

Math Games to Play With a Deck of Cards



"Make 10"

The object of "Make 10" is to practice identifying parts for 10. For example, 1 and 9; 2 and 8; 3, 3, and 4, etc. "Make 10" can be played with 1-4 players. A is one. Joker, J, Q, and K are all worth 10. They are considered "free" cards because they make 10 on their own.

Place 9 cards face up so that they are organized into 3 rows of 3. This becomes the game board. Place the remaining cards in a pile face down near the playing surface. These cards will be used to replenish the game board. Look at all 9 cards. On your turn, pick up as many cards as possible that together make 10. Players may continue picking up cards until no more parts for 10 can be found. At the end of your turn, replenish the board with new cards so that there are always 9 cards set up in 3 rows of 3.

Play until all possible parts for 10 have been found.