

Instructions:

The educational card deck for calculating !

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Counting Kings

Players: 2

Number of Cards: Number cards from 1–12 (x4) / no Jokers.

Educational Value: Promotes the mental arithmetic and the understanding of quantities.

Goal: The player with the most cards at the end of the game is the winner.

Preparation: The cards are shuffled, and an agreed-upon number of cards (e.g. 10) are placed face-down in a stack to the side. This becomes the 'center stack'. The rest of the cards are dealt equally between the players. Each player puts his cards face-down in a pile on the table.

How to Play: Next, each player takes a turn to take a card off their individual piles and place it down next to their stack (so the previously turned card cannot be seen). If this card can be added to the other player's revealed card to make the value of the 'center card' (e.g. 2+4, 5+1 etc.), this should be called out.

The first person to call out correctly gets to keep the 'center card'. A new 'center card' is then turned over and the game continues.

When there are no more 'center cards' left, all the cards (except the 'center cards' players have won) are shuffled and dealt again, and a new 'center stack' is formed.

The game ends when this process cannot be repeated. The player with the most cards at this

point is the winner.

Variation: To play with 3 players, the 3 revealed cards should add up to the value of the center card.

By: [Gaby Wendel-Rothe](#)

Card on Card

Players: 2-4

Number of Cards: Number cards from 1-12 (x4) / no Jokers

Educational Value: Helps with identifying and consolidating figures.

Goal: The first player to have no more cards is the winner.

Preparation: Every player gets the same number of cards. One card is placed in the center of the table and is turned over. This becomes the 'center card'.

How to Play: Each player takes a turn to see if he has a card which matches the number or color of the 'center card'. If he does, this becomes the new 'center card' which the next player must then play with. If he does not, he misses a turn.

The winner is the first player to get rid of all of his cards (or if no more turns can be made, the player with the fewest remaining cards).

By: [Mirko Mieland](#)

What Does This Make?

Players: 2

Number of Cards: Number cards from 1-12 (x4) / 4 Jokers

Educational Value: : Explores the various basic arithmetical functions and consolidates the understanding of figures.

Goal: The player with the most cards at the end of the game is the winner.

Preparation: The Jokers are taken out of the pack and shared between the players. The remaining cards are then split into two equal piles and placed face-down on the table.

How to Play: The first player takes the top card from each deck and uses the two numbers to create a simple arithmetical problem (with adding, subtracting, multiplying or dividing) for the second player.

If the second player answers the question correctly, he gets the two cards. If he answers incorrectly, the first player keeps the cards.

The second player then repeats the process and the game continues.

A Joker can be used when a player wants to change the arithmetical function used in the question he is given in order to simplify the calculation. When a Joker has been used, it cannot be used again.

The player with the most cards at the end of the game is the winner.

Variation: Use three stacks of cards and repeat the game using one card from each pile to make more complicated problems.

By: [Martina Gau](#)

First To 100

Players: 2

Number of Cards: Number cards from 1–12 (x4) / no Jokers.

Educational Value: Practices counting to 100.

Goal: The first player to make 100 or more is the winner.

Preparation: The cards are shuffled well and each player is given 5 cards. The cards which remain are placed face-down in the center of the table.

How to Play: The youngest player begins by putting one of his cards (e.g. 5) down face-up on the table. He then takes a new card from the stack in the center so he always has 5 cards in his hand.

The next player then puts down a card (e.g. 10) and adds this to the previous card (e.g. to make $5 + 10 = 15$).

The cycle then continues until a player wins by using one of his cards to take the total over 100.

Variation: The same rules can be applied to a 'First To 0' game: the game is played exactly as above, but counting starts at 100 and is then reduced by subtraction (e.g. $100 - 5 = 95$).

The first player to get 0 or less is the winner.

Similar rules could also be used for any other number chosen.

By: [Katharina Rollinger](#)

Cheating Allowed!

Players: 2–5

Number of Cards: Number cards from 1–12 (x4) / no Jokers.

Educational Value: Helps understanding of numbers and number sequences.

Goal: The first player to have no more cards is the winner – cheating is allowed, but you must not get caught!

Preparation: A Dealer is chosen to shuffle the cards then deal the all out to the players.

How to Play: The player to the left of the Dealer begins, and puts down a card face-down on the table and says "This is a 1". Only the player knows whether this is true or not.

If the next player believes him, he takes his turn by putting a card face-down on the table and saying "This is a 2". Again, only he knows whether this is true or not.

The rest of the players then continue this cycle until 12 is reached, when the cycle begins again from 1.

If at any point someone believes a player to be cheating, he says "Cheat!" and turns over the card they just put down. If the player was lying, he has to take all of the cards – but if he was telling the truth, the person who challenged him has to take them!

Variation: Instead of beginning with 1, why not start at 12?

Variation: If Jokers are included in the dealing, a player who has been caught cheating can use one to save himself: when he is caught, he can put down a Joker and not have to take the cards.

By: [Natascha Sochorec](#)

Card Master

Players: 3–5

Number of Cards: Number cards from 1–12 (x4) / no Jokers.

Educational Value: Trains creative use of the numbers 1–12 and basic arithmetical functions.

Goal: The player with the most points at the end of the game is the winner.

Preparation: The cards are shuffled, and every player is given an equal number of cards. The remaining cards are then placed face-down in a pile in the center of the table.

How to Play: The players all reveal their cards, and the card on top of the pile in the center of the table is also turned over.

In turn, each player uses their own cards to find as many ways of making the number on the center card as possible. Each correct method is awarded one point.

The player with the most points at the end of the game is the winner.

Variation: The players write down their methods, and for each correctly written down method an additional point is awarded.

Variation: Limits can be set on the numbers used – for example, only two numbers per method may be allowed.

By: [Irmela Bever](#)

Starting With Seven

Players: 1–5

Number of Cards: Number cards from 1–12 (x4) / no Jokers.

Educational Value: Strengthens understanding of the numbers 1–12 and their place in the numerical sequence.

Goal: The first player to have no more cards is the winner.

Preparation: The cards are shuffled, and every player is given 5 cards. The remaining cards are then placed face-down in a pile in the center of the table.

How to Play: The player who has the pink 7 begins. If the pink 7 was not dealt, a player with a 7 of another color begins. This player now discards this card and any others of the same color or number. When he can no longer go, the next player takes a turn to do the same.

When a player is unable to put any cards down, he must take one from the pile in the center of the table.

The first player to have no more cards is the winner, but play can continue until all cards have been discarded by all players.

Variation: If Jokers are included in the dealing, a player can use one as any card: when he is otherwise unable to go, the Joker can be very helpful!

By: [Maria Flandorfer–Salmina](#)

Every Card Counts

Players: 3

Number of Cards: Number cards from 1–12 (x4) / 4 Jokers.

Educational Value: Practices the basic arithmetical functions and promotes logical thinking and reasoning abilities.

Goal: The player with the most points at the end of the game is the winner.

Preparation: The cards are shuffled, and every player is given 5 cards. The remaining cards are then placed face-down in a pile in the center of the table.

How to Play: The player to the left of the Dealer begins and places a card down on the table. The second player then does the same. It is now up to the third player to work out which arithmetical function will equal one of his cards.

If he can find a solution, he gets a point. If he cannot, the player next to him can try with his own cards. A Joker can stand for any number.

After each point, every player takes a card from the pile in the center of the table. The player who got the point then takes the next turn.

The player with the most points at the end of the game is the winner.

By: [Maria Flandorfer-Salmina](#)

Number Crowd

Players: 2 and a 'Referee'

Number of Cards: Number cards from 1-12 (x4) / 4 Jokers.

Educational Value: Reinforces addition.

Goal: The player with the most pairs of cards at the end of the game is the winner.

Preparation: The cards are shuffled and then split into two equal piles and placed face-down on the table.

How to Play: The first player takes one card from the top of each pile and tries to add the two together. A Joker can stand for any number.

If the player succeeds, he gets to keep the cards. If he does not, the other players get to try to complete the sum. The 'Referee' decides if the sums have been completed correctly.

The player with the most pairs of cards at the end of the game is the winner.

Variation: Instead of addition, subtraction can be used.

Variation: Instead of addition, multiplication can be used.

Variation: Instead of addition, division can be used. If this means a whole number is not created, however, one of the cards is put back into the pile (alternating between piles) until a whole number problem is found.

By: [Maria Flandorfer-Salmina](#)

A+ Arithmetic

Players: 2-3

Number of Cards: Number cards from 1-12 for each player / Two piles of number cards from 1-9 / no Jokers.

Educational Value: Helps in mastering basic arithmetic.

Goal: The first player to have 10 points is the winner.

Preparation: Each player is given a set of cards from 1–12 and two piles of cards from 1–9 are placed face-down in the center of the table.

How to Play: The first player turns over the card on the top of each pile in the center of the table and puts them together to form a number (e.g. 2 and 3 become 23). The second player now uses his 12 cards to see if he can make this number (e.g. $2 \times 10 = 20$ then $20 + 3 = 23$). If he can, he gets one point. The cycle then repeats with the other player. The first player to have 10 points is the winner.

By: [Stephany Koujou](#)

Color Chaos

Players: 2–4

Number of Cards: Number cards from 1–12 (x4) / no Jokers.

Educational Value: Aids in addition.

Goal: The player with the most points at the end of the game is the winner.

Preparation: The cards are shuffled, and every player is given 6 cards. The remaining cards are then placed face-down in a pile in the center of the table. The youngest player begins.

How to Play: Player one looks through his cards and sees in which color he has the highest cards (e.g. red 8, red 9, and red 11). He then puts these cards down on the table, and the other players do the same with their cards of that color.

Everyone now counts how many points they have (player one, for example, has $8 + 9 + 11 = 28$). The player with the highest number of points receives one point for that round.

All the cards from that round are then set aside and everyone is dealt another 6 cards from the pile in the center of the table. Player two now continues the cycle.

The game ends when there are no more cards in the pile in the center of the table. The player with the most points when this happens is the winner.

By: [Stephany Koujou](#)

Up To 1000

Players: 2–4

Number of Cards: Number cards from 1–12 (x4) / 4 Jokers.

Educational Value: Practices working with quantities from 1–1000.

Goal: The player with the most cards at the end of the game is the winner.

Preparation: The cards are shuffled and placed in a pile in the center of the table. Jokers can be used as any color or number.

How to Play: Round One: Going clockwise, every player takes one card from the top of the pile in the center of the table. When everyone has a card, the one with the highest number wins and is given a card to keep as proof of his victory.

Round Two: This round works in the same way as the first round, but players now take two cards instead of one (in two clockwise passes of the circle). When everyone is ready, each player tries to make the highest possible number by lining up the digits on their cards. The winner is given a card to keep as proof of his victory.

Round Three: This round works in the same way as the first two, but players now take three cards instead of one or two (in three clockwise passes of the circle). When everyone is ready, each player tries to make the highest possible number by lining up the digits on their cards.

each player tries to make the highest possible number by lining up the digits on their cards.

The winner is given a card to keep as proof of his victory.

These three rounds can be repeated as often as is necessary to use all the cards in the pile in the center of the table.

The player with the most cards at the end of the game is the winner.

Variation: To add to the difficulty, number combinations may only be made from cards of the same color. To increase the chances of getting the same color of cards, one more card than specified in the rules above should be taken for each round.

By: [Mag. Johanna Patri](#)

Splitting 12

Players: 2-4

Number of Cards: Number cards from 1-12 (x4) / 4 Jokers. Also Required: 2 Dice.

Educational Value: Practices deconstructing the numbers 1-12.

Goal: The player with the fewest points at the end of the game is the winner.

Preparation: Each player is dealt a set of cards from 1-12 and a Joker and places the face-up in a row in front of them.

How to Play: The first player rolls the dice and adds the numbers they give together. He can then decide the combination of this sum that he wants to play with (e.g. in a total of 6, $5 + 1$, $4 + 2$, $3 + 2 + 1$ can all be played).

When he has chosen how to make the sum, he turns over the appropriate cards (a Joker can be used as any number). This continues until all the cards are used up or he can no longer make the sum he needs to. When this happens, the value of the remaining cards is added and recorded.

The other players then take their turns, and the player with the fewest points at the end of the game is the winner.

Variation: Just use the numbers 1-10, and don't use Jokers.

By: [Heidemarie Wöckinger](#)

Finding 50

Players: 2-4

Number of Cards: Number cards from 1-12 (x4) / 4 Jokers.

Educational Value: Reinforces addition up to 50.

Goal: The first player to get over 50 is the loser.

Preparation: The cards are shuffled, and every player is given 5 cards which are either hidden or shown to the group. The remaining cards are then placed face-down in a pile in the center of the table.

How to Play: One card is placed face-up in the center of the table, and the players then take turns to put one card from their hand on top of it. As they do this, everyone in the group says the running total of all the center cards out loud.

Every time a player puts a card down he must take another from the pile in the center of the table so as to always have 5 cards in his hand. The Joker may be used at any time as any number, but is best used at the end when it can count as 0.

The running total cannot exceed 50, and the player whose card is used to break this limit is the loser.

Variation: Instead of choosing 50 as the limit, why not choose another total?

By: [Heidemarie Wöckinger](#)

Race to 10

Players: 2–4

Number of Cards: Number cards from 1–12 (x4) / 4 Jokers. Also Required: Possibly a bell.

Educational Value: Practices deconstructing the numbers 1–10.

Goal: The player with the most cards at the end of the game is the winner.

Preparation: The cards are shuffled and the entire deck placed in the center of the table. A bell may also be added to the table.

How to Play: A player draws a card from the deck in the center of the table and reads it aloud. The next player does the same. This continues until a player finds two sequential cards which total 10. Jokers are worth 0.

When a player believes he can make 10, he knocks on the table or rings the bell and says the sum aloud. If he is correct, he takes all the up-turned cards.

This cycle continues until no more combinations which make 10 are possible.

By: [Heidemarie Wöckinger](#)

Scary Sevens

Players: 2–4

Number of Cards: Number cards from 1–12 (x4) / 4 Jokers.

Educational Value: Aids identification and addition of quantities and numbers.

Goal: The last player to stay below 25 and keep a Joker is the winner.

Preparation: Each player is dealt 7 cards and a Joker (with 2 players, each get 2 Jokers). The remaining cards are placed face-down in a pile in the center of the table.

How to Play: Each player takes a turn to place a card face-up on top of the previous card. Everyone in the group says aloud the running total by adding the value of each card together. Every time a player puts a card down, he takes a new card from the pile in the center of the table. The goal is to keep the total below 25, and the player who breaks this limit is the loser. When a player loses, he gives up his Joker: the last player to keep a Joker is the winner.

WARNING: When a 'Scary Seven' is played, it reduces the current total by 7. This can be cleverly used at the end of a game!

Variation: Start at 100 and work to 0 – but this time the 'Scary Seven' adds 7 to the total!

Variation: Jokers can be used to reset the total to its starting point.

Variation: Adapt the range of numbers used to the ability of the players.

By: [Saskya Schmidt](#)

Considered Calculations

Players: 2

Number of Cards: Number cards from 1–12 (x4) / no Jokers.

Educational Value: Explores arithmetical functions and consolidates understanding of figures.

Goal: Recognize how numbers can be used to make calculations.

Preparation: The cards are shuffled, then split into two equal piles and placed face-down in the center of the table.

How to Play: A player draws one card from each pile (e.g. 5 and 9). He then considers what calculations can be done with those numbers ($5 + 9$, $9 + 5$, 5×9 , 9×5 etc.) and works out their results.

Variation: Use three or more piles.

Variation: Use only addition and subtraction or multiplication and division signs.

By: [Saskya Schmidt](#)

Distance Blowing

Players: 2 and a Leader

Number of Cards: Number cards from 1–12 (x4) / no Jokers. Also Required: Cotton-ball / Ruler.

Educational Value: Understanding and recognizing lengths.

Goal: The player with the most points at the end of the game is the winner.

Preparation: The deck is shuffled well and dealt equally among the players. A sheet of paper is also fixed to the table and a 'Starting Line' drawn on it.

How to Play: One player puts one of his cards down on the table (e.g. 9). The other player must then blow the cotton-ball that many centimeters (e.g. 9 cm) away from the 'Starting Line' on the paper.

When the blow has taken place, the Leader will measure the accuracy of the attempt. If the blow is accurate, that player is given a point. The cycle then continues with the other player's turn until all of both players' cards have been used.

The player with the most points at the end of the game is the winner.

Variation: Instead of blowing a cotton ball, players can draw a line on the paper to correspond to the required length on the chosen card.

By: [Mirko Mieland](#)

Manic Multiplication

Players: 2 and a Leader

Number of Cards: Number cards from 1–12 (x4) / 4 Jokers.

Educational Value: Reinforces and consolidates multiplication.

Goal: The player with the most cards at the end of the game is the winner.

Preparation: The cards are shuffled, and then placed face-down in a pile in the center of the table.

How to Play: Each player takes a card from the pile in the center of the table, and is careful not to show it to the other player. The Leader then takes a card and places it face-up on the table.

The players now have to multiply the card in their hand by the revealed card on the table. The first one to call out a correct solution keeps the revealed card.

EXAMPLE: A 4 is revealed on the table. Player one has a 2 in his hand so must call out 8 ($2 \times 2 = 8$), and player two has a 4 in his hand so must call out 16 ($4 \times 4 = 16$).

If a Joker is drawn, players can make it any number they choose.

The Leader has the final say on all decisions!

The player with the most cards at the end of the game is the winner.

Variation: Play the same game without Jokers.

By: [Mirko Mieland](#)

Say It Quick!

Players: 2-4

Number of Cards: Number cards from 1-12 (x4) / no Jokers.

Educational Value: Reinforces and consolidates multiplication.

Goal: The player with the most cards at the end of the game is the winner.

Preparation: A Dealer is chosen to shuffle the cards and give 7 to each player. The remaining cards are placed in a pile in the center of the table.

How to Play: The first player chooses two numbers from his cards. The second player must then multiply these together. If he solves the problem correctly within 10 seconds, he takes two cards from the pile in the center of the table.

If he takes longer than 10 seconds or gives a wrong answer, he must give two of his own cards to the player who asked the question.

At the end of each round, each player must take enough cards from the pile in the center of the table to have at least 7 cards in his hands.

The game continues like this until there are no more cards remaining in the pile. The player with the most cards at this point is the winner.

Variation: Depending on the ages of the players, the time allowed for answering and the numbers used in the problems can both be determined before the game begins.

By: [Rebekka Elisabeth Barg](#)
