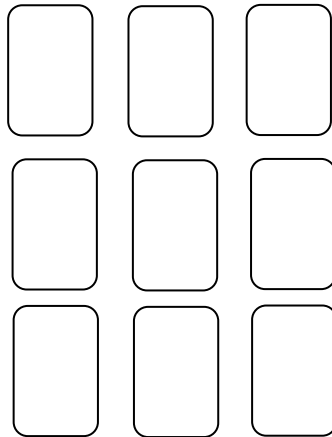
For the next game we could introduce a scoring system. For example if two cards of the same suit are found (that total to 10) the player scores 2 points; if the two cards are one black and one red the player scores 1 point.

Y3 / Y4 Card game 1

Playing cards and number bonds to 11

This is a game of 'patience' and uses all the cards.

Shuffle and place the first 9 cards, face up, in a 3 by 3 array.



If you see two cards that total to 11 then place one new card, face up, on top of the two cards that totalled to 11.

If you see any Jack, and any Queen and any King, you place the next three cards on top of these.

The idea is to try to use up the whole pack of cards.

If you have been successful you should find that the final 9 cards are a Jack, a Queen and a King and the other six cards should make three pairs each of which total to 11.

Y3 / Y4 Card game 2

Playing cards and number bonds to 15

Pairs of pupils need to be given the cards 1 to 9 of the same suit.

The first task is to ask them to make three groups, each of three cards so each group totals to 15.

Once this has been completed arrange the cards in a 3 by 3 array, in horizontal lines each of which totals to 15.

$$\square + \square + \square = 15$$

$$\square + \square + \square = 15$$

$$\square + \square + \square = 15$$

By keeping the horizontal totals as 15, try to arrange the cards so each vertical line also totals to 15

The final challenge is to arrange the cards so that each row, each column and the two diagonals always total to 15

Some pupils might need to be given a hint about which card to place in the middle or they might be asked to think about which card needs to be placed in the middle.

The logic here is that because the number 5 is the middle number from 1 to 9, then the five needs to be placed in the middle.

Y3 / Y4

Game 3

Pontoon

This is possibly the easiest of games to play as it only involves adding up cards to a maximum total of 21

Y5 / Y6

Game 1

The largest difference game

Spread the 36 numbers cards (from 1 to 9) on a table

Player A chooses four cards and makes these into two 2-digit numbers.

For example if the cards 3, 6, 1 and 9 are chosen, these could be made into different combinations, such as:

36 and 19 or

91 and 36 or

93 and 16 etc

The idea is to choose how to arrange the cards in order to create the smallest difference when one 2-digit number is subtracted from the other.

With 3, 6, 1 and 9 the best choice would be $36 - 19 = 17$

The four cards need to be discarded so the next player will have 32 to choose from

Two players can have four turns each (so the final four cards are not used) and their differences can be totalled, the winner being the one with the smallest total.

Having a third player as a recorder (and referee!) might be useful.

Y5 / Y6

Game 2

This game involves multiplication, subtraction and addition.

Use all twenty number cards (i.e. two lots of 1 to 10) and spread them face down.

In turn, each player takes two cards. The player has to work out the product (multiplication) of the two cards and the positive difference between them.

These two values then need to be added together.

For example if the two cards are 5 and 6, then the product is 30, the difference is 1 and the score is 31.

The two cards are discarded and the next player has a turn.

With twenty cards, therefore, each player can have 5 turns.

Each of the two players five scores need to be totalled and the 'winner' is the one with the largest total.