

Flipper

Purpose

- Mentally add a series of numbers using appropriate strategies.
- Rearrange numbers so that compatible numbers (eg 7 and 3, 6 and 4) are placed together.

Materials

- Deck of cards (picture cards removed)
- Ace = 1

Organisation

A game for the whole class.

Aim

To correctly add a series of single digit numbers using different strategies and beat previous best times.

Rules

- Each student shuffles his/her deck and lays it face down on the desk.
- The teacher calls out “go” and then the students flip over one card at a time, keeping a running total.
- After thirty seconds, one minute or two minutes, depending on the ability of the class, the teacher says “stop”.

- The players then record the total they reached and the number of cards flipped in order to reach the total.
- Flipped cards are then handed to the closest player who checks they add to the stated total. Encourage children to rearrange cards so certain compatible numbers are placed together. eg 7 and 3, 2 and 3 and 5. Compatible numbers are easier to add.
- Children can build up a chart similar to the one above to monitor their own performance.
- Allow children the opportunity to share the mental strategies used to keep a cumulative total. eg bridging to 10, near doubles.

Variation

- Remove the 7, 8, 9 and 10s for younger players.

DATE	TIME	CARDS	TOTAL	CHECKED
4/7	30 sec	8	37	√

Flipper playing board



DATE	TIME	CARDS	TOTAL	CHECKED

HiLo

Purpose

- Recall basic multiplication facts.
- Use known multiplication facts to work out unknown table facts.
- Mentally keep a running total.
- Compare whole numbers.

Materials

- Deck of cards (picture cards removed).

Aim

To achieve the highest score.

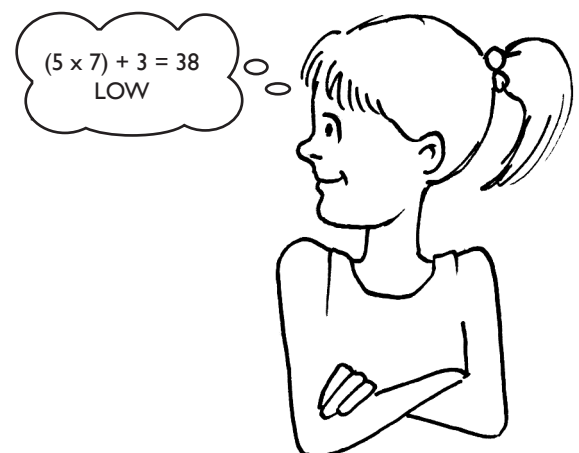
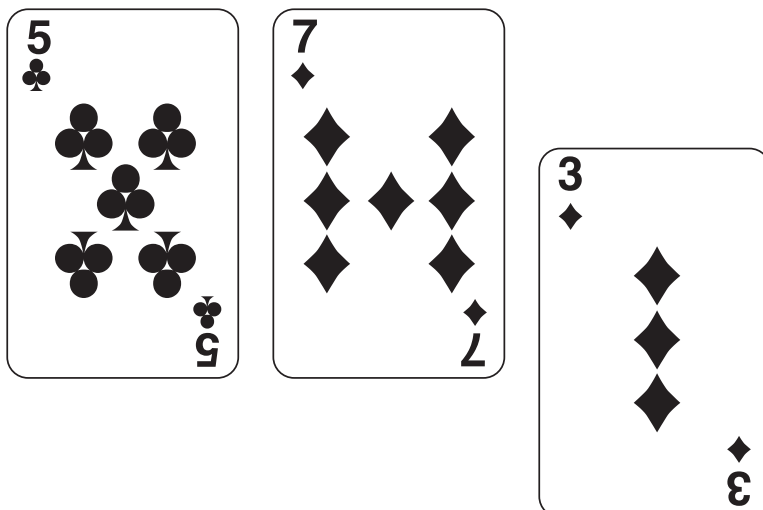
Organisation

A game for a small group.

Rules

- One player deals out two cards face down and one card face up to each player. (The face up card is the addition card.)
- The dealer then states either **High** or **Low** and turns over his/her cards. These cards are multiplied and the number on the third card is added to the product.

e.g.



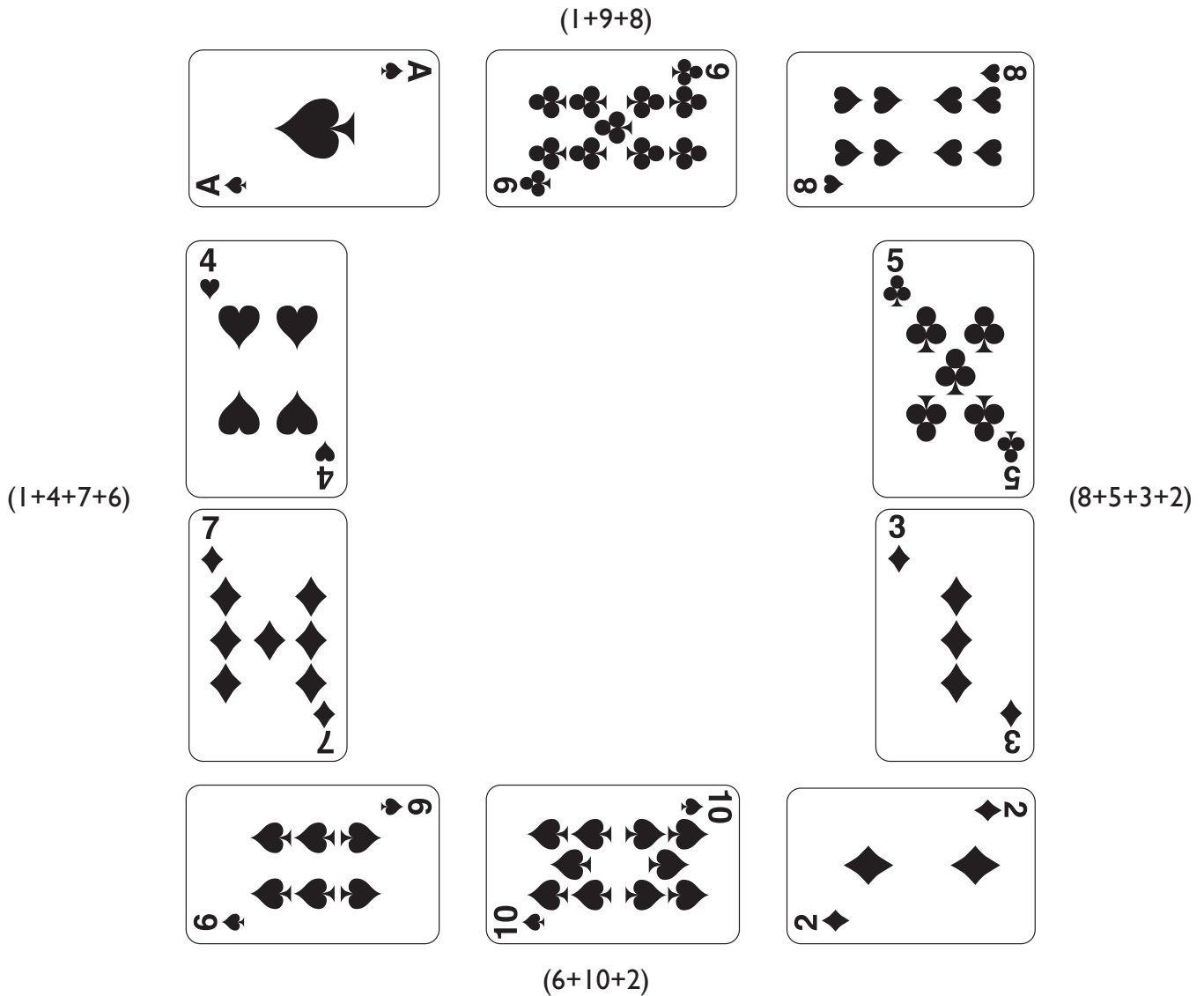
- The other players now turn over their cards and work out their totals. If a player scores less than the dealer, when the call is **Low** then he/she earns a point. If the call was **High** and the player scored less than the dealer then he/she does not score.
- The winner is the player with the highest score after ten rounds.

Variation

- Remove some of the higher value cards (eg. 7, 8, 9) to make the game simpler.

Boxed Cards

- Remove ten cards (Ace to 10) from a deck of cards and form a box.



- Add up the numbers shown on the cards that form the sides of the box.
- Try to find another arrangement that produces a sum of eighteen on each side of the box. When adding the values on each side of the box, count three cards on the top and bottom and four cards down each side.