

Math Games:

1. Addition Faceoff (Grades 1–3)

Materials: A deck of cards (remove face cards, treat Aces as 1).

Instructions:

1. Split the deck evenly between two players.
 2. Each player flips over two cards and adds their values.
 3. The player with the higher sum wins both cards.
 4. Continue until the deck is gone; the player with the most cards wins.
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2. Multiplication Bingo (Grades 3–5)

Materials: Dice and paper for Bingo boards.

Instructions:

1. Players create a 5x5 grid and fill it with random numbers between 1 and 36.
 2. Roll two dice and multiply the numbers.
 3. Players mark the result if it's on their board.
 4. The first to get 5 in a row wins.
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3. Card Fractions (Grades 4–6)

Materials: A deck of cards (remove face cards, treat Aces as 1).

Instructions:

1. Each player draws two cards to create a fraction (e.g., 3/8).
 2. Players compare fractions to determine which is greater.
 3. The winner keeps the cards.
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4. Countdown Challenge (Grades 5–8)

Materials: Dice or a deck of cards.

Instructions:

1. Choose a target number (e.g., 50).
 2. Roll dice or draw cards (up to five) and use addition, subtraction, multiplication, or division to get as close to the target number.
 3. Award points for accuracy.
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5. Pyramid Sums (Grades 1–4)

Materials: A deck of cards (remove face cards).

Instructions:

1. Arrange cards in a pyramid (base row has 6 cards, then 5, and so on).
 2. To remove a card, its value must equal the sum of two uncovered cards below it.
 3. The goal is to clear the pyramid.
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6. Math Dice Dash (Grades 2–5)

Materials: Two dice per player.

Instructions:

1. Each player rolls two dice and multiplies the numbers.
 2. Write the product down and repeat for 10 rounds.
 3. Add all products; the highest total wins.
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7. Math Detective (Grades 3–8)

Materials: None.

Instructions:

1. One person thinks of a number between 1 and 100.
 2. Others ask yes/no questions like "Is it divisible by 3?" or "Is it greater than 50?"
 3. The detective guesses the number based on clues.
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8. Race to 100 (Grades 1–5)

Materials: Dice or a deck of cards.

Instructions:

1. Players take turns rolling dice or drawing cards and adding the numbers to their total.
 2. First to exactly 100 wins (players must adjust if their roll exceeds 100).
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9. Prime or Composite? (Grades 4–6)

Materials: None or a deck of cards.

Instructions:

1. A player calls out a number between 1 and 100 (or draws a card for the number).
 2. The first player to correctly identify it as prime or composite gets a point.
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10. Math Story Game (Grades 1–8)

Materials: None.

Instructions:

1. One player starts a story, e.g., "I had 12 apples and gave away 3."
 2. The next player continues, incorporating a math problem, e.g., "Then I found 5 more. How many apples do I have now?"
 3. Play continues until the story is resolved.
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11. Target Number

Materials: Deck of cards (remove face cards).

Instructions:

1. Draw 5 cards face up.
2. Draw a 6th card face up and place it separate from the first 5; this is your target number.
3. Combine ALL 5 cards once using addition, subtraction, multiplication and/or division to result in the 6th card. You cannot use the 6th card in your calculations. There will be multiple methods to reach your solution.
4. If you are the first one to find the solution, you keep the six cards.

5. The player with the most cards wins. Once the deck is finished, you can reshuffle and start again or keep a running total. The biggest challenge is finding multiple solutions for each group of 6 cards.
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12: Bizz Buzz

Instructions:

The group sits in a circle facing in. In a clockwise direction, players count up from 1. Instead of 7 and all multiples of 7, and all numbers that contain 7, say 'Buzz'.

For example, 1, 2, 3, 4, 5, 6, Buzz, 8, 9, 10, 11, 12, 13, Buzz, 15, 16, Buzz, 18, ...

If there is a mistake, start over at 1 with the next player in line.

Once it is going well and the group has reached 50 or so, stop them and add 'Bizz' to the game. Now, substitute 'Bizz' for 5.

For example, 1, 2, 3, 4, Bizz, 6, Buzz, 8, 9, Bizz, 11, 12, 13, Buzz, Bizz, 16, Buzz, 18, 19, Bizz, Buzz, 22, ...

If the number is a multiple of 5 and 7, or has 5 and 7 in it, like 35 or 57 or 70 or 75, say 'BizzBuzz!' Try for a group record or reaching 100.

13. Double or Nothing (Grades 1–3)

Materials: A deck of cards (remove face cards, treat Aces as 1).

Instructions:

1. Each player draws a card.
 2. Players double the value of their card (e.g., 5 becomes 10).
 3. The player with the highest doubled value wins the round.
 4. Play until the deck is gone.
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14. Place Value Battle (Grades 1–4)

Materials: A deck of cards (remove face cards).

Instructions:

1. Each player draws three cards and arranges them into the largest number possible.
 2. Compare numbers; the player with the largest number wins.
 3. For a challenge, try forming the smallest number instead.
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15. Dice Subtraction (Grades 1–3)

Materials: Two dice per player.

Instructions:

1. Players roll two dice and subtract the smaller number from the larger.
 2. The player with the smallest result wins the round.
 3. Continue for 10 rounds; the player with the most wins is the overall winner.
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16. 24 Challenge (Grades 5–8)

Materials: A deck of cards (Aces = 1, face cards = 10).

Instructions:

1. Draw four cards.
 2. Players use addition, subtraction, multiplication, or division to make 24.
 3. The first player to create an equation wins the round.
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17. Target Tens (Grades 1–4)

Materials: A deck of cards (remove face cards).

Instructions:

1. Deal five cards to each player.
 2. Players create combinations of cards that add up to 10 (e.g., 7 + 3).
 3. Remove those cards and replace them; continue until the deck is gone.
 4. The player with the most pairs wins.
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18. Math Relay (Grades 3–6)

Materials: None.

Instructions:

1. Form two teams.
 2. Call out a math problem (e.g., "What is 8×7 ?").
 3. Players from each team take turns solving problems.
 4. The first team to solve 10 problems correctly wins.
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19. Estimation Master (Grades 2–8)

Materials: A container with small items (e.g., coins, buttons, beans).

Instructions:

1. Players guess how many items are in the container.
 2. Take turns counting the items.
 3. The player with the closest estimate wins.
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20. Divisibility Dash (Grades 4–8)

Materials: A deck of cards (remove face cards, treat Aces as 1).

Instructions:

1. Each player draws a card and announces a number between 1 and 10.
2. The player states whether their card's number is divisible by their chosen number.
3. Correct answers earn a point; first to 10 points wins.