Compare Dots

You need:

Dot Cards

Play with a partner.

- 1. Deal the cards facedown.
- 2. Both players turnover the top card.
- 3. The player with more dots says "Me!"
- 4. Keep turning over cards. Each time the player with more dots says "Me!" and takes the cards.
- 5. The game is over when there are no more cards to turn over.

More Ways to Play

- The player with fewer dots says "Me!"
- Play with 3 or more players.

Double Compare

You need:

Number Cards (print 5 sets)

Play with a partner.

- 1. Deal the cards facedown.
- 2. Both players turnover the top two cards.
- 3. The player with the larger total says "Me!" and takes the cards. If the totals are the same, both players turn over two more cards.
- 4. Keep turning over two cards. Each time, the player with the larger total says "Me!' and takes the cards.
- 5. The game is over when there are no more cards to turn over.

More Ways to Play

- The player with the smaller total days "Me!"
- Play with 3 players.
- Play with the Wild Cards. A Wild Card can be any number.

Make 10

You need:

Number Cards (print 5 sets)

Blank sheet of paper

Play with a partner, work together

- 1. Deal 4 rows of 5 cards, with the numbers showing.
- 2. Player 1 finds two cards that make 10. Player 1 takes the cards and records the combination of 10.
- 3. Replace the missing cards with two cards from the deck.
- 4. Player 2 finds two cards that make 10. Player 2 takes the cards and records the combination of 10.
- 5. Replace the missing cards.
- 6. Keep taking turns finding two cards that make 10 and recording.
- 7. The game is over when there are no more cards or there are no more cards that make 10.

More Ways to Play

- Play with the Wild Cards. A Wild Card can be any number.
- Replace the cards only when there are no more pairs that make 10.
- Find more than 2 cards that make 10.

Tens Go Fish

You need:

Number Cards (print 5 sets)

Blank sheet of paper

Play with a partner. Work together.

- 1. Each player is dealt 5 cards from the card deck.
- 2. Each Player looks for pairs from his or her cards that make 10. Players put down the pairs of cards that make 10, and they draw new cards to replace them from the deck.
- 3. Players take turns asking each other for a cards that will make 10 with a card in their own hands. If a player gets the card, he or she put the pair down and picks a new card from the deck. If a player does not get the card, the player must "Go fish" and pick a new card from the deck. If the new cards from the deck makes 10 with a card in the player's hand, he or she put the pair of cards down and takes another card. If a player runs out of cards, the player picks two new cards. A player's turn is over when no more pairs can be made that make 10.
- 4. The game is over when there are no more cards.
- 5. At the end of the game, the player records their combinations of 10.

Close to 20

You need:

Number Cards (print 5 sets) (make the blank a Wild Card) A recording sheet per player (see example below)

Play with a partner.

- 1. Deal 5 cards to each player
- 2. Take turns. On each turn:
 - a. Choose 3 cards that make a total as close to 20 as possible.
 - b. Records the total of the 3 cards and your score. Your score is the difference between your total and 20. Record your score.
 - c. Put those cards aside and take 3 new cards.
- 3. After each player has taken 5 turns, total your score.
- 4. The player with the lowest total score is the winner.

More Ways to Play

• Play with the Wild Cards. A Wild Card Can be any number.

Round	Close to 20 Equation	Score
1	+=	
2	+=	
3	+=	
4	+=	
5	+=	

Total		
1 Olai		

Close to 100

You need:

Number Cards (print 5 sets) (make the blank a Wild Card) A recording sheet per player (see example below)

Play alone, with a partner, or in a small group.

- 1. Deal out six Number Cards to each player
- Use any four cards to make two numbers; for example: 6 and 5 could make either 56 or 65. Wild Cards can be used as any numeral. Try to make numbers that, when added give you a total that is close to 100.
- 3. Write these two numbers and their total on your recording sheet. For example: 42 + 56 = 98.
- 4. Find your score. Your score is the difference between your total and 100. For example, if your total is 98, your score is 2. If your total is 105, your score is 5.
- 5. Put the cards you used in a discard pile. Keep the two cards you did not use for the next round.
- 6. For the next round, deal four new cards to each player. Make more numbers that come close to 100. When you run out of cards, shuffle the discard pile and use the cards again.
- 7. Five rounds make one game. Total your scores for the five rounds. The player with the lowest score wins.

Round	Close to 100 Equation		
1	+=		
2	+=		
3	+=		
4	+=		
5	+=		

Total		
I Otal		

Close to 1,000

You need:

Number Cards (print 5 sets) (make the blank a Wild Card) A recording sheet per player (see example below)

Play alone, with a partner, or in a small group.

- 1. Deal out eight Number Cards to each player
- 2. Use any six cards to make two numbers; for example, 6, 5 and a 2 could make either 652, 625, 526, 562, 256, or 265. Wild cards can be used as any digit. Try to make numbers that, when added give you a total that is close to 1,000.
- 3. Write these numbers and their total on your recording sheet. For example, 642 + 347 = 999.
- 4. Find your score. Your score is the difference between your total and 1,000.
- 5. Put the cards you used in a discard pile. Keep the two cards you did not use for the next round.
- 6. For the next round, deal six new cards to each player. Make more numbers that come close to 1,000.
- 7. When you run out of cards, shuffle the discard pile and use the cards again.
- 8. Five rounds make one game. Total your scores for the five rounds. The player with the lowest score wins.

Variation

Write the score with plus and minus signs to show whether your total is less than or greater than 1,000. For example, if your total is 999, your score is -1. If your total is 1,005, your score is +5. The total of these two scores is +4. Your goal is to get a final score for five rounds that is as close to 0 as possible.

Round	Close to 1,000 Equation		
1	+=		
2	+=		
3	+=		
4	+=		
5	+=		

Tot	-al		
101	aı .		

Close to 7,500

You need:

Number Cards (print 5 sets)

A recording sheet per player (see example below)

Play alone, with a partner, or in a small group.

- 1. Deal out ten Number Cards to each player
- 2. Use any seven or eight digit cards to make two numbers; that when added together totals as close to 7,500 as possible. For example, 3,108 + 4,386 = 7,494 or 7,130 + 372 = 7,502 Wild cards can be used as any digit.
- 3. Write these numbers and their total on your recording sheet.
- 4. Find your score. Your score is the difference between your total and 7,500.
- 5. Put the cards you used in a discard pile. Keep the two or three cards you did not use for the next round.
- 6. For the next round, deal seven or eight new cards to each player. Make more numbers that come close to 7,500.
- 7. When you run out of cards, shuffle the discard pile and use the cards again.
- 8. Five rounds make one game. Total your scores for the five rounds. The player with the lowest score wins.

Variation

Write the score with plus and minus signs to show whether your total is less than or greater than 7,500. For example, if your total is 7,494, your score is -6. If your total is 7,502, your score is +2. The total of these two scores is +4. Your goal is to get a final score for five rounds that is as close to 0 as possible.

Round	Close to 7,000 Equation		
1	+=		
2	+=		
3	+=		
4	+=		
5	+=		

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- 14	otal			