

Maths Games with Playing Cards - Year 1



What you need:

- Pack of playing cards
- 9 sided dice OR spinner with paperclip (template provided)

Game 1: Ordering Numbers

Each player has cards A-9 and puts them in order from smallest to largest.

Players take turns to roll the dice/spin the spinner and turn over the card the dice/spinner lands on.

The first player to turn over all their cards wins.

Game 2: Number Bonds to 10 Pairs

Take out all the picture cards and lay the rest face down.

Players take turns to turn over two cards. If the number on their cards add together to make 10 they take the cards.

The player with the most pairs at the end wins.

Game 3: Largest or Smallest

Take out picture cards and divide the cards into two piles.

Flip a coin to decide whether the smallest or largest number will win.

Players pick a card from each pile.

Players then add their cards together to see who has the smallest/largest number. The winner gets a point.

The first player to get 10 points wins.

You can also play this game using subtraction.

Game 4: Target Number

Choose a target number.

Take out picture cards and deal 4 cards to each player.

Players use cards to add or subtract to try and make target number.

The player who gets closest to the target number wins.

Spinner Template

If you don't have access to a printer, use the example below to make your own.

Put a pencil in the middle and spin a paperclip around the pencil.

