Card Games:

- War (for 2 players): Played much the same as the traditional card game, however before the game begins choose the operation you want to practice (addition, subtraction, multiplication).
  - Each number card is worth its face value and the Ace = 1. Decide whether to take face cards out, if left in Jack = 10, Queen = 11, King = 12.
  - Shuffle cards & lay face down. Each player draws a card from the deck and reveals the card.
  - When both cards are revealed, players perform the operation, the first person to call out a correct response "wins" the two cards.
  - Play continues to a predetermined time or until one player has all of the cards.

- Bull’s Eye (2 to 4 players): Use the four operations (addition, subtraction, multiplication & division) to equal the target number.
  - Remove the 12 face cards from the deck, shuffle the remaining cards and deal 4 cards face down to each player.
  - Turn the next card up for all players to see. This is the target number.
  - At the count of 3, all players turn their cards over at the same time. Then they +, -, x, or ÷ the numbers on their cards (Ace = 1) and try to equal the target number. All 4 cards must be used!
  - The first player to equal the target number wins a point, 3 points wins a game.
  - If no one can equal the target number, turn over another card for a new target number or re-deal.

- Salute (3 players): Players use multiplication/division facts and algebraic reasoning to calculate products and estimate.
  - Players sit in a triangular formation, shuffle the deck of cards and place in the center.
  - 2 players draw from the top of the deck and hold the cards face down. When the third player says "Salute," the players hold the cards to their foreheads so they cannot see their own card (only the other player’s card).
  - Using mental math, the third player multiplies the 2 cards and says the product out loud.
  - Each of the other players tries to “win” the round by naming the value of his/her card (for example, if Player A see his partner has a 6, and hears the product is 42, he guesses that he must have a 7).
  - Players switch roles and continue play to a pre-determined number of rounds.

Dice Games:

- Place Value Challenge (2 or more players): The object is to create the largest (or smallest) 4-digit number in a given round.
  - Players will need a sheet of paper and a pencil to record their answers each round. At the start of each round, players will make 4 empty boxes to represent the ones, tens, hundreds, and thousands place.
  - Choose one player to roll for the first round. The player will roll 4 dice, one at a time. After the first number is rolled, all players will decide which box to place the number in on their recording sheet. The roller will then roll the second dice, again players will decide which of the remaining boxes to place the digit in (once a number is played, it may NOT be moved). Continue until all 4 dice have been rolled and all players have created a 4-digit number.
  - The player with the largest 4-digit number wins the round and another player becomes the dice roller. (Game variation: create the smallest possible 4-digit number).

- Roll a Rectangle (2 or more players): Players take turns modeling basic multiplication facts as rectangles (area model).
  - On a given turn, the player rolls 2 dice and sketches a rectangle on their grid paper with those dimensions (e.g. If I roll a 2 and a 4, sketch a rectangle that has a length of 2 and width of 4). The total number of squares inside the rectangle is how many points the player receives that round (e.g. My 2 x 4 rectangle contains 8 squares, so I score 8 points).
  - The second player takes their turn, sketching their rectangle on the same piece of grid paper, but in a different color.
  - Play continues until one player cannot find room to place the rectangle they rolled. The player with the most points wins.

- Facts Practice (2 or more players): Another quick practice for addition, subtraction, & multiplication facts.
  - Before play, choose which operation will be used.
  - Players take turns rolling 2 dice. The first person to call out the correct solution to the math fact wins a point. The winner has the most points after a given number of rounds.