

Basic Facts "War"

Skills: Basic Addition Facts--Sums to 18

Materials for each team of two students: 1 deck of playing cards

Object of the game: The first player to capture all the cards wins.

Procedure:

Remove all aces, kings, queens, jacks, jokers, and 10's from the deck. Set aside.

Rules:

Each player draws a card from the deck. The highest card is the dealer.

The dealer deals all the cards. Each player puts the cards face down into a stack without looking at them.

Play begins.

Each player "slaps down two cards" and quickly adds them together. The player with the highest sum wins all four cards. In the event of a tie, each player puts 2 cards face down, then puts two cards face up and finds the sum. The player with the highest sum wins ALL of the cards.

The cards that are won go, face down into a "captured" pile. When a player runs out of cards, the "captured" pile is shuffled and used for play.

When one player has won all of the cards, he/she has won the game.

Variations:

Subtraction Facts

All procedures are the same except that players subtract the #s on their cards.

Multiplication Facts

All procedures are the same except that players multiply the #s on their cards.

"Speed Facts" War

Play is the same for addition, subtraction, or multiplication War except:

- After "slapping" down two cards, the player says his/her answer as quickly as possible.
- A third player is added to the team to serve as "judge." The judge determines who won the round and gets to capture the cards. The winner must say the correct fact first.

Other

A time limit can be set on any of the above games. The winner is the person with the most cards when the time is up.

Variations (continued)

Subtraction:

Object of the Game: The first player to reach zero wins.

Procedure: Same as Basic Skunk except that after adding the #s on the dice, the roller subtracts the total from his/her score.

2 Digit: Start with 100 points.

-Double Skunk adds 100 points, Single Skunk adds 50 points.

3 or 4 digit

-Start with 500 or 1000 points

-Use 3 die

Triple Skunk Adds 500 or 1000 points

Double Skunk Adds 200 points

Single Skunk Adds 100 points

Other:

A time limit for play can be set when using any of the above versions of this game. For example, after 10 minutes, the lowest/highest score wins.