

Math Activity:**Materials Needed:**

Deck of cards

If you do not have a deck of cards, make them out of paper/cardboard (write 4 of each number 1-10, J, Q, K, joker. You can write each 4 in different colors. EX: a set 1-10, J, Q, K, joker in Red, a set in blue, a set in green, and a set in orange)

Learning Target(s):

I can recognize my numbers

I can sort by the suits/color of the cards

I can match numbers

I can strategize

I can take turns

Directions/Games:Number Order

Take only one suit of the cards 1-10, and mix those ten cards up

Have your child lay the cards in order from 1 to 10

To make it harder give them 2 suits, and have them sort them into their suits and lay them down in order from 1 to 10

Go Fish

First Take the face cards and jokers out of the deck

Mix up remaining cards and pass out five cards to each player face down, the rest sit in the middle of the circle face down, this is the draw pile

Each player picks up their cards and if they have two of the same number take them out to place in their "match pile"

Start with the youngest and they get to ask whoever for a number, if that person has it, they give it to the person. If they do not have it, then the person asking will "go fish" and draw a new card.

When you have a pair take them out and add them to your "match pile"

You can either play when the person asking gets what they ask to go again until they have to draw, or each person gets to ask for a number once and then it goes to the next person

If someone runs out of cards while there are more in the draw pile, they pick up 2 more cards

This continues until all the cards are matched

Try to have your child(ren) say the numbers themselves, it helps with number recognition. If they can't remember the number have them count the items of the card (ex: count the 8 diamonds, or 3 clovers)

To make it harder, collect all 4 cards before taking them out of your hand and into your “matched pile”

War

Take all the face value cards out

Pass ALL the cards out evenly face down.

These cards stay face down in a pile in front of the player

Everyone flips the top card at the same time

Whoever has the highest card takes all the cards

If two or more players turn the same card over at the same time, they flip the next one and the highest wins and takes ALL of the cards

The cards taken get added to the BOTTOM of that players pile

This goes on until only one person ends up with all the cards and that person is the winner.

Again have your child(ren) tell you which is card is highest

Memory

Only use 2 sets of each number (EX: use only the black or red cards, or diamonds and spades etc..)

Mix those cards up and lay them face down on the table

Take turns flipping cards over at a time

If they match that person gets to keep them, if they don't flip them back over and keep them in the same spot

This keeps going until all the cards are gone. Try to remember where the cards are so if you flip a new card and have seen the pair you can find the pair

The person with the most matches wins

Have your child(ren) say the numbers out as they turn them over to practice they're number recognition

UNO (with regular cards)

Use ALL the cards in a deck, you can use Kings as “wilds”, Queens as “skips”, Jacks as “reverse” and jokers as “draw 2 wild”.

Mix all the cards and pass 5 cards to each player face down, the rest sit in the middle as the draw pile

Whoever dealt will turn the top card over as a starting card and the youngest goes first, then go in a circle.

If the start card is a 3 of hearts, they can place down a 3 or a hearts, or a wild to change the suit. If the start card is a “skip”, or “reverse” then the youngest just starts with that suit. If the start card is a “wild” or “draw 2 wild” the youngest gets to choose the suit and play whatever card they want, and it goes from there

If you can not play a card, you draw a card, if you can play that card you can play it, then it's the next person's turn

If you play a king (wild) you can change the suit from the current suit to whatever suit you want and the next person has to start with your chosen suit

If you play a Queen (skip) it skips the next person and moves onto the person after them

If you play a jack (reverse) it goes backwards until someone plays another reverse.
If you play a joker (draw 2 wild) you get to change the suit, and the next person draws 2 cards and misses their turn and it goes to the next person
When you get down to one card, say uno. If you don't say uno and someone catches you with 1 card, you have to draw a card.
The first person to play all their cards wins.

Ready Rosie link:

<https://app.readyrosie.com/en/videos/296>

<https://app.readyrosie.com/en/videos/689>

<https://app.readyrosie.com/en/videos/707>

<https://app.readyrosie.com/en/videos/767>

If you go onto ReadyRosie and search “cards” or “card games” A LOT of games pop up Visual/Examples:

Playing Go Fish



Playing War



Playing Memory



