

# Top it!



Materials: deck of cards with aces and face cards removed

Number of Players: 2

Directions:

1. Shuffle the cards and place the deck face down between players.
2. Player 1 takes the top card and turns it over.
3. Player 2 does the same.
4. Players talk to prove who gets the cards. Example: "I have 6. You have 3. 6 is greater than 3, so I get the cards."
5. Play until all the cards are used.  
Winner has the most cards!

# Addition Top it!



Materials: deck of cards with aces and face cards removed

Number of Players: 2

Directions:

1. Shuffle the cards and place the deck face down between players.
2. Player 1 takes the top 2 cards, turns them over, and adds them.
3. Player 2 does the same.
4. Players talk to prove who gets the cards. Example: "I have 5 and 2. That makes 7. You have 3 and 6. That makes 9. 9 is greater than 7, so you get the cards."
5. Play until all the cards are used.

Winner has the most cards!

# Two Digit Top it!



Materials: deck of cards with aces and face cards removed

Number of Players: 2

Directions:

1. Shuffle the cards and place the deck face down between players.
2. Player 1 takes the 2 top cards, turns them over, and makes the largest number possible.  
Example: 1 and 2 could make 12 or 21.
3. Player 2 does the same.
4. Players talk to prove who gets the cards.  
Example: "I have 21. You have 37. 37 is greater than 21, so I get the cards."
5. Play until all the cards are used.  
Winner has the most cards!  
Variation: Play with 3 cards for 3 digit numbers.

# Subtraction Top it!



Materials: deck of cards with aces and face cards removed

Number of Players: 2

Directions:

1. Shuffle the cards and place the deck face down between players.
2. Player 1 takes the 2 top cards, turns them over, and subtracts them.
3. Player 2 does the same.
4. Players talk to prove who gets the cards. Example: "My answer was 6. You have 3. 6 is greater than 3, so I get the cards."
5. Play until all the cards are used.  
Winner has the most cards!

# Addition Fast Facts!



Materials: deck of cards with aces and face cards removed

Number of Players: 2

Directions:

1. Shuffle the cards and cut them into 2 piles, one for each player.
2. Players 1 and 2 simultaneously turn over the top cards and add.
3. First player to say the sum aloud gets both cards.
4. Play until all the cards are used.  
Winner has the most cards!

# Subtraction Fast Facts!



Materials: deck of cards with aces and face cards removed

Number of Players: 2

Directions:

1. Shuffle the cards and cut them into 2 piles, one for each player.
2. Players 1 and 2 simultaneously turn over the top cards and subtract.
3. First player to say the difference aloud gets both cards.
4. Play until all the cards are used.  
Winner has the most cards!

## Add it!



Materials: deck of cards with aces and face cards removed, pencil and paper for keeping score

Number of Players: 2

Directions:

1. Shuffle the cards and make one pile face down between players.
2. Player 1 turns over the top 3 cards.
3. First player to say the sum aloud gets a point.
4. Repeat with Player 2 turning 3 cards over.
5. Play until all the cards are used.  
Winner is the first to 10 points!

## Closest to!



Materials: deck of cards with aces and face cards removed, pencil and paper for keeping score, a 100 chart to check closest number

Number of Players: 2

Directions:

1. Shuffle the cards and make one pile face down between players.
2. Player 1 turns over the top 2 cards and by switching the tens and ones (1, 2 is 12 or 21) makes the number closest to 50 (over or under 50).
3. Player 2 does the same.
4. Player with the number closest to 50 earns a point.  
Winner is the first to 10 points!

# Total of 10!



Materials: deck of cards with aces and face cards removed

Number of Players: 2 or 1 (solitaire)

Directions:

1. Shuffle the cards and lay them out, face up, in 5X4 array.
2. Player 1 finds 2 cards that equal 10 when added and takes them.
3. Player 2 repeats.
4. Repeat with Player 1 and 2 taking turns. You may even select 3 cards that add to 10.
5. Continue until no more combinations of 10 can be made. The goal is to have 0 cards left.

# Tens Go Fish!



Materials: deck of cards with aces and face cards removed

Number of Players: 2

Directions:

1. Play like *Go Fish*, except the goal is to make combinations of 10.
2. Shuffle the cards and deal 5 cards to each player.
3. With the remaining cards, make one pile face down between players.
4. Player 1 says, "Do you have a \_\_\_?" with the goal of making 10 with one of his/her own cards.
5. Player 2 either gives the card asked for or says, "Go fish!"
6. If Player 2 says, "Go Fish!" Player 1 takes the top card and tries to make a combination of ten with any of his/her own cards.
7. If a ten is made, that set is kept by Player 1.
8. Continue play, making 10s, until no cards are left.  
Winner has the most sets of 10.