

EUREKA MATH™ CARD GAMES

Math is everywhere. It's in everything we do, whether we're estimating the money we'll make this summer or the number of stars in the sky. That's why *Eureka Math*™ teaches students to experience math, to understand it conceptually and in application. We feel it's best to teach students math the way they use it in the real world. Our *Eureka Math* card games are intended to help build fluency in math in a fun and engaging way.

Here you will find the rules and instructions for a wide range of mathematics skills games using our *Eureka Math* deck or any standard deck of playing cards. We have assembled 12 games for skill levels from Grades K–12, all with an educational math twist.

For a great counting and numeric table game, try [One More, One Fewer](#). For a game to help students develop efficient addition and subtraction strategies, check out [Make Ten](#). To build fluency with the order of operations, try [Hit the Target](#). And for all kinds of math exercises, look at the many number battle games.

Purchase our exclusive *Eureka Math* playing cards from our manipulatives partner, [Didax](#).

ONE MORE, ONE FEWER

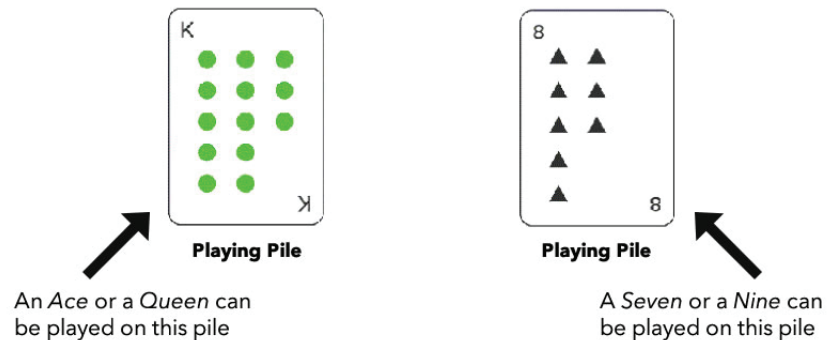
2 Players | Grades K+

Sometimes called Speed, this game helps develop fluency in counting forward and backward. Instead of taking turns, students try to play their cards as quickly as possible, building math fluency as they play.

PREPARING TO PLAY

- Shuffle a full deck of cards. Place two cards facedown next to each other in the playing area, with at least a card's width between them. Each card should be within equal reach of the two players.
- The suits are not important; only the numbers matter.
- Divide the remaining cards equally between the two players. Players pick five cards from their own pile to hold in their hand and leave the rest of their cards in one pile facedown in front of them.
- To begin, each player turns over one of the two cards in the playing area, so that both cards are faceup. These cards establish the two "playing piles."

PLAYING THE GAME



- At any time, either player can play a card from his hand on either of the two playing piles in the center. The value of the played card must be either one more or one fewer than the value of the card on top of the pile. For example, if the top cards are a king and an 8, only an ace or a queen can be played on the king, and only a 7 or a 9 can be played on the 8.
- An ace is treated as both greater than a king and less than a 2, so it can be played on either of those cards.
- A player can only play from the five cards in his hand. Each time he plays a card from his hand, he replaces it with the top card in his pile.
- A player can lay down only one card at a time. For example, if a 3 is on top of a playing pile and a player holds two 2's and a 3, she must lay the cards down individually—one 2, the 3, then the other 2—not as a stack of three cards.
- If no one can play, players have two ways to reset the game. Both players can take the top card from their pile and place it faceup on one of the two playing piles, or they can each pick up a playing pile, stack it neatly, place it facedown on the side of the playing area, and draw a card from it to put on the playing piles. They can use this draw pile any time the game stalls.

WINNING THE GAME The first player to play all the cards in his pile wins.

MAKE TEN

2 Players | Grades K+

This game works on students' fluency with identifying number compositions that make 10.

PREPARING TO PLAY

- Remove the 10's, jacks, queens, and kings from the deck, and shuffle the remaining cards (aces through 9's).
- The suits are not important; only the numbers matter.
- Lay 10 cards faceup in a single row, without overlapping them.

PLAYING THE GAME

- Players search the row of cards for a pair that combine to make 10. When a player finds such a pair, she says, "*I made 10!*"
- Play pauses while the player pulls the two cards she found, allows the other player to confirm that she has indeed made 10, and places the two cards in front of her.
- Two new cards are dealt, and play resumes.
- Play continues until all the cards have been dealt and all combinations that make 10 have been found.

WINNING THE GAME The player who finds the most pairs that make 10 wins.

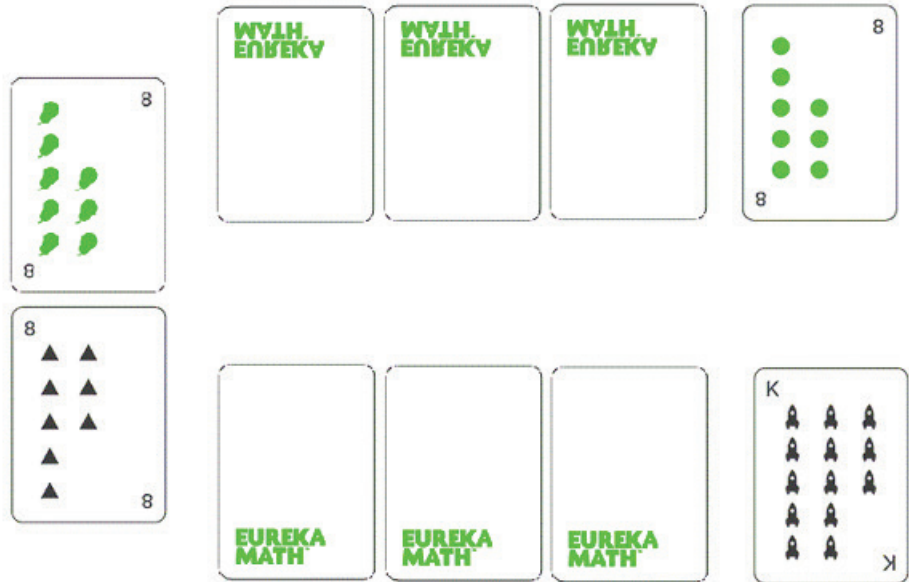
BASIC NUMBER BATTLE

2 Players | Grades K+

This is the classic card game commonly called War. The game develops student fluency in comparing two numbers.

PREPARING TO PLAY

- Shuffle a full deck of cards.
- Unnumbered card values are as follows: ace = 1, jack = 11, queen = 12, king = 13. The suits are not important; only the numbers matter.
- Decide how long the game will last and set a timer. Alternatively, play can continue until one player surrenders or until one player holds all the cards.
- Divide the cards evenly between the players. Each player keeps his cards in a single pile, facedown.



PLAYING THE GAME

- Each player picks a card off the top of his pile and places it faceup in the middle of the playing area. The player with the card of the greatest value takes both the cards played and places them at the bottom of his pile.
- If both cards played have the same value, a battle ensues: Each player places three cards facedown in the playing area, followed by a fourth card faceup. The player whose new faceup card has the greatest value collects all the cards in the playing area, placing them at the bottom of his pile.

WINNING THE GAME The player with the most cards at the end of the designated time wins.