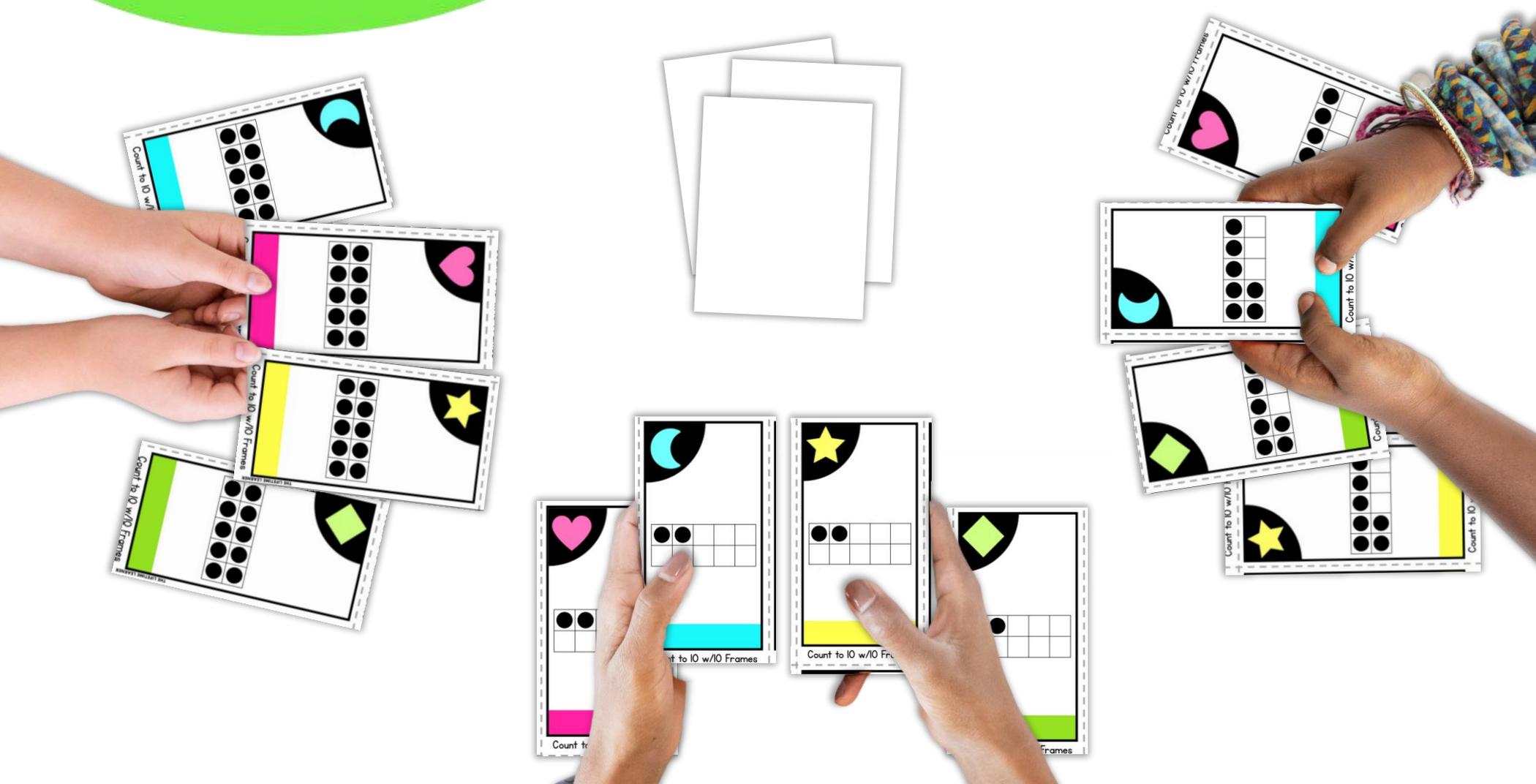




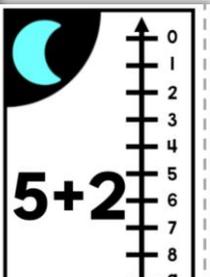
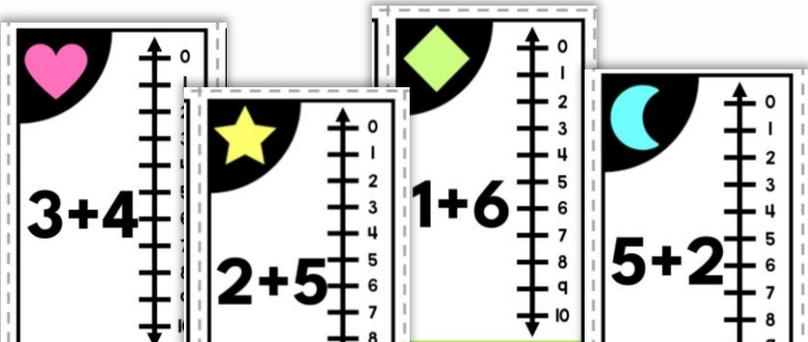
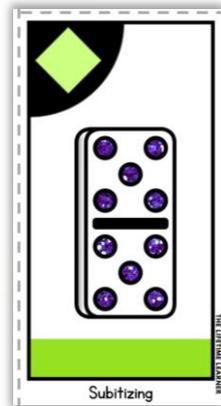
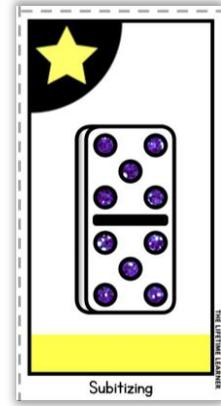
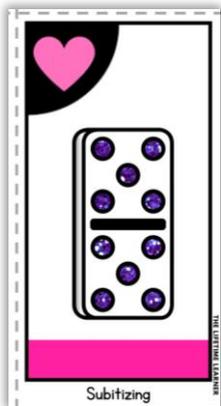
**Cards + Math =  
TOTAL ENGAGEMENT!**

# PERFECT FOR:

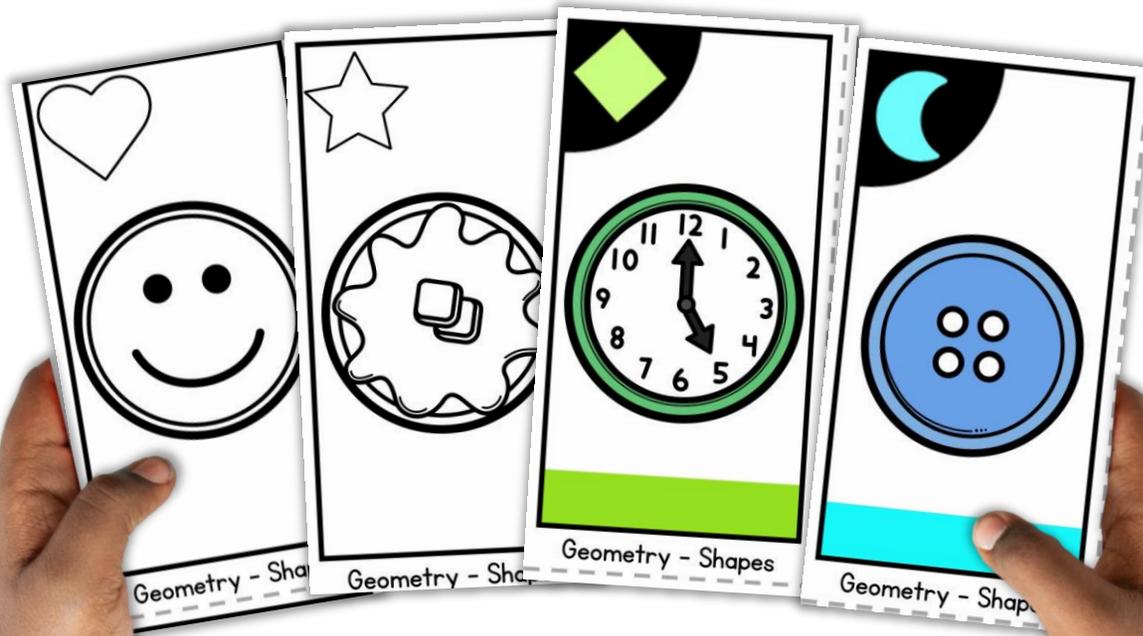
- SMALL GROUPS
- PARTNERS
- CENTERS



# 30 GAMES TO ENJOY!



# COLOR & BLACK & WHITE OPTIONS



Geometry - Shapes

Geometry - Shapes

Geometry - Shapes

Geometry - Shapes

# 15 WAYS TO PLAY!

## PLAYING CARDS GUIDE: STEP BY STEP DIRECTIONS

- ✔ Go Fish
- ✔ 2 of a Kind
- ✔ War
- ✔ Old Maid
- ✔ Snap
- ✔ 4 of a Kind
- ✔ Slap Jack
- ✔ Memory Match
- ✔ Build a Tower
- ✔ Spoons
- ✔ First to Ten
- ✔ Highest Answer
- ✔ Race to Finish
- ✔ Scavenger Hunt
- ✔ With Chance Cards

## GO FISH:

1. Get the Deck Ready: Shuffle a standard deck of cards.
2. Deal the Cards: Each player gets 5 cards. The rest of the cards go in a pile.
3. Check
4. Take

## 2 OF A KIND

1. Get the Deck Ready: Shuffle a standard deck of cards.
2. Deal the Cards: Each player gets 6 cards. The rest of the cards
3. Take

## WAR

1. Set Up the Game: Shuffle a deck of cards. Deal all the cards evenly to each player. Players don't look at their cards; they keep them face-down in a pile.
2. Start a Battle: Both players turn over the top card of the pile at the same time and place it face-up in the center.
3. Compare the Cards: Look at the answer on the cards. The player with the higher answer wins both cards and places them at the bottom of their pile. If the cards are the same, it's a War!
4. Going to War: When both cards match, each player places three cards face-down and one card face-up.

# WHAT'S INCLUDED?

- ✔ 30 sets of cards
- ✔ color & b/w versions
- ✔ answer keys
- ✔ idea guide with 15 ways to play
- ✔ 2 versions of most decks of cards
- ✔ chance cards to add in!



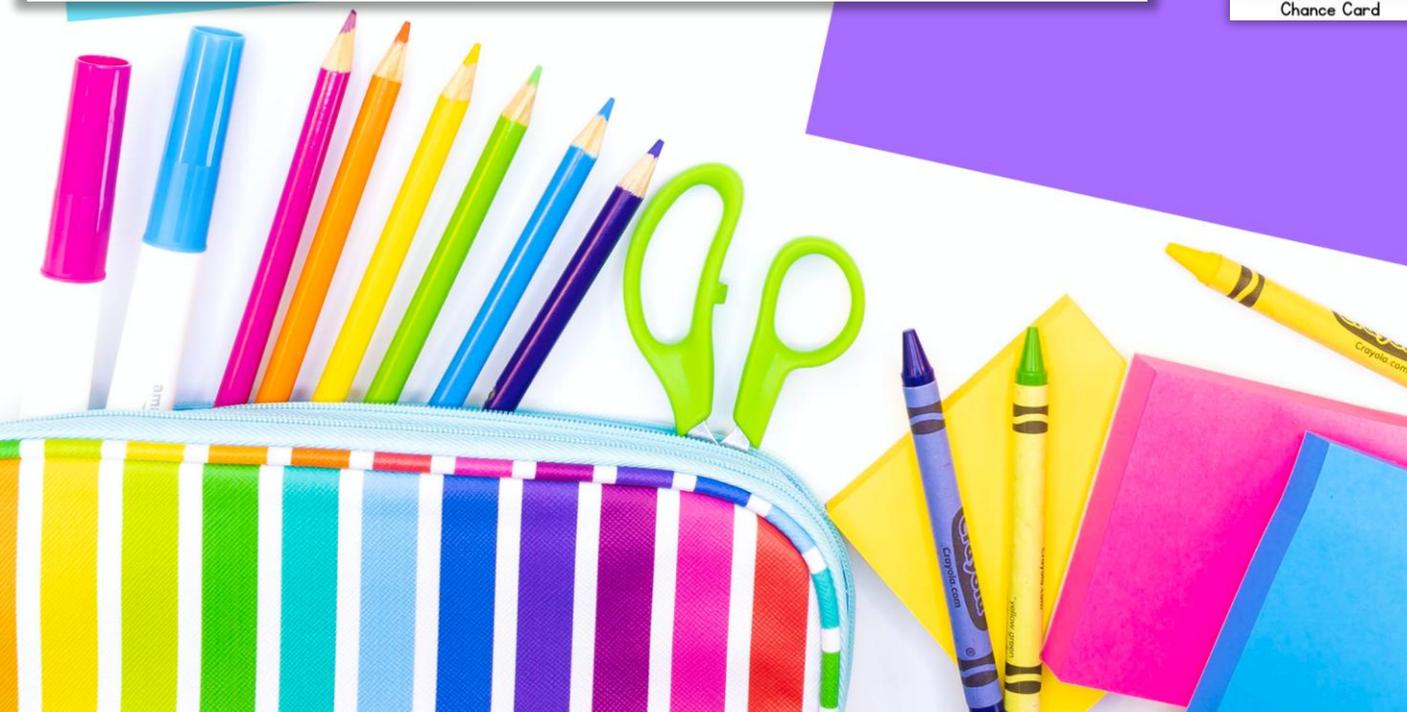
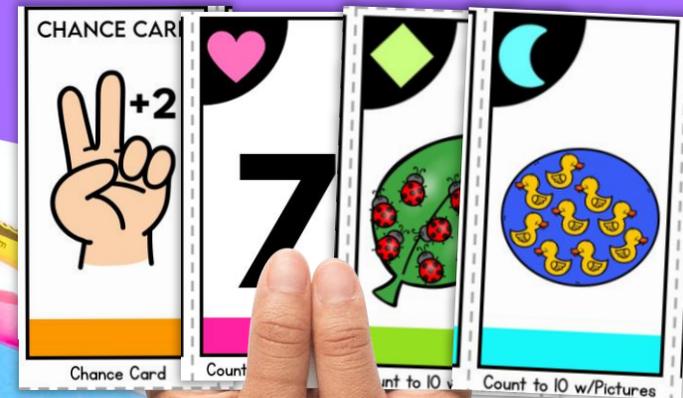
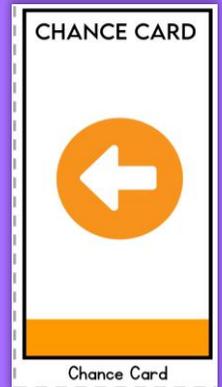
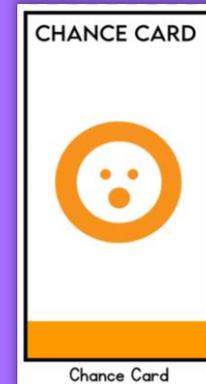
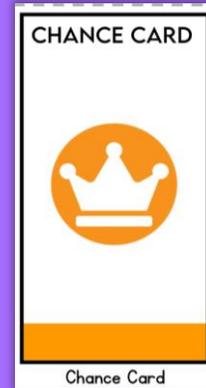
# CHANCE CARD KEY

	The next player draws 2 cards from the middle.
	The next player draws 4 cards from the middle.
	Gameplay changes directions to the left.
	Gameplay changes directions to the right.
	Skips the next player's turn.

	Play this card and you get to choose who plays next.
	Everyone gets to put a card in the middle.
	This keeps a player safe from the next chance card played against them. Put the card down to stay safe.
	Take a peek at another player's cards of your choice for 5 seconds.
	Play this and you can also put down all cards that are of your color choice on this turn.

THE LIFETIME LEARNER

# OPTIONAL CHANCE CARDS FOR EVEN MORE FUN!



# SEE THE SKILLS!



- 3D Shapes
- Add to 5 with Pictures
- Add to 10 with Pictures
- Add with Ten Frames
- Addition Word Problems to 10
- Count Forward 1-25
- Count Forward 26-50
- Count Forward 51-75
- Count Forward 76-100
- Count to 10 with Pictures
- Count to 10 with Ten Frames
- Count to 20 with Pictures
- Count to 20 with Ten Frames
- Decompose Numbers Less than 10
- Decompose with Part Part Whole
- Decompose with Ten Frames
- Geometry
- Making 10 with Ten Frames
- Number Line Addition
- Number Line Subtraction
- Number Recognition
- Numbers 1-10 Word Form
- Place Value to 20 Base Ten Blocks
- Place Value to 20 Word Form
- Subitizing
- Subtract to 5 with Pictures
- Subtract to 10 with Pictures
- Subtract with Ten Frames
- Subtraction Word Problems to 10
- Teen Numbers



**2 VERSIONS  
OF EACH DECK**

## Version #1

2 questions, 2 answers

<p><b>1</b> Add to 10</p>	<p><b>1</b> Add to 10</p>	<p><b>0+1</b> Add to 10</p>	<p><b>1+0</b> Add to 10</p>	<p><b>2</b> Add to 10</p>	<p><b>2</b> Add to 10</p>	<p><b>2+0</b> Add to 10</p>	<p><b>0+2</b> Add to 10</p>
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## Version #2

4 questions

<p><b>0+1</b> Add to 10</p>	<p><b>1+0</b> Add to 10</p>	<p><b>0+1</b> Add to 10</p>	<p><b>1+0</b> Add to 10</p>	<p><b>1+1</b> Add to 10</p>	<p><b>1+1</b> Add to 10</p>	<p><b>2+0</b> Add to 10</p>	<p><b>0+2</b> Add to 10</p>
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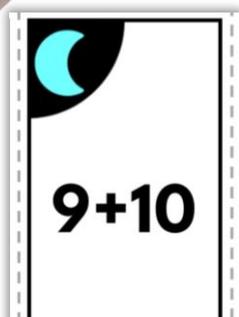
# ENDLESS FUN!

You'll reach for these playing cards again and again! Unlike most resources, these are designed for repeated rounds of engaging practice and offer a new experience for students each time they play!

Use them in centers, small groups, or even as quick review sessions—they're adaptable to any lesson plan.

Students can revisit familiar games for spiral review, OR teachers can introduce new decks throughout the year to keep things fresh and exciting!

The possibilities are endless with these playing cards!



# PLAYING CARDS

**K math** 30 games

# PLAYING CARDS

**1st math** 30 games

# PLAYING CARDS

**2nd math** 30 games

**MORE OPTIONS TO TRY!**

# PLAYING CARDS

**3rd math** 30 games

# PLAYING CARDS

**4th math** 30 games

# PLAYING CARDS

**5th math** 30 games

# PLAYING CARDS

**+ - x ÷ math facts** 30 games

# PLAYING CARDS

**K phonics** 50 games

# PLAYING CARDS

**1st phonics** 40 games

# PLAYING CARDS

**2nd phonics** 30 games

# PLAYING CARDS

**3-5 grammar** 30 games