

1st Grade Number Card Games

Number Line Order

Place the cards in order from 0 - 9 or backwards from 9 - 0.

Number Recognition

- Mix the deck of cards. Use them as flash cards to practice saying the number.
- Draw a card. Find that number on the number grid in the homework folder. Variation: draw two cards and put them together to make a number. Find the 2-digit number on the homework folder.
- Draw a card. Count that number of objects and place by the card. (Use cereal, beans, blocks, crayons, pieces of paper, etc.) Then place the cards and their objects in order from least to greatest or greatest to least.
- Draw a card. Draw that number of dots or blocks on a paper. Variation: Draw a set of dots on a paper then see how fast the other player can find the matching number in the deck.

Number Memory

Use only 2 of each number 0-9 from the deck. Place those 18 cards face down in a grid formation. Each player takes a turn turning over two cards. The player needs to say the name of the number when it is turned over. If the numbers are the same, the player gets to keep those 2 cards and take another turn. If the numbers are different, the cards are turned back over and play goes to the next person. Continue until all the cards have been matched. The player with the most cards wins.

Number Top It

Place deck of cards in the center. Each player takes one card from the top. The player with the largest number wins the cards. If the winning numbers are the same, those players draw another card and the largest number wins all the cards from that round. Continue playing until the deck is gone. The player with the most cards wins.

Variations:

Player with the smallest number wins the cards.

Player with the least amount of cards wins.

Addition Top It

Place deck of cards in the center. Each player takes two cards from the top. Each player adds the numbers together to find the sum. The player with the largest sum wins all the cards. If two players' sums are equal, those players draw one more card to add to their sum. The largest sum wins all the cards in that round. Continue playing until the deck is gone. The player with the most cards wins.

Variations:

Player with the smallest sum wins the cards.

Player with the least amount of cards wins.

Draw 3 cards each time and find the sum.

Draw 2 cards and find the difference (subtract). The player with the least (or greatest) difference wins the cards.

Build a Number Top It

Place deck of cards in the center. Each player takes two cards from the top and tries to build the largest possible number using the cards. (Example: Player draws 2 and 7. Player could build the number 27 or 72.) Each player reads their number. Player with the greatest number wins all the cards in the round. If two players make the same number, those players draw one more card and the largest number wins all the cards from the round. Continue playing until the deck is gone. The player with the most cards wins.

Variations:

Draw 3 cards to build a 3-digit number.

The smallest number wins all the cards from the round.

Make a 10

Place deck of cards in the center. Each player takes 5 cards and places them face up in a line in front of themselves. Players try and find 2 or more cards that will add up to 10. ($6+4$, $9+1$, $5+3+2$) If a set of 10 is found, the player takes those cards out of the line and puts them in the player's point pile. Draw new cards to replace the ones that were used in the set so there are always 5 cards in front of each player. If a set cannot be found, draw another card and add it to the line. Continue play until the deck is gone. The player with the most cards wins.

Variations:

Play together as a team to find sets of 10.

Choose a different number to find sets of. (numbers 11-20 work well, take all the 9s out of the deck to make 8)