

PLAY GAMES

to help your child succeed in math



2

BUILD TEN

Remove the face cards, but keep aces as 1s.
Place deck face down.
Flip 5 cards up in a line.
1st player uses as many cards as possible to create an expression equal to 10.

Examples:

$$6 + 4, \quad 2 + 8, \quad 9 + 1, \\ 5 + 4 + 1, \quad 9 \times 2 - 5 - 3$$

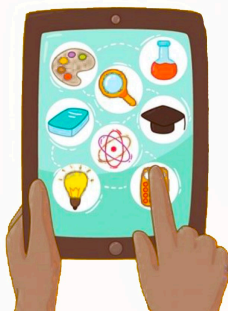
Player can pass the turn if stuck. Player keeps all the cards he/she uses & then replaces them with cards in deck for next player's turn.
Player with most cards at end wins!

1 PLAY "TOP-IT" W/ CARDS OR DICE

First, remove the face cards (jacks, queens, kings), but keep aces as 1s. Then, deal out the cards divided equally among all players. Players keep their piles face down. Each round, each player flips two cards up and adds them together. The player with the largest sum wins the round and takes all cards. The player with the most cards at the end is the winner. Note: for grades 4-6, try multiplying instead of adding. Top-it can also be played with two dice. If playing with dice, players score one point for each round won. First to 5 points wins!

3 DOWNLOAD A FREE APP FOR YOUR MOBILE DEVICE

We all know that bedtime stories with our children can be helpful to their academic development, but few people know that it's also helpful to set aside just 5 minutes a day to do a "daily math" problem that links math to the world. The Bedtime Math Foundation is a charitable organization that provides a math problem of the day everyday to help you incorporate math into your child's daily routine. It's fun. No logins. No scores. Just a quick story that makes it fun for you to talk about math with your child.



Go to the Apple App store or Google Play Apps store and search for "Bedtime Math." It is a FREE app. Please feel free to email us at clad@nd.edu if you have any questions.