



## Math Games

### **1. Concentration**

Concentration is a classic game that builds memory, attention and number matching skills.

#### **Materials**

- A deck of cards (remove face cards and jokers)

#### **How to Adjust:**

- Kindergarteners – Start with 6 matches and increase the number as your child becomes more comfortable
- 1<sup>st</sup> Graders – Start with 6-8 matches
- 2<sup>nd</sup> Graders – Start with 8-10 matches

#### **How to Play**

1. Shuffle the cards and lay them face down in a grid.
2. On their turn, a player flips over two cards.
  - If they match, the player keeps the pair. Those two spots stay empty-**do not move the cards** or rearrange the grid. The player gets one more turn.
  - If the cards do not match, turn them back face down and move on to the next player.
3. All players try to remember where they saw certain numbers so they can make matches later.
4. When all the cards have been matched, the game ends. The player with the most pairs wins!

### **2. Top It (Basic Version)**

Top It is favorite game because you can easily adjust it as your child grows.

The simplest version is geared for Kindergarteners and is a fast-paced and exciting way to help your child compare numbers and understand quantity.

#### **Materials**

- A deck of cards (remove face cards and jokers)
- Counters

## **How to Play**

1. Shuffle the cards and deal them face down evenly between the players. Each player keeps their stack face down in front of them.
2. Each player flips over the top card of their deck at the same time.
3. Compare the numbers. The player with the higher number wins the cards and adds them to a “win” pile.
4. If there is a tie, each player lays two cards face down and one card face up. The highest face-up card wins all the cards.
5. Continue playing until all the cards have been used.
6. The player with the most cards in their win pile is the winner.

You can easily take this game to the next level.

For first and second graders, Top It can become a great way to build math fact fluency with just a few tweaks. These versions keep the game familiar and fun but now your child will be adding or subtracting numbers to find the winner.

Don’t worry if your child needs a little support! Feel free to use counters or even paper and pencil to help them figure out the answer. What matters most is that they’re practicing in a way that feel like play, not schoolwork.

### **A. Top It Addition**

#### **Materials**

- A deck of Cards (remove Jokers, face cards = 10)
- counters
- paper and pencil to help with adding

## **How to Play**

1. Each players draws two cards and adds the numbers.
2. Players say their total out loud.
3. The highest total wins all the cards.
4. In a tie, each player takes two more cards and puts them face down. They draw two more cards and add those together. They say the total aloud and the higher sum takes all the cards.

### **B. Top It Addition – 3 Cards**

Same rules as Top It Addition except players draw three cards and add them together. A great way to stretch mental math skills!

### **C. Top It Subtraction**

This game is best for end of 1<sup>st</sup> grade and 2<sup>nd</sup> grade. It is fun way to practice subtraction math facts which many children find to be more challenging.

#### **How to Play**

1. Each player draws two cards.
2. Subtract the smaller number from the larger (always subtract to get a positive number (e.g.  $9 - 6 = 3$ )).
3. Say the answer aloud. The player with the higher answer wins the round.
4. In a tie, play again following the same tie-breaker rules.

### **3. Make 10**

This game helps your child learn all the different ways to make 10, an essential foundational math skill for addition and subtraction.

#### **Materials**

- A deck of Cards (remove 10s, face cards and jokers)

#### **How to Play**

1. Shuffle the cards and lay 12 cards face up in a grid. (2x6 or 3x4). The remaining cards are the draw pile.
2. Players take turns finding a pair that adds up to 10. (like  $8 + 2$  or  $6 + 4$ ).
3. If a pair is found, the player keeps those two cards and refills the grid with two new cards from the draw pile.
4. If no pairs are available, the player can:
  - Remove and replace two cards or refresh the entire grid.
5. Continue play until no more pairs remain or all cards are used.
6. The player with the most pairs wins the game.

#### **4. Target 30**

As your child gets more confident with adding numbers, Target 30 is a great way to stretch their thinking and build mental math skills. It also introduces decision-making and a little bit of risk and reward thinking.

#### **Materials**

- A deck of Cards (remove jokers, face cards = 10)
- Counters,
- Paper and pencil for support and for keeping score

#### **Game Play**

1. Shuffle the deck and place it face down.
2. Each player draws one card and places it face up in front of them.
3. After the draw, each player decides whether to
  - Draw again or
  - Stop and keep their total
4. A player may keep drawing until they decide to stop
5. The goal is to get as close to 30 as possible without going over.
6. If a player goes over 30, they “bust” and score zero for that round.
7. Once everyone has stopped or busted, players compare scores. The player closest to 30 wins the round.

Optional: Play multiple rounds. The highest combined score wins!