



University of Chicago Everyday Math Card Games



Addition Top-It

Remove the aces and picture cards from a deck of regular playing cards. Deal the remaining cards to each player (game works best with two players). Each player has his/her cards facedown in a stack. Each player then flips two cards over and adds them together. The player with the larger sum takes the other player's cards. Continue for as long as you like or until the other player is out of cards. If there is a tie (a war), simply flip two more cards each and add again. Winner of the war takes all of the cards. We encourage you to play this often for short periods of time.

Subtraction Top-It

This is a variation of the game above. Flip two cards. Subtract the smaller from the larger. The larger difference wins. Follow the same rules as above.

Multiplication Top-It

Again, this is another variation of the games above. When cards are flipped, multiply the value of both cards. The player with the larger product wins.

MORE COMPLICATED CARD GAMES

Several of our games involve a special deck of cards that can be made with a normal deck as follows:

Making an Everyday Math (ED) Deck

With a regular deck of cards, including two jokers:

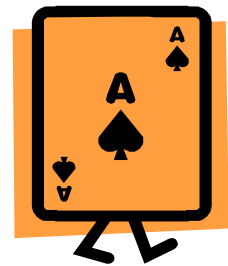
Change the four queens to 0s.

Remove the four jacks, four kings, and two jokers.

Label each of these ten cards with one of the numbers from 11 to 20.

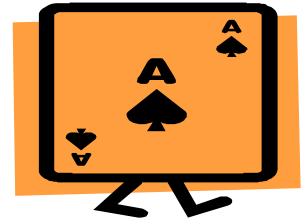
Change the four aces to 1s.

All number cards represent their face value.



“Name That Number “

You will need an ED Math deck (see above directions for converting a regular deck of cards).



Shuffle the deck and place five cards face up on the playing surface. Leave the rest of the deck facedown. Then turn over the top card of the deck and lay the card down. The number on this card is the target number.

Players take turns. When it is your turn, try to make the “target number.” You can make the number either by adding or subtracting the numbers on two or more of the five cards that are face up.

If you can name the target number, take the cards you used to name it. Also take the target number card. Then replace all the cards by drawing from the top of the deck.

If you cannot name the number, your turn is over. Turn over the top card of the deck and lay it down for a new target number. Play continues until all of the cards in the deck have been turned over. The player who has taken the most cards wins.

Source: University of Chicago EVERYDAY MATH Program

