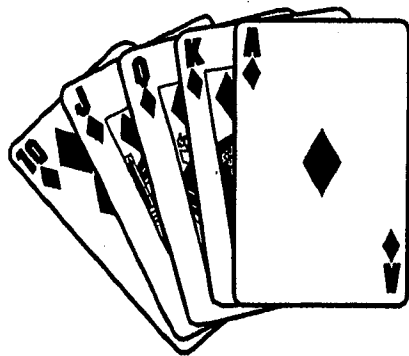


Games for  
3rd grade  
and above





# Number Shuffle

2 Players

This game reinforces place value, and addition or multiplications skills.

## Materials

1 shuffled deck of cards with the tens and face cards removed

Paper

Pencils

## The Way to Play

1. Players put the cards into a draw pile.
2. To take a turn, a player chooses two (or three) cards and turns them over. Players use the numbers to create a 2 or 3 digit number (players decide before the game if they will use 2 or 3 digit numbers). Players need to place the cards in whatever place value is needed to make the largest number they can make.
3. Then players draw that same number of cards again and make another number as large as possible.
4. The students then add (or multiply) the numbers on a piece of paper.
5. The student with the largest sum wins the point. Place the used cards in a discard pile.
6. Play continues until all cards have been used. Players can shuffle the discard pile cards and make a new draw pile. Players play until an agreed point level is reached.

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Idea by Kay Lithgow, 4<sup>th</sup> grade teacher at Harris Elementary



# FACT FEUD "2"

- LEVEL:** Grade 3 and up
- SKILLS:** multiplication facts to 81
- PLAYERS:** 2
- EQUIPMENT:** cards (Ace=1) - 9
- GETTING STARTED:** Players decide (or the teacher directs) the particular fact to practice (example: x7, x4, x8, etc.). Once the constant factor is determined, that card is placed between the two players. Players then divide the remaining cards evenly between themselves. Each player turns over one card and multiplies that card by the constant in the middle. The player with the highest product collects both cards. Players must verbalize their math sentence.

**EXAMPLE:**

Player 1		Player 2
4	5	7
"4 x 5 = 20"		"7 x 5 = 35"

Player 2 would collect both cards.

In the event of a tie (ie. both players have the same product), each player deals out three more cards face down and then turns another card face up. The turned over card is multiplied by the constant factor and the highest product wins all of the cards.

**EXAMPLE:**

Player 1		Player 2
8	5	8
"8 x 5 = 40"		"8 x 5 = 40"
—	(three cards face down)	—
—		—
—		—
9		3
"9 x 5 = 45"		"3 x 5 = 15"

Player 1 would collect all of the cards.

Play continues until one player has collected all of the cards.

# MULTIPLICATION SNAP

- LEVEL:** Grade 3 - 4
- SKILLS:** immediate recall of multiplication facts to 50
- PLAYERS:** 2 of equal skill level
- EQUIPMENT:** cards (Ace=1) - 10
- GETTING STARTED:** Players divide the cards into two piles. Cards A - 5 are in one pile, and cards 6 - 10 are in another pile. Each player has one pile of cards. At the same time, each player turns over a card. Players multiply the two cards. The first player who says the correct answer out loud collects both cards.
- In the event of a tie, players leave their cards face down and let the pile build. Play resumes until one player gives the correct answer before the other and collects all of the accumulated cards.
- Play continues until the common piles are finished. Players count up their cards to determine the winner.