Playing Card Game 8
Hundreds, tens and units

Take out the picture cards. Shuffle the rest of the pack. Deal each player three cards. Use the digits to make different three-digit numbers (HTU). The player with the highest number scores 2 points. The player with the lowest number scores 1 point. Decide how many rounds you will play. The winner is the player with the most points at the end.

(You can decide upon your own scoring system, e.g. 2 points for lowest odd number, 3 points for lowest even number, 4 points for highest odd number etc. Agree the rules and the scoring before you start.)

Playing Card Game 9
Tens and Unit Totals

Take out the picture cards. Deal each player 4 cards. Each player makes two 2-digit numbers with their cards. Then, they must add their two numbers together. The player with the highest total scores a point. Decide how many rounds you will play. The winner scores the most points.

(You can increase this to 6 cards – making three 2-digit numbers. Or you can change the rules so that the aim is to make the lowest total.) This will give you good practice at adding 2-digit numbers. Remember to use a number line or a jotting to help with your adding.
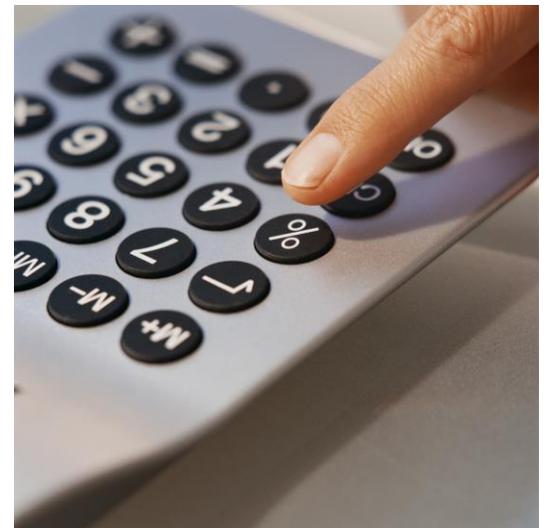
Playing Card Game 10
Hundreds, tens and units totals

Take out the picture cards and shuffle the rest of the pack. Deal each player three cards. Each player then writes down all of the three-digit numbers that they can make with their digits. Total your set of numbers. The player with the highest (or lowest) total wins.

Approximate your answer before you work it out. How close were you?

Playing Cards Game 11
Target 100

Take out the picture cards and shuffle the rest. Deal 5 cards to each player. Place them face up on the table. Move along the line of cards, selecting an operation (add, multiply, subtract or divide). Use a calculator to work out your final answer to the long calculation. Your aim is to get as close to 100 as possible. The person closest to 100 scores a point. E.g. if you take 5, 3, 9, 4, 1

You could say 5 + 3 = 8, 8 x 9 = 72, then add 4 and 1 to make a total of 77.

(You could start by playing with fewer cards, e.g. 3 or 4)

Alternatively, you can play work with your partner to try to get as close to 100 each time by working together.

Playing Card Game 12
Target 301

Take out all the picture cards. Shuffle the rest of the pack to mix them up. Take turns to take a card and roll the dice. Multiply the two numbers together. Write down the answer. Keep a running total. The first player to go over 301 wins.

(Remember to use jottings to help you add. A number line is a type of jotting.)