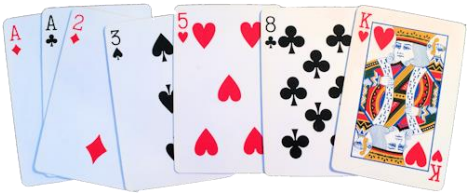
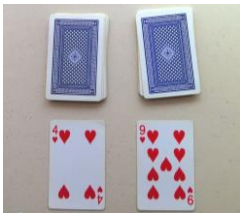
# Playing Card Maths



If you have a pack of standard playing cards, then you have a perfect resource for many Maths activities with your children.

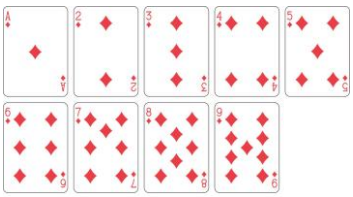
## Comparison

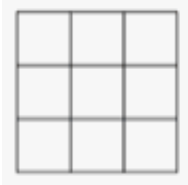
Remove the Jack, Queen and King and ask your child to count/recognise numeral on different cards. Split pack in half. Each turn over a card. Whoever has the bigger number wins the pair. Player with the most pairs wins the game.



Extend this idea so that each player turns over 2 cards and the person with the bigger total wins the pair. Alternatively practise subtraction with bigger difference wins, multiplication with bigger product wins or fractions with biggest fraction wins

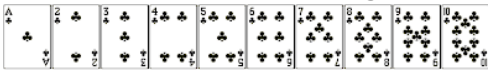
## Magic Squares





Arrange the cards 1-9 so that every row, column and diagonal adds up to the same number.

## Number Lines and Ordering



Can your child put the full set of 1-10 cards in order? Now just give them 3-9 muddled up. Can they start from a number other than 1? Can they put the biggest number down first and go in reverse order? Ask them to close their eyes and remove 2 cards. Which cards are missing?

Play a family game of Sevens. Deal out all the cards. First card to be played in each suit needs to be the 7 then players work to add the next higher or lower number in each suit, trying to be the first to get rid of all their cards.

## Number Bonds – Go Fish

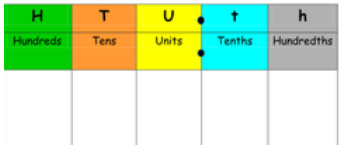
Children need to develop instant recall for all the different ways to make numbers up to 20 (number bonds). Bonds to 10 are often the first to be learnt. To practise these, use the 1-9 cards. Deal 5 cards each and put the rest in the middle. Put any pairs that total 10 down in front of you and replenish with cards from the middle. Continue with standard 'Go Fish' rules but asking for a card that will help you to make another 10. The winner is the player with the most pairs when all the cards are gone or no more pairs can be made.

Adjust card range to practise different bonds e. g. to practise 8 use cards 1-7, to practise 12 use 2-10.

## Play PIG

Draw cards and add them up keeping a running total until you decide to bank your points and play passes to the next player. You can continue for as long as you want but if you draw a picture card before you bank you lose all your points for that round and score 0. Winner can be first to a given total e.g. 100 or play highest score after 5 rounds wins.

## Place Value



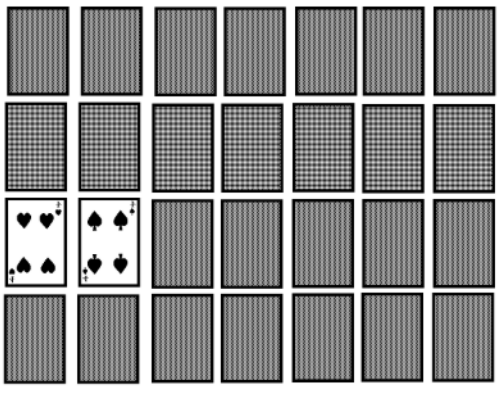

Each player needs to draw a place value grid like the one above to record their answers. Omit the decimals for younger children.

Use the 1-9 cards. Take turns to draw a card and put it in one of the columns. Once a card has been used you can't move it. The player who has written the biggest number at the end (and can read it accurately) is the winner.

## Building Card Towers

Try building pyramids 1 storey, 2 storeys and 3 storeys tall. How many cards does it take each time? Can you work out the pattern and use it to predict how many cards will be needed for a 5 storey pyramid? A 10 storey pyramid? Can you generalise and find a formula for a pyramid that is n storeys tall?

## Pelmanism with Equations



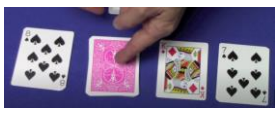
Use cards 1-10. Lay them out face down in a grid. Each player turns over 3 cards and tries to make an equation using any operation using them. If they can they keep all 3 cards. If not turn them back over. Try to remember where cards are to help you make an equation in your next go.

## Problem Solving

Visit https://nrich.maths.org/1843

A magician spells out the number words as he moves one card at a time to the bottom of the pack. As he finishes each word he turns over the matching card each time. How does he do this?

## Card Trick



https://www.youtube.com/watch?v=ZlmEN4lxnTA

Learn how to do this amazing mathematical card trick and amaze all your family and friends.