Making Math More Fun

Math Card Games
Just PRINT and PLAY

by TERESA EVANS

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Part 1

Math Card Games to Play With a Deck of Cards

1. Addition Quick Draw
Practice addition facts.

2. Multiplication Quick Draw
Practice multiplication facts.

3. Break the Bank at 27
Practice addition to 27.

4. Ten or Twenty
Practice addition.

5. Fifteen
Practice addition.

6. Make 25 With 5
Practice addition.

7. Largest Number
Practice number concepts and comparing values.

8. Closest To …
Practice number concepts and comparing values.

9. Number Sentence
Practice computations.

10. First to 50 - Addition
Practice addition facts.

11. First to 50 - Odd Addition
Practice addition facts and recognition of odd and even numbers.

12. First to 50 - Multiplication
Practice multiplication facts.

13. First to 50 - Odd Multiplication
Practice multiplication facts and recognition of odd and even numbers.

14. First to 50 - Find the Difference
Practice subtraction facts.

15. First to 50 - Find the Difference Evens Only
Practice subtraction facts and recognition of odd and even numbers.

16. Division Draw
Practice division facts.

17. Fraction Draw
Practice comparing fractions.

Part 2

Math Card Games Using Cards from Black Line Masters

1. Memory Numbers
Match digits, number words and representations.

2. Snap
Match digits, number words and representations.

3. Groups
Match digits, number words and representations.

4. Picture Addition Memory
Calculate addition with picture models.

5. Picture Subtraction Memory
Calculate subtraction with picture models.

6. African Animals Addition
Practice basic addition facts.

7. Subtraction Snakes
Practice basic subtraction facts.

8. Division Dog
Practice basic division facts.

9. Addition Memory
Practice basic addition facts.

10. Subtraction Memory
Practice basic subtraction facts.

11. Multiplication Memory
Practice basic multiplication facts.

12. Division Memory
Practice basic division facts.

13. Make Your Own Memory Game

14. Addition Bingo
Practice basic addition facts to 10.

15. Subtraction Bingo
Practice basic subtraction facts.

16. Division Bingo
Practice basic division facts.

17. Fraction Bingo
Practice basic fraction facts.

18. Show Numbers
Create and read 3, 4, 5 or 6 digit numbers.

19. Missing Digit Memory
Solve addition of 2 digit and one digit numbers.

20. Highest Number – 2 digits
Read and compare 2 digit numbers.

21. Highest Number – 3 digits
Read and compare 3 digit numbers.

22. Highest Number – 4 digits
Read and compare 4 digit numbers.

23. Highest Number – 5 digits
Read and compare 5 digit numbers.

24. Fraction Dominoes
Reinforce the concepts of fractions.

Math Card Games Using a Deck of Cards

The following games can be played with a deck of cards with the colored cards removed and the Aces assigned a value of 1.

OR

The following games can be played using the cards from Black Line Masters 1, 2, 3, 4 and 5.

Simply print the instructions for the games you wish to play.

1. Addition Quick Draw

5+ years **2 players**

Practice addition facts.

Instructions

Addition Quick Draw **2 players**

Getting Ready

Deal out all of the cards to the two players.

Play the Game

One player calls, 'Draw' and both players turn over their top card and place it face up in the center.

The players add the two numbers that are showing and the first player to say the total out loud wins the two cards.

After all cards have been used, the players count the number of cards that they have won. The winner is the person who has the most cards.

2. Multiplication Quick Draw

7+ years **2 players**

Practice multiplication facts.

Instructions

Multiplication Quick Draw **2 players**

Getting Ready

Deal out all of the cards to the two players.

Play the Game

One player calls, 'Draw' and both players turn over their top card and place it face up in the center.

The players multiply the two numbers that are showing and the first player to say the answer out loud wins the two cards.

After all cards have been used, the players count the number of cards that they have won. The winner is the person who has the most cards.

3. Break the Bank at 27

6+ years **2 - 5 players**

Practice addition to 27.

Instructions

Break the Bank at 27 **2 - 5 players**

Getting Ready

Deal out all of the cards to the players. Players put their cards into a pile in front of themselves with cards face down.

Play the Game

The first player turns over their top card and places it in the center.
The next player turns over their top card placing it on top of the first card. This player adds the value of the two cards and tells everyone the total.
The next player does the same adding the value of their card to the previous total.
Play continues until the total reaches 27 or over. The player that puts down the card that takes the total to 27 or over takes all of the cards in this pile.
This player takes the cards and shuffles them it into their pile.
Play continues for a set time or until one player has no cards left.
The winner is the person with the most cards.

4. Ten or Twenty

6+ years **2 - 4 players**

Practice addition.

Instructions

Ten or Twenty **2 - 4 players**

Getting Ready

Each player is dealt 5 cards to hold in their hand.
The remaining cards are placed face down in a pile in the center.
The top card is turned over and placed beside the pile.

Play the Game

Players take it in turn to pick up the top card of the pile or the top card of the discard pile. If the player can make a set of 3 cards that total 10 or 20 in value, the set is put down facing up in front of the player. The player finishes the turn by discarding a card face up on the discard pile. If the player has made a set of 3 on their turn they also pick up three more cards from the pile to restore their hand to 5 cards.
The winner is the person who has made the most sets when all of the pile is gone.

5. Fifteen

6+ years **2- 4 players**

Practice addition.

Instructions

Fifteen

2 - 4 players

Getting Ready

Each player is dealt 3 cards.

Play the Game

Players take turns to show their 3 cards and add the value of the cards.

If the total is 15, the player can keep their cards. If it is not 15 the cards are returned to the dealer and shuffled into the deck for the next round.

Play continues for a set time. The winner is the player with the most cards when play finishes.

6. Make 25 With 5

6+ years **2 - 4 players**

Practice addition.

Instructions

Make 25 With 5

2 - 4 players

Getting Ready

Each player is dealt 5 cards to hold in their hand.

The remaining cards are placed face down in a pile in the center.

The top card is turned over and placed beside the pile.

Play the Game

The aim of each round is to create a hand of 5 cards that add to 25.

Players take it in turn to pick up the top card of the pile or the top card of the discard pile. Each player finishes their turn by discarding a card onto the top of the discard pile.

The first player to have a set of 5 cards that total 25 calls out, 'Twenty-five' and is the winner of that round.

Keep score of how many rounds each player wins.

The winner is the player who wins the most rounds.

7. Largest Number

6+ years **2 - 4 players**

Practice number concepts and comparing values.

Instructions

Largest Number

2 - 4 players

Getting Ready

Use only cards with 1-9 for this game.
Select the number of digits to be used in the numbers for this game, e.g. 2 digit numbers, 3 digit numbers, 4, 5 or 6 digit numbers.
Each player is dealt that number of cards.

Play the Game

Players arrange their cards to make the largest possible number with the cards that they have been dealt, e.g. with cards 2, 5 and 8 a player would make 852.
The player with the largest number in each round scores a point.
The winner is the player who scores the most points.

8. Closest To ...

6+ years **2 - 4 players**

Practice number concepts and comparing values.

Instructions

Closest To ...

2 - 4 players

Getting Ready

Use only cards with 1-9 for this game.
Select the number of digits to be in the numbers for this game, e.g. 2 digit numbers, 3 digit numbers, 4 or 5 digit numbers.
Each player is deal that number of cards.

Play the Game

The aim of the game is to make a number as close as possible to 50 if making 2 digit numbers (or to 500 for 3 digit numbers, 5000 for 4 digit numbers or 50,000 for 5 digit numbers.)
The players arrange their cards to make a number as close as possible to 50 (or 500, 5000, or 50,000).
The player with the closest number wins the round and scores one point.
The winner is the player who scores the most points.

9. Number Sentence

6+ years **2- 4 players**

Practice computations.

Instructions

Number Sentence **2 - 4 players**

Getting Ready

Spread cards out in rows face down.

Play the Game

Each player takes a turn to flip over 3 cards. If the player can say an accurate number sentence with the numbers on the three cards, the player can keep the cards, e.g. with 2, 3 and 6 a player could say, '2 x 3 = 6'.

Players can make a +, -, x or ÷ number sentence.

If a number sentence can't be made the cards are turned face down again.

Play continues until no cards remain or only a few cards remain and a number sentence can't be made with those cards.

The winner is the player with the most cards.

10. First to 50 - Addition

5+ years **2 - 5 players**

Practice addition facts.

Instructions

First to 50 - Addition **2 - 5 players**

Getting Ready

Shuffle cards and place face down in a pile in the center of the players.

Play the Game

Each player draws two cards from the center pile. (Or someone can deal two cards to each player.)

Players add the two values together and tell everyone the total.

The player with the highest total keeps their cards.

The others return their cards to the pile which is shuffled and placed in the center.

Repeat.

Each player keeps adding the value of the cards they have won until one player reaches 50 and becomes the winner.

11. First to 50 - Odd Addition

5+ years **2- 5 players**

Practice addition facts and recognition of odd and even numbers.

Instructions

First to 50 - Odd Addition **2 - 5 players**

Getting Ready

Shuffle cards and place face down in a pile in the center of the players.

Play the Game

Each player draws two cards from the center pile. (Or someone can deal two cards to each player.)

Players add the two values together and tell everyone the total.

If the total is an odd number the player keeps their cards e.g. 4+5=9.

If the total is an even number, e.g. 5+3=8, the cards must be returned to the pile which is shuffled and placed in the center.

Each player keeps adding the value of the cards they have won until one player reaches 50 and becomes the winner.

12. First to 50 - Multiplication

7+ years **2- 5 players**

Practice multiplication facts.

Instructions

First to 50 - Multiplication

2 - 5 players

Getting Ready

Shuffle cards and place face down in a pile in the center of the players.

Play the Game

Each player draws two cards from the center pile. (Or someone can deal two cards to each player.)

Players multiply the two values together and tell everyone the answer.

The player with the highest total keeps their cards.

The others return their cards to the pile which is shuffled and placed in the center.

Repeat. Each player adds the value of the cards they have won until one player reaches 50 and becomes the winner.

13. First to 50 - Odd Multiplication

7+ years **2- 5 players**

Practice multiplication facts and recognition of odd and even numbers.

Instructions

First to 50 - Odd Multiplication

2 - 5 players

Getting Ready

Shuffle cards and place face down in a pile in the center of the players.

Play the Game

Each player draws two cards from the center pile. (Or someone can deal two cards to each player.)

Players multiply the two values and tell everyone the answer.

If the answer is an odd number the player keeps their cards e.g. 9x5=45.

If the answer is an even number the player returns the cards.

Each player keeps adding the value of the cards they have won until one player reaches 50 and becomes the winner.

14. First to 50 - Find the Difference

5+ years **2- 5 players**

Practice subtraction facts.

Instructions

First to 50 - Find the Difference

2 - 5 players

Getting Ready

Shuffle cards and place face down in a pile in the center of the players.

Play the Game

Each player draws two cards from the center pile. (Or someone can deal two cards to each player.)

Players find the difference between the two values on the cards, e.g. the difference between 8 and 3 is 5.

The player with the highest answer keeps their cards.

The others return their cards to the pile which is shuffled and placed in the center.

Repeat. Each player keeps adding the value of the cards they have won until one player reaches 50 and becomes the winner.

15. First to 50 - Find the Difference Evens Only

5+ years **2- 5 players**

Practice subtraction facts and recognition of odd and even numbers.

Instructions

First to 50 – Find the Difference Evens Only

2 - 5 players

Getting Ready

Shuffle cards and place face down in a pile in the center of the players.

Play the Game

Each player draws two cards from the center pile. (Or someone can deal two cards to each player.)

Players find the difference between the two values on the cards, e.g. the difference between 8 and 3 is 5. If the answer is an even number the player keeps their cards, e.g. 10 - 6 = 4.

If the value is an odd number, e.g. 7 – 2 = 5, the cards must be returned to the pile which is shuffled and placed in the center.

Each player adds the value of the cards they have won until one player reaches 50 and becomes the winner.

16. Division Draw

8+ years **2- 5 players**

Practice division facts.

Instructions

Division Draw

2 - 5 players

Getting Ready

Shuffle cards and place face down in a pile in the center of the players.

Play the Game

Each player draws two cards from the center pile. (Or someone can deal two cards to each player.)

If one of a players cards can be evenly divided into the other, the player keeps these two cards.

If one cannot be divided evenly into the other, the player returns their cards to the pile which is shuffled and placed in the center.

e.g. 8 can be divided evenly by 4, so a player would keep 8 and 4, but 4 cannot divide evenly into 7 so a player wouldn't keep 4 and 7.

Repeat.

Each player adds the value of the cards they have won until one player reaches 50 and becomes the winner.

17. Fraction Draw

8+ years **2- 5 players**

Practice comparing fractions.

Instructions

Fraction Draw

2 - 5 players

Getting Ready

Shuffle cards and place face down in a pile in the center of the players.

Play the Game

Each player draws two cards from the center pile. (Or someone can deal two cards to each player.)

Players create a fraction by placing one card above the other. (The smallest valued card must be placed on the top.)

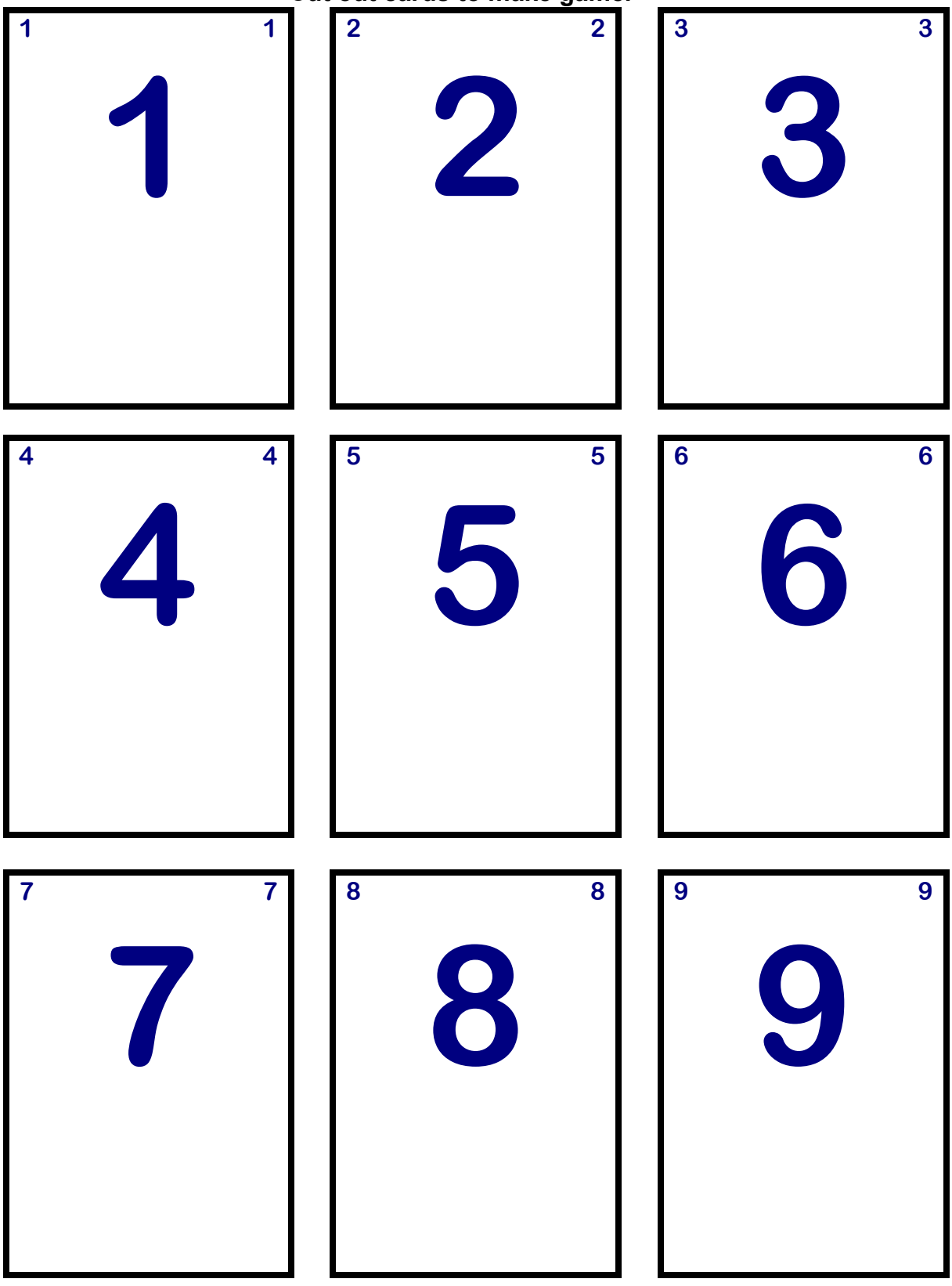
All of the fractions are compared and the player with the largest valued fraction wins the round and keeps their cards.

The other players return their cards to the pile which is shuffled and placed in the center.

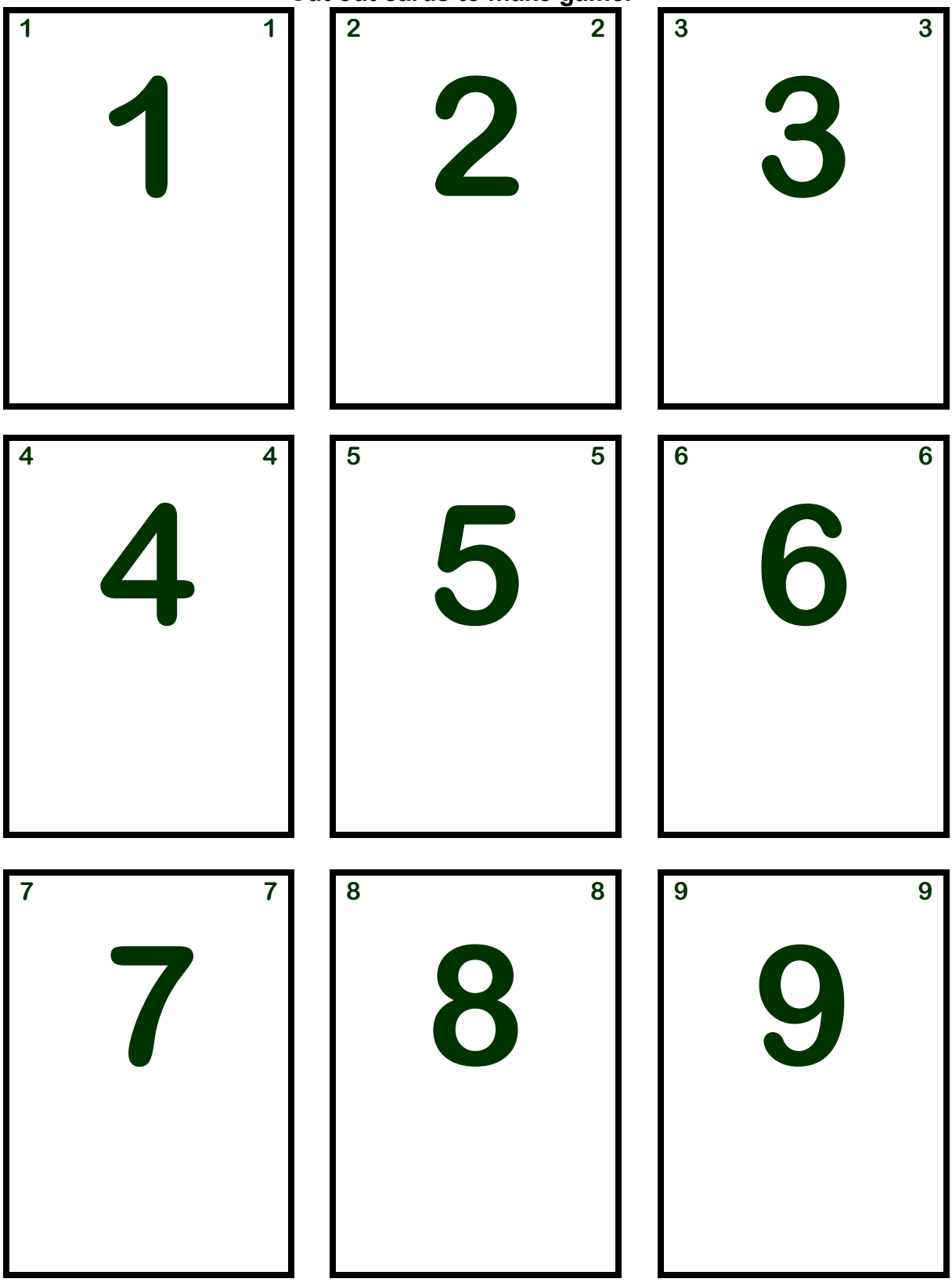
Each player keeps adding the value of the cards they have won until one player reaches 50 and becomes the winner.

(HINT: Fractions can be compared by using a calculator to divide the top number by the bottom number or by using a fraction model.)

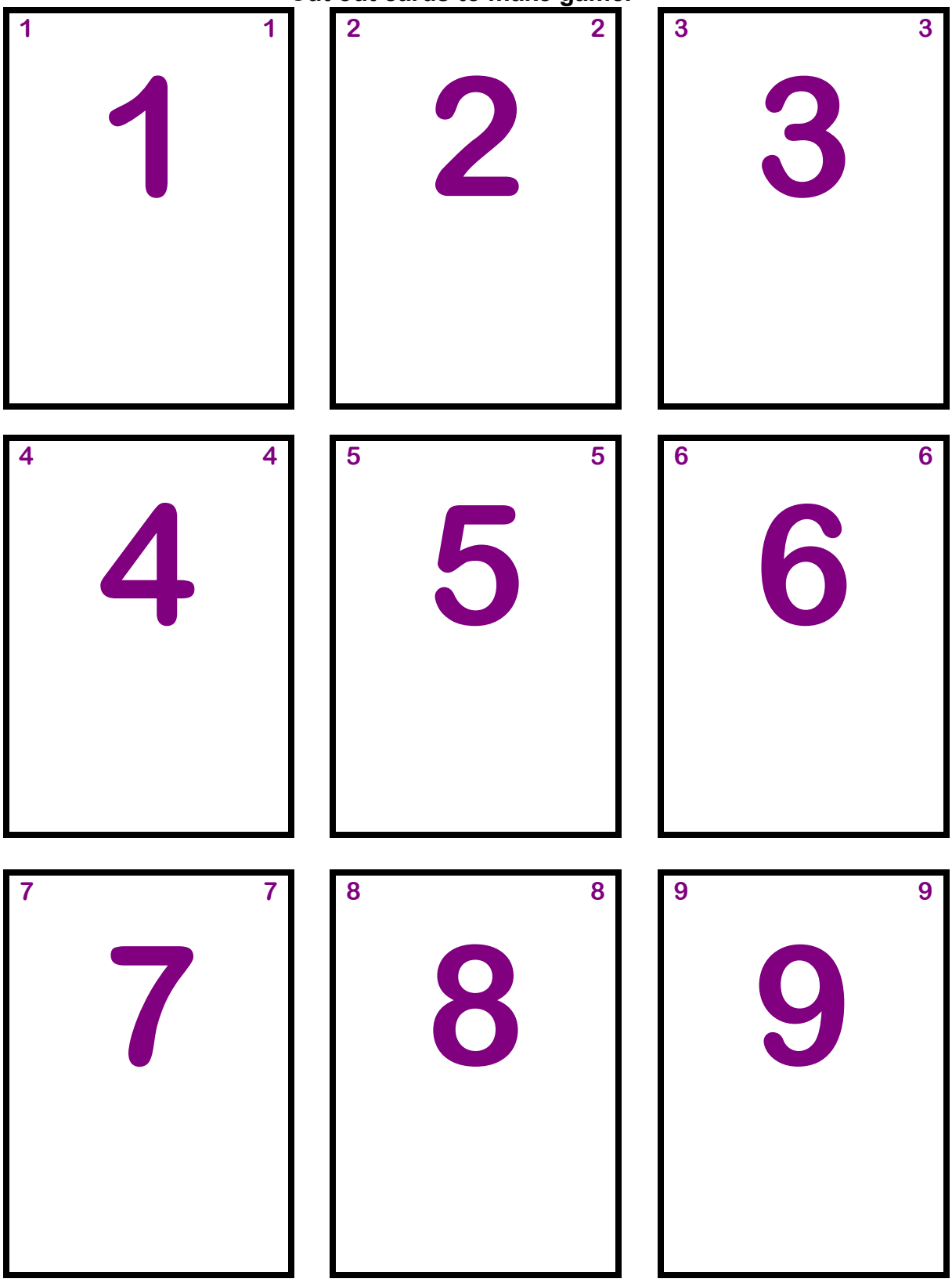
Black Line Master 1
Cut out cards to make game.



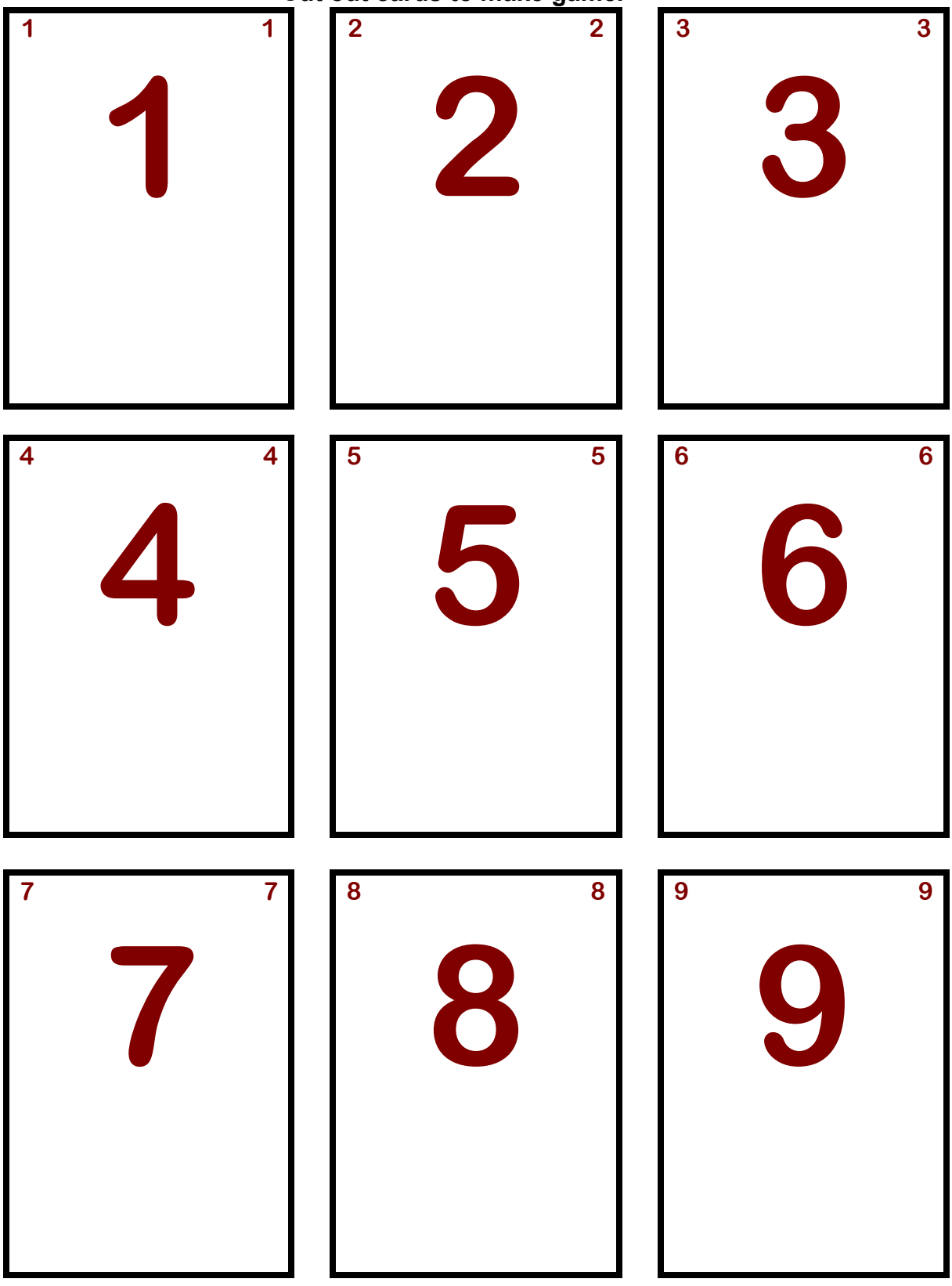
Black Line Master 2
Cut out cards to make game.



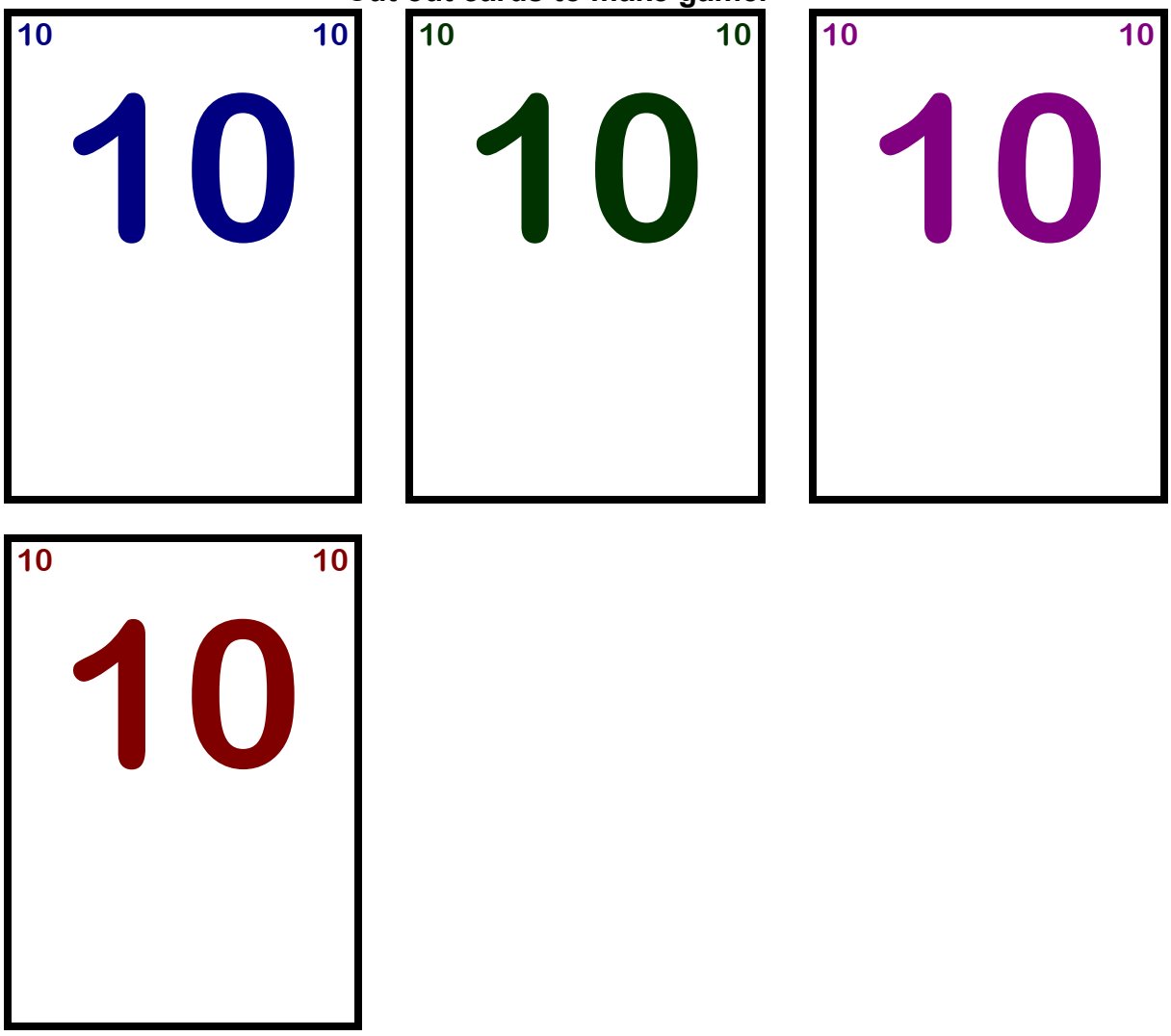
Black Line Master 3
Cut out cards to make game.



Black Line Master 4
Cut out cards to make game.



Black Line Master 5
Cut out cards to make game.



Math Card Games Using Cards from Black Line Masters

Simply print the instructions and cards for the games you wish to play.

1. Memory Numbers

5+ years **2- 4 players**
Match digits, number words and representations.

2. Snap

5+ years **2-4 players**
Match digits, number words and representations.

3. Groups

5+ years **12+ players**
Match digits, number words and representations.

The 3 games above can be played using
Black Line Masters 6, 7 and 8.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Masters 6, 7 and 8.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Memory Numbers

2- 4 players

Getting Ready
Spread cards out face down on the table.
Play the Game
Players take turns to turn over 2 cards at a time.
If the player has a match – two cards with the same value, the player keeps the pair of cards and has another turn.
If a match is not made the cards are turned over again and remain in the same place.
When all cards have been matched the player with the most cards is the winner.

Instructions

Snap

2 - 4 players

Getting Ready

Deal the cards out to the players.
Players keep their cards in a pile face down.

Play the Game

Players take turns to turn over the top card and place it face up on a central pile.
If the top card is a match for the one below it, players snap their hand onto the top of the pile and call out the number represented by the 2 cards.
First player to 'Snap' the cards wins the central pile. These cards are then added to the bottom of the players pile.
Players are out as they run out of cards.
The winner is the player to win all of the cards.

Instructions

Groups

12+ players

Getting Ready

Each child is given a card with a digit, dots, word or picture representation of a number. Make sure there are groups of 3 of the same number or 4 of the same number given out.

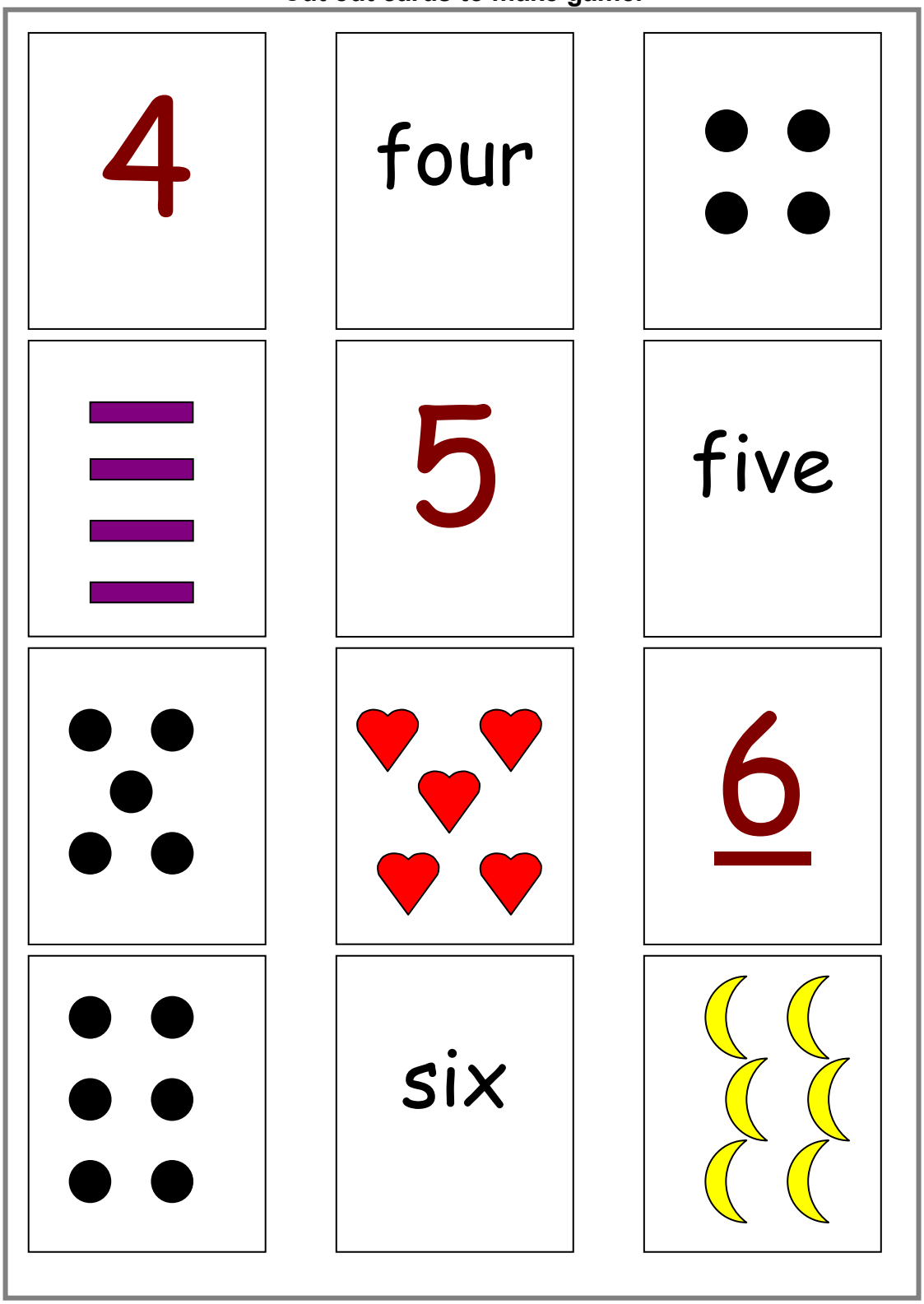
Play the Game

On 'GO' children move around showing their cards and try to find their group, i.e. the others that have a card that represents the same number. Children are told previously how many people will be in each group.
When the group is all together, they quickly sit down as a group.
First group to assemble is the winner.

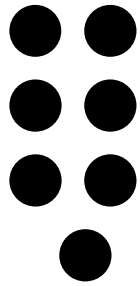
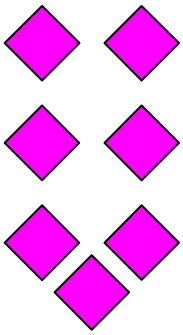
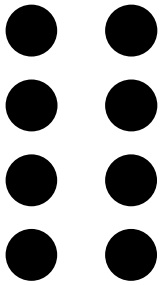
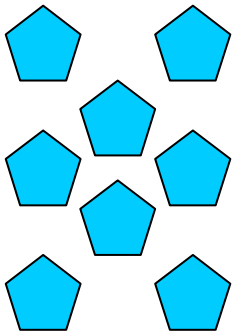
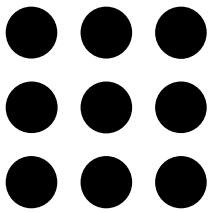
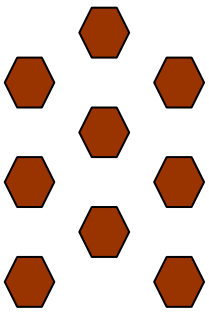
Black Line Master 6
Cut out cards to make game.

1	one	●
	2	two
● ●		3
● ● ●	three	

Black Line Master 7
Cut out cards to make game.



Black Line Master 8
Cut out cards to make game.

7	seven	
	8	eight
		9
nine		

4. Picture Addition Memory

5+ years

2-4 players

Calculate Addition with Picture Models.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Masters 9 and 10.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Picture Addition Memory

2- 4 players

Getting Ready

Spread cards out face down on the table.

Play the Game

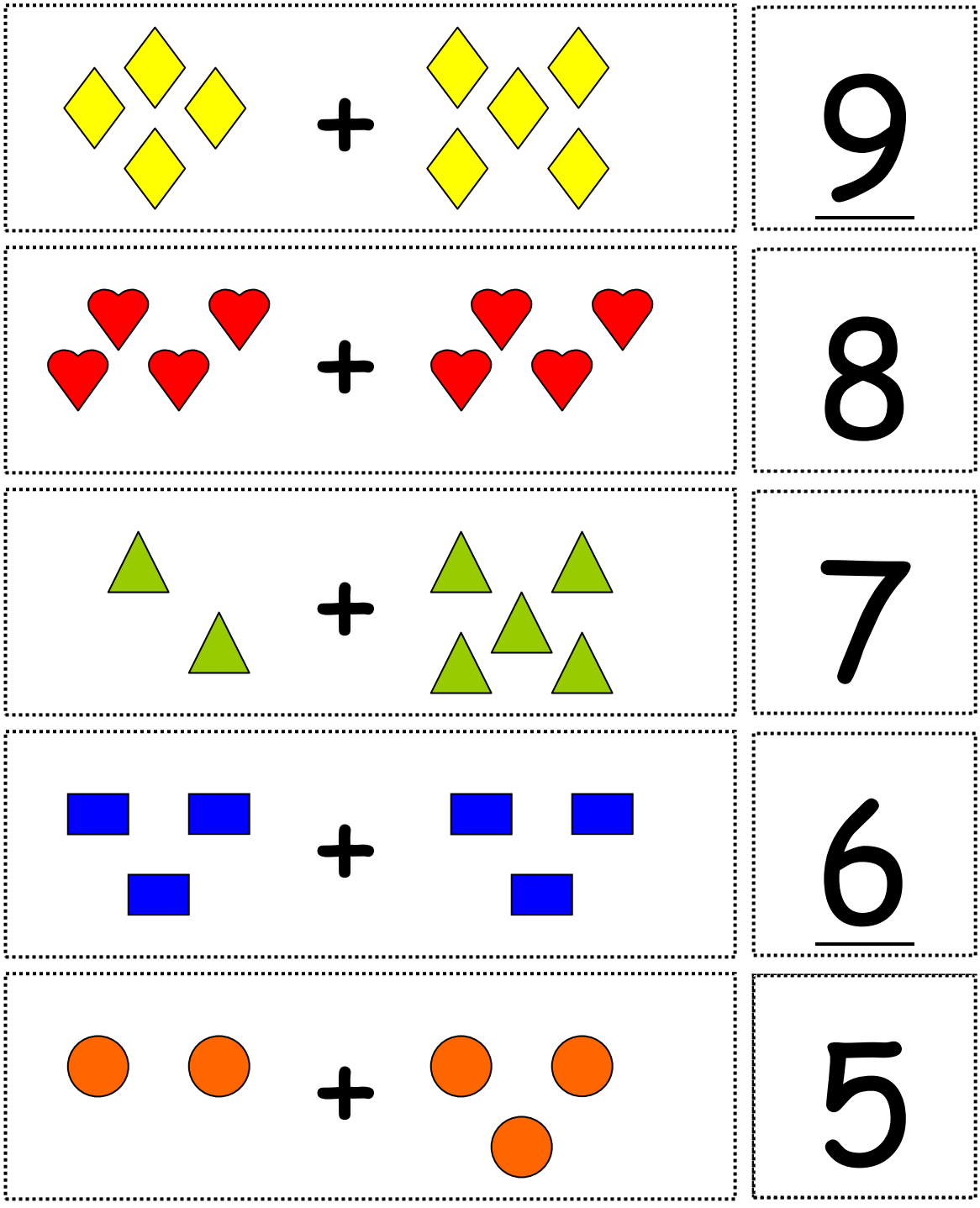
Players take turns to turn over a large card and a small card at the same time.

If the player has a match – two cards with the same value, the player keeps the pair of cards and has another turn.

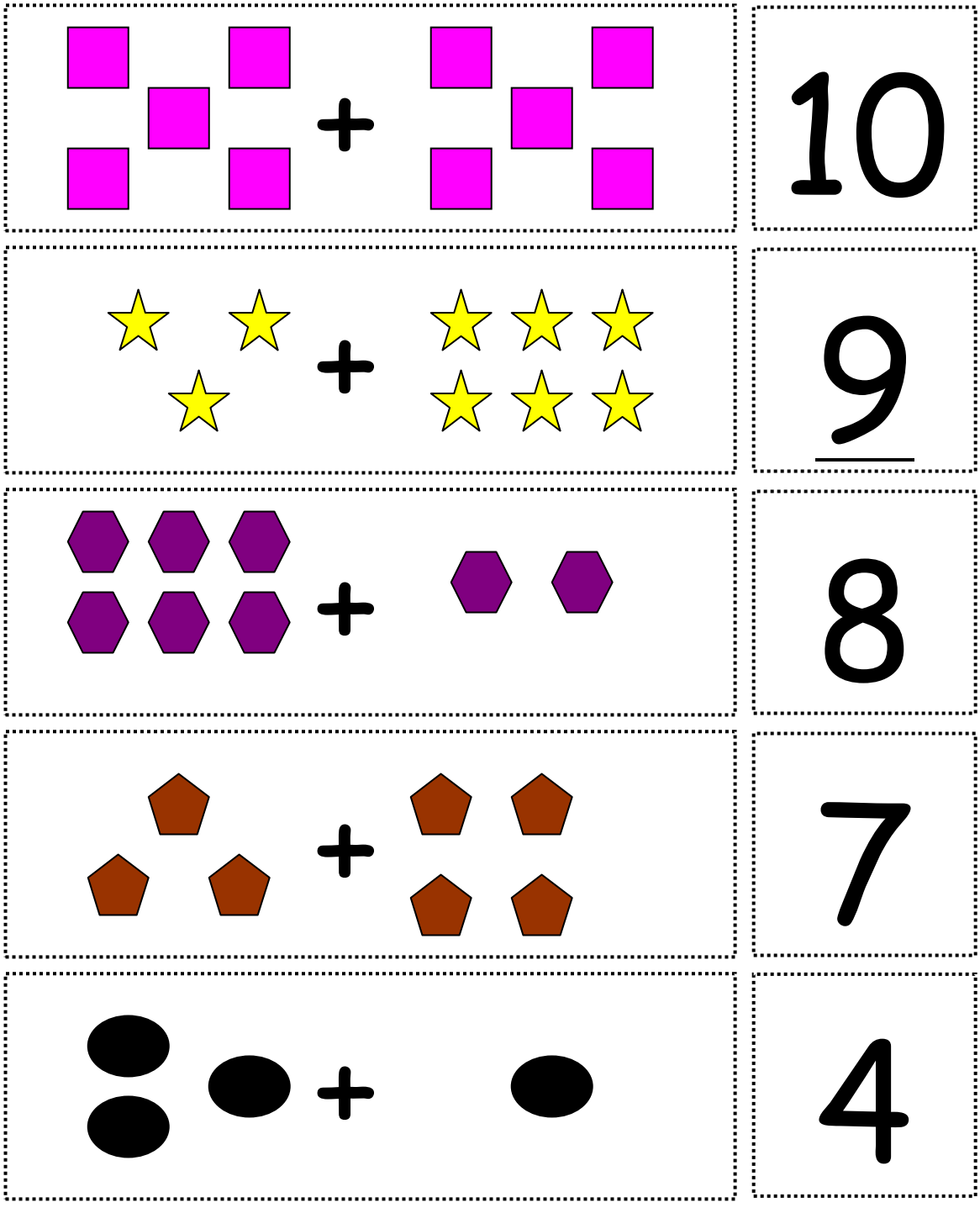
If a match is not made the cards are turned over again and remain in the same place.

When all cards have been matched the player with the most cards is the winner.

Black Line Master 9
Cut out cards to make Picture Addition Memory.



Black Line Master 10
Cut out cards to make Picture Addition Memory.



5. Picture Subtraction Memory

5+ years **2-4 players**

Calculate Subtraction with Picture Models.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Masters 11 and 12.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Picture Subtraction Memory

2- 4 players

Getting Ready

Spread cards out face down on the table.

Play the Game

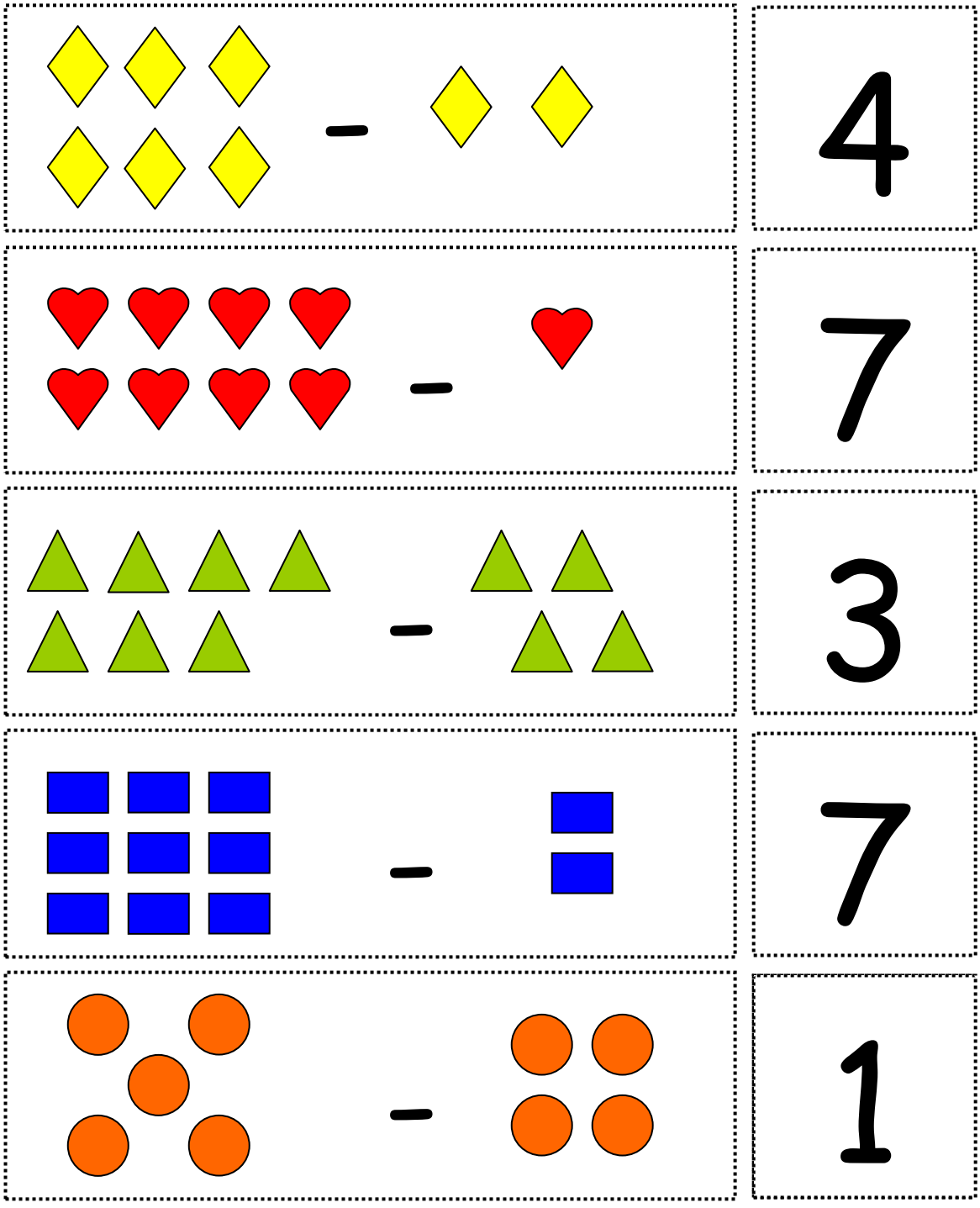
Players take turns to turn over a large card and a small card at the same time.

If the player has a match – two cards with the same value, the player keeps the pair of cards and has another turn.

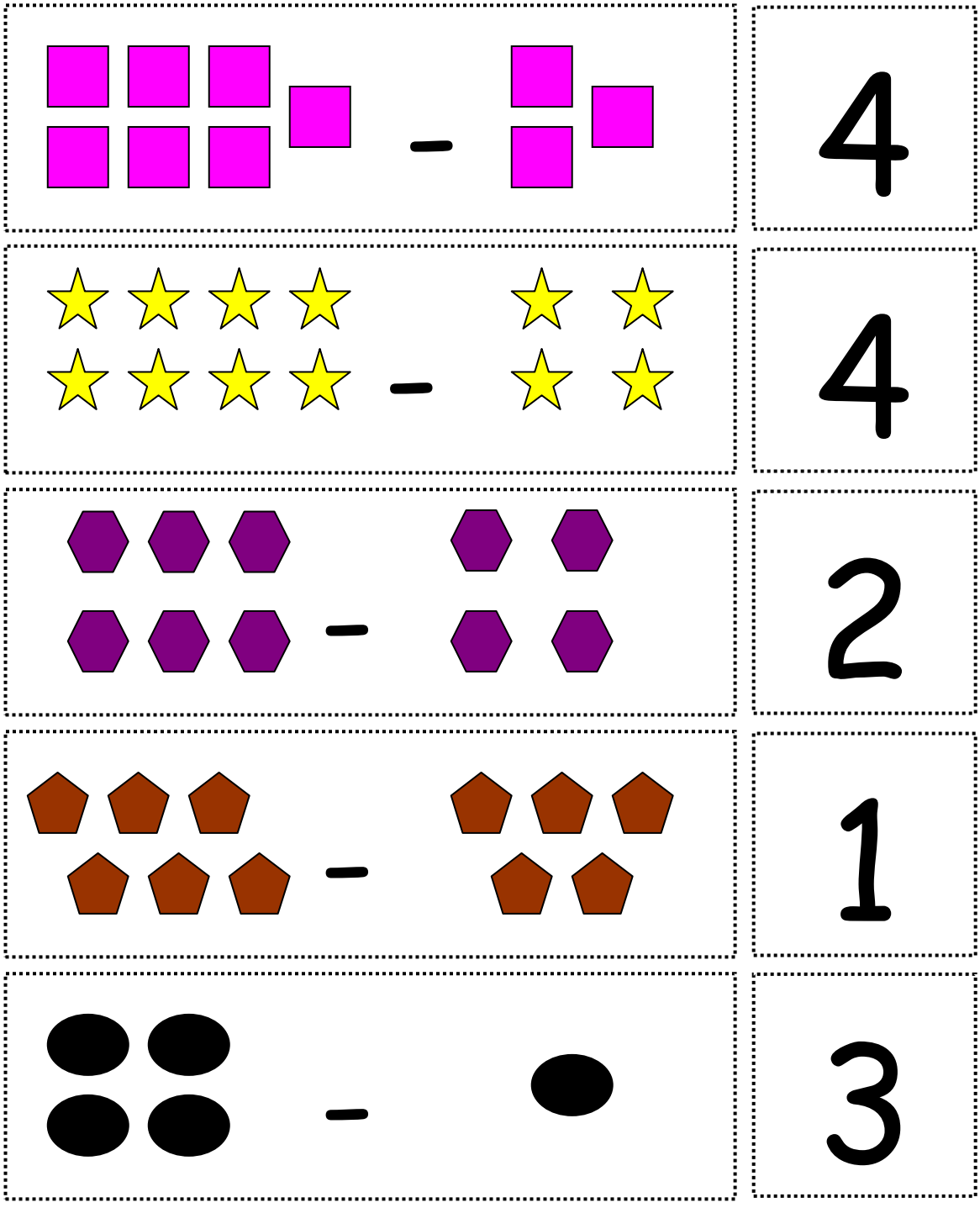
If a match is not made the cards are turned over again and remain in the same place.

When all cards have been matched the player with the most cards is the winner.

Black Line Master 11
Cut out cards to make Picture Subtraction Memory.



Black Line Master 12
Cut out cards to make Picture Subtraction Memory.



6. African Animals Addition

5+ years **2-4 players**

Practice basic addition facts.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Masters 13, 14, 15, 16, 17 and 18.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

African Animals Addition **2- 4 players**

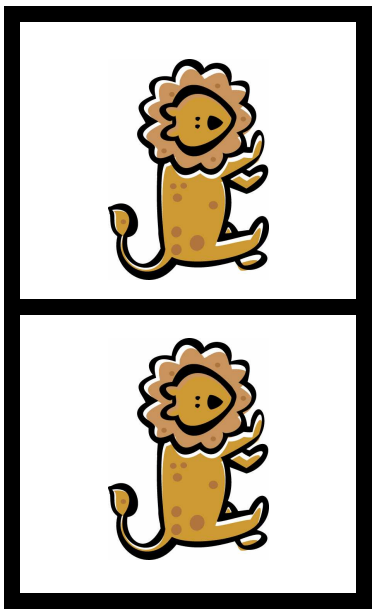
Getting Ready

Each player has a game card. Number cards are spread out face down in the center.

Play the Game

To start – each player takes 4 number cards.
Players then try to create a true addition equation by placing the number cards over the animals.
The first player to do this is the winner of this round and scores one point.
If no player can make an equation, each player picks up another card. This continues until one player creates an equation.

African Animals Addition



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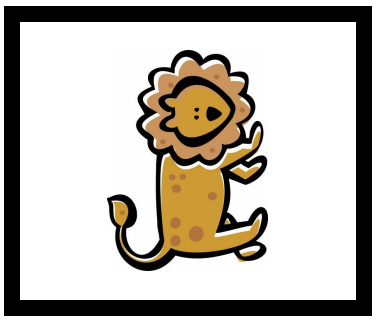

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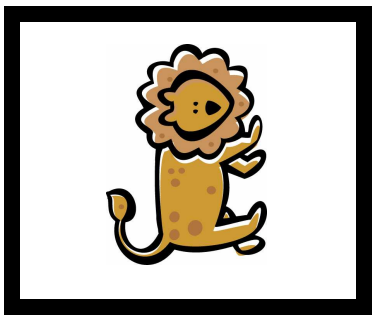
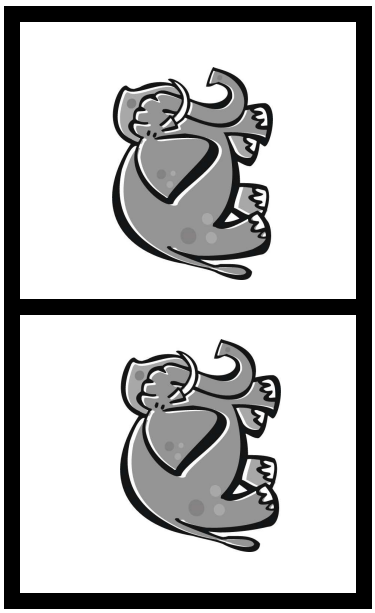


African Animals Addition



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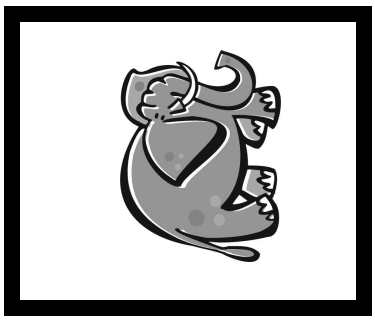

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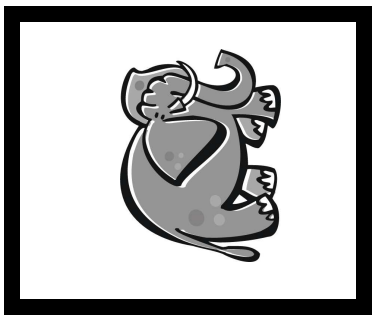

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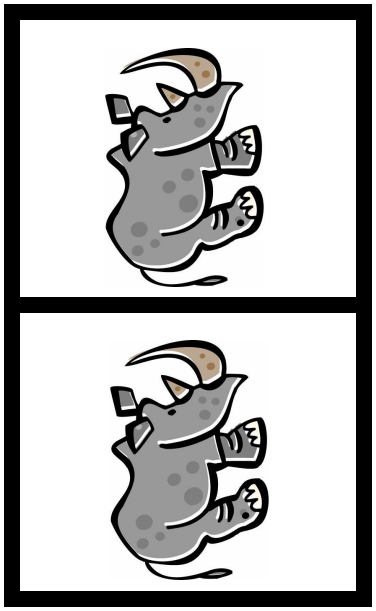

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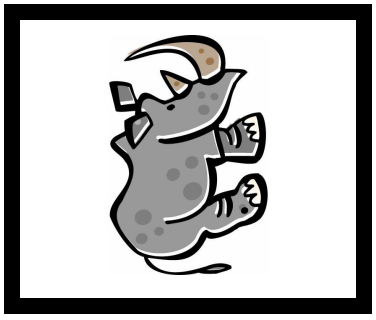

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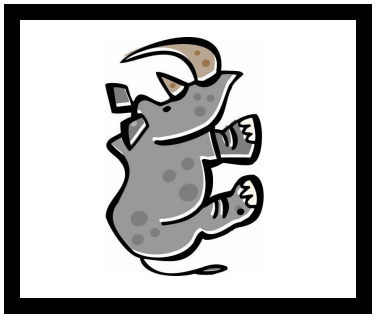

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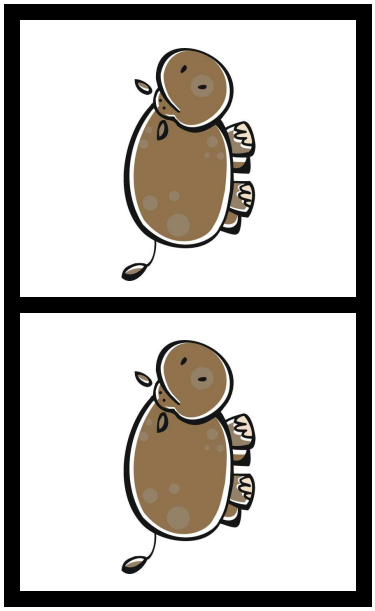

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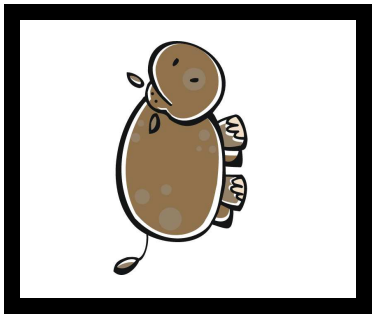

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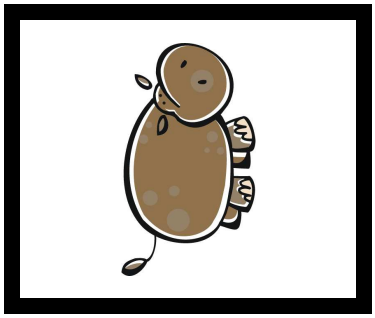
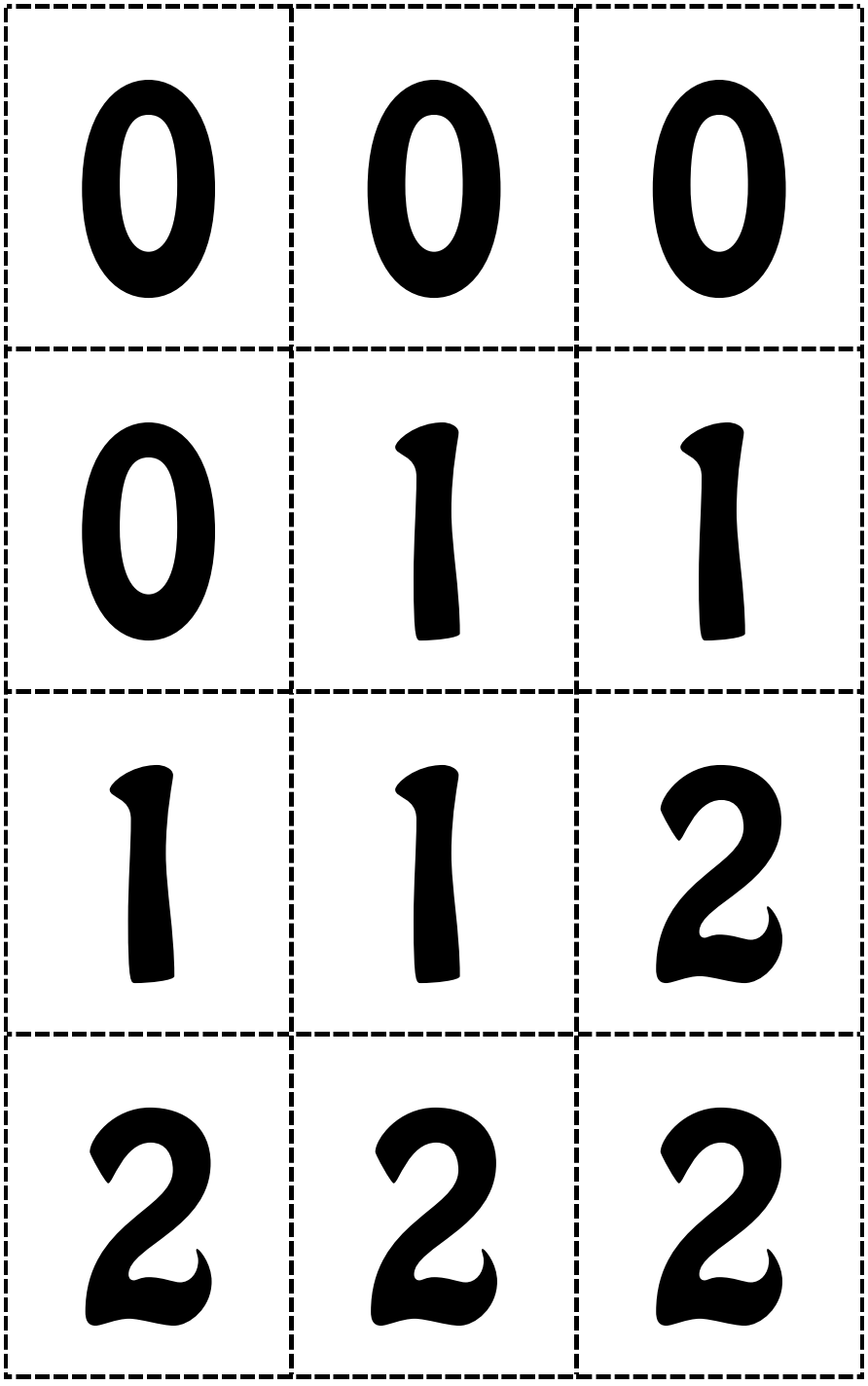
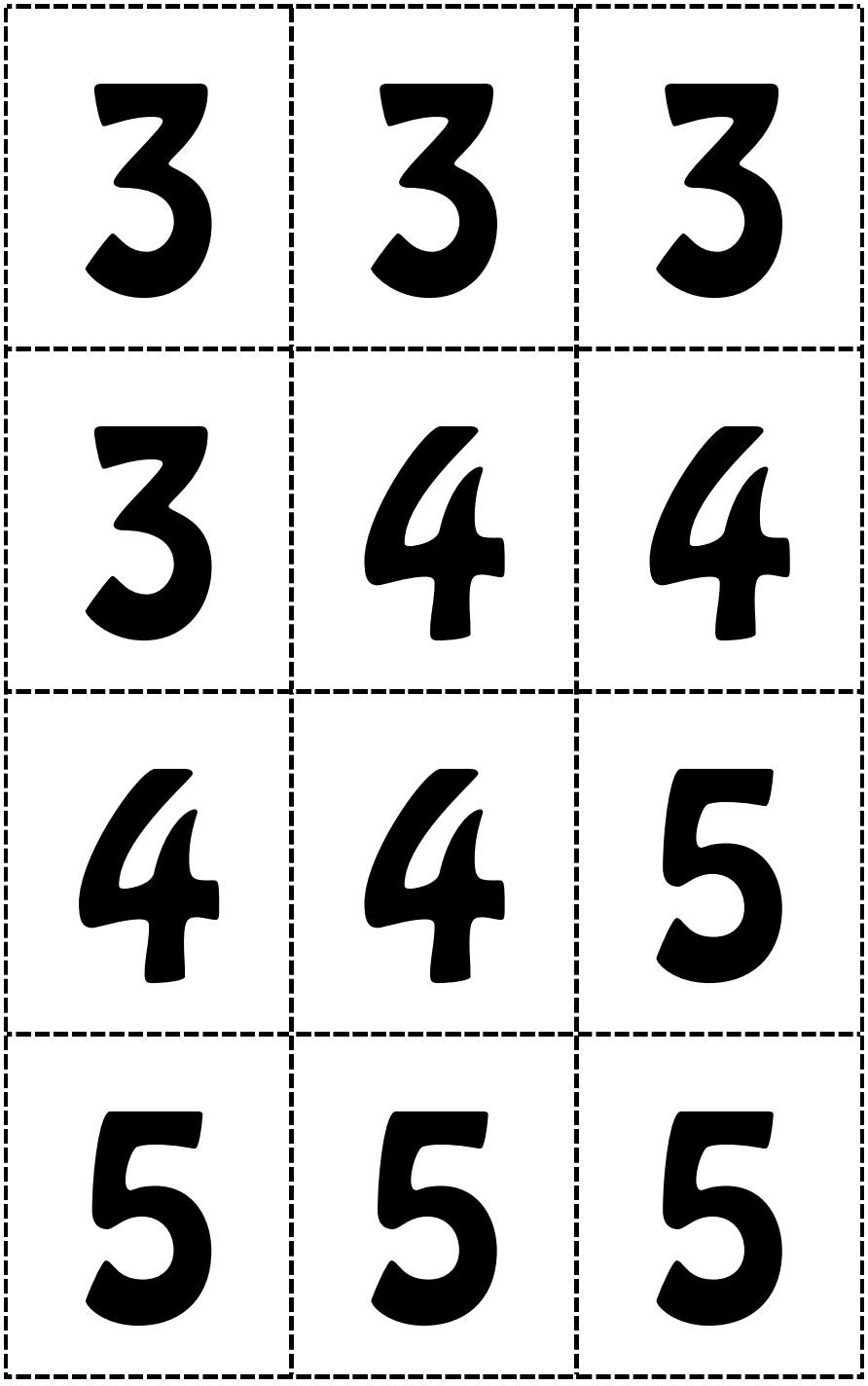


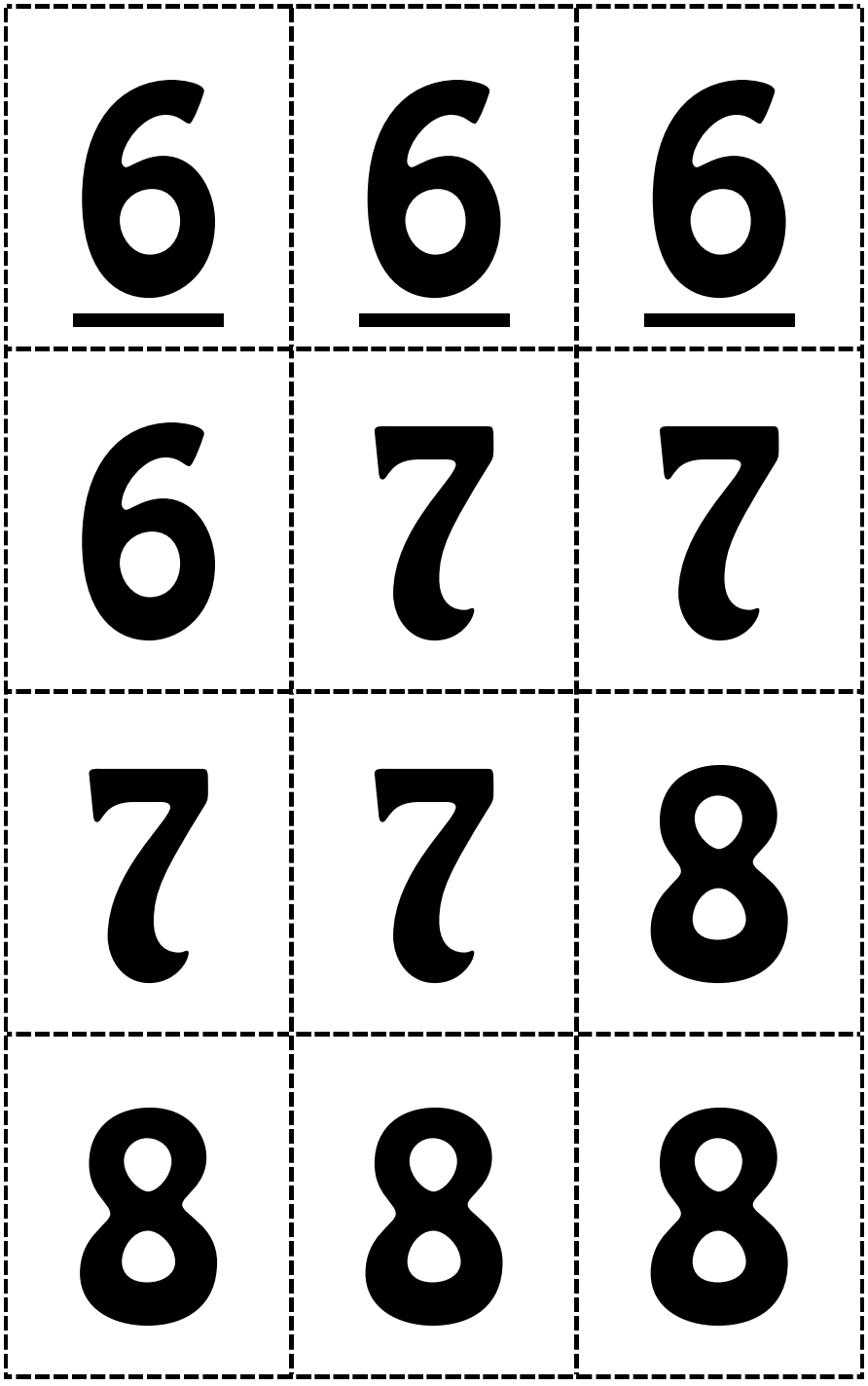
Black Line Master 15



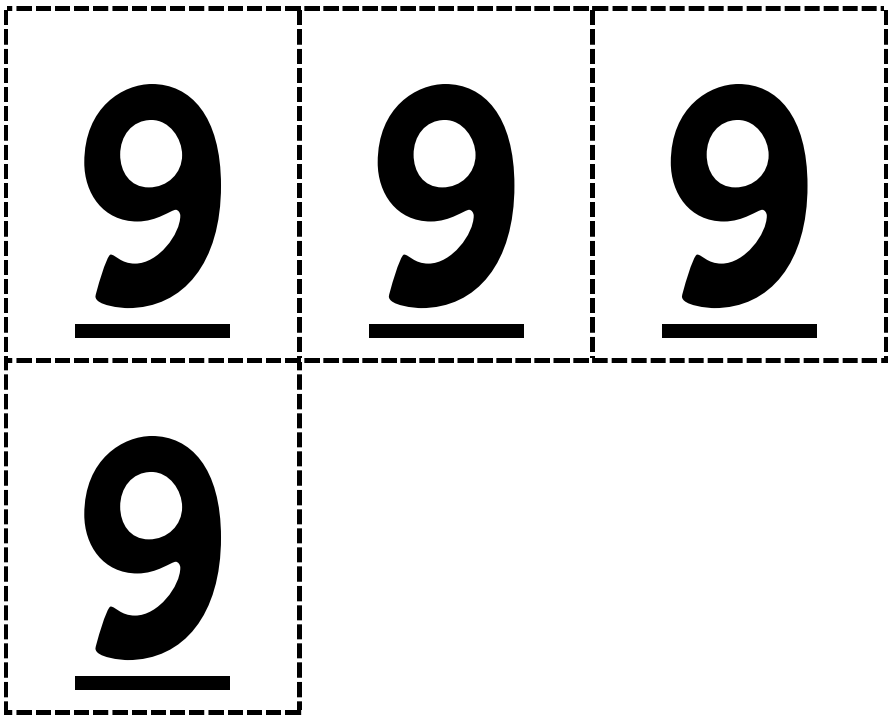
Black Line Master 16



Black Line Master 17



Black Line Master 18



7. Subtraction Snakes

5+ years **2-4 players**

Practice basic subtraction facts.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Masters 19, 20, 15, 16, 17 and 18.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Subtraction Snakes

2- 4 players

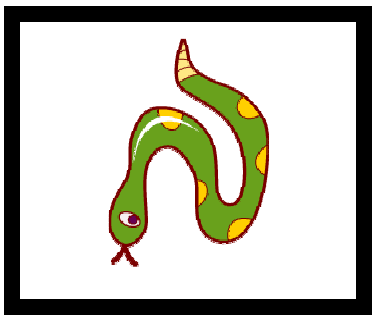
Getting Ready

Each player has a game card. Number cards are spread out face down in the center.

Play the Game

To start – each player takes 4 number cards.
Players then try to create a true subtraction equation by placing the number cards over the snakes.
The first player to do this is the winner of this round and scores one point.
If no player can make an equation, each player picks up another card. This continues until one player creates an equation.

Subtraction Snakes



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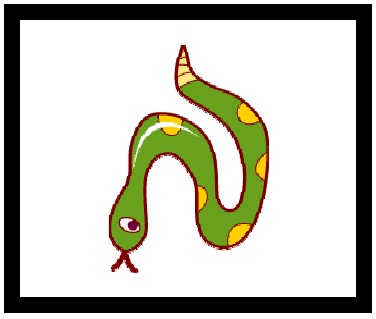

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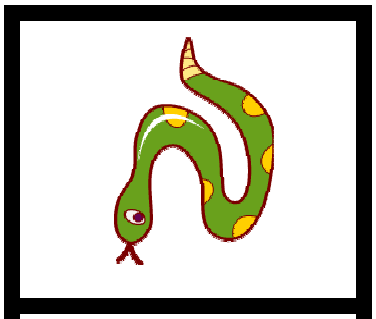
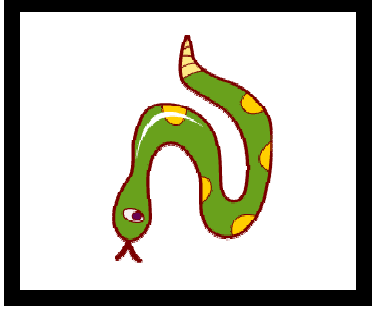
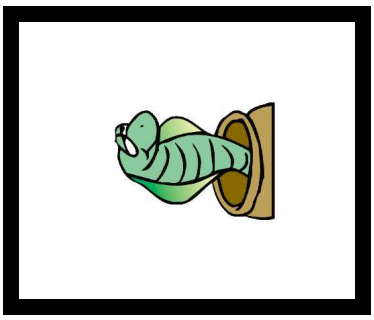




Subtraction Snakes



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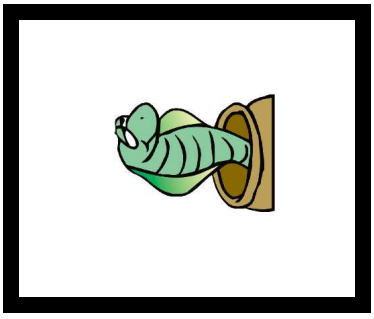

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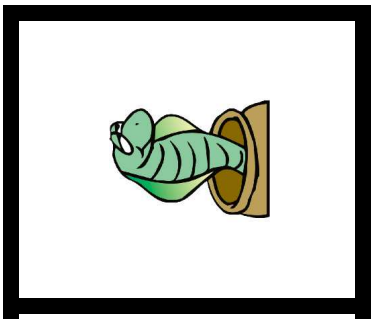
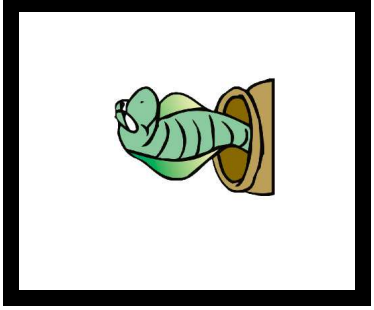
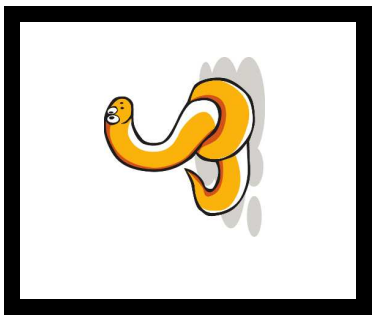




Subtraction Snakes



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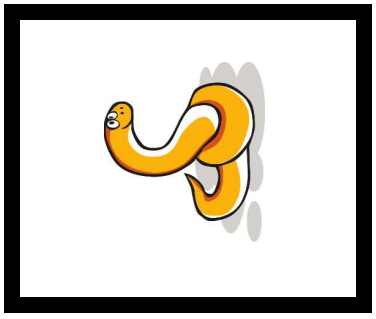

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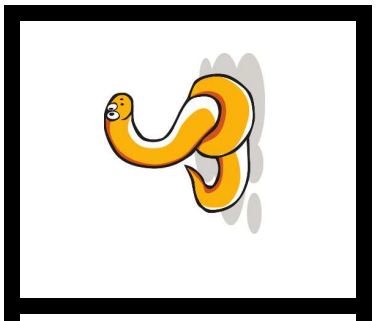
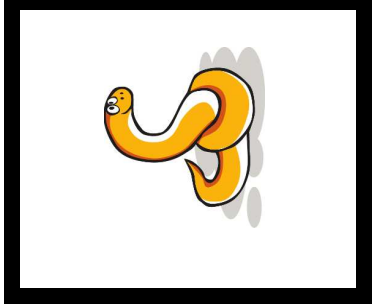
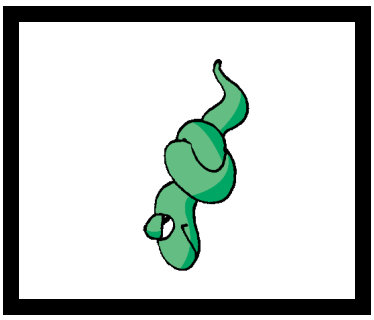




Subtraction Snakes



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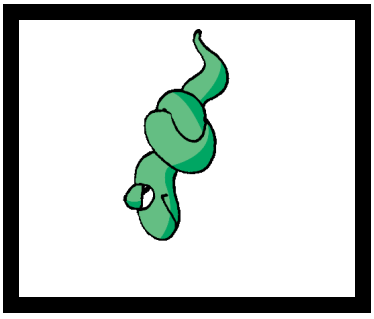

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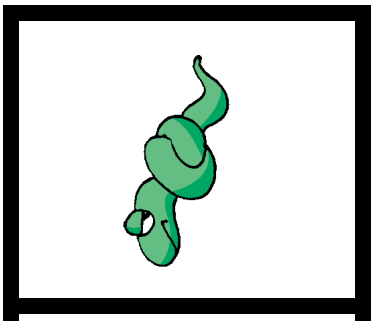
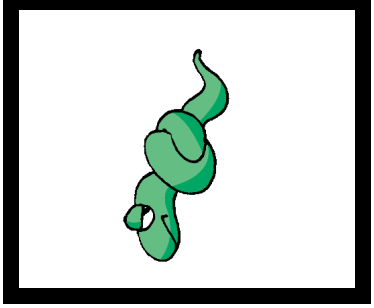




8. Division Dog

7+ years **2-4 players**

Practice basic division facts.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Masters 21, 22, 15, 16, 17 and 18.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Division Dog

2- 4 players

Getting Ready

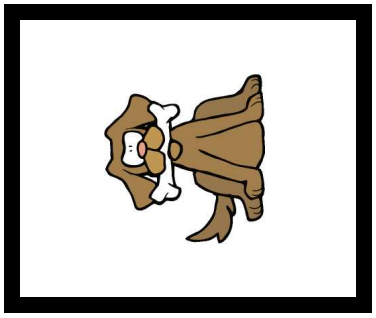
Each player has a game card. Number cards are spread out face down in the center.

Play the Game

To start – each player takes 4 number cards.
Players then try to create a true division equation by placing the number cards over the dogs.
The first player to do this is the winner of this round and scores one point.
If no player can make an equation, each player picks up another card. This continues until one player creates an equation.

Black Line Master 21

Division Dog



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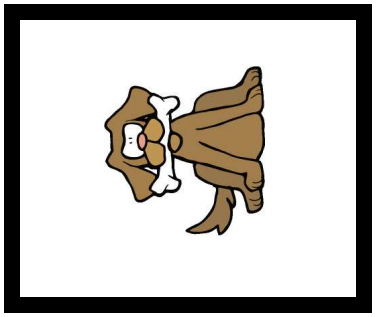

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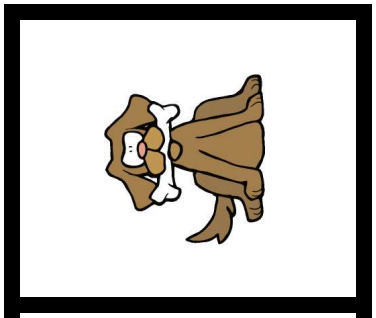
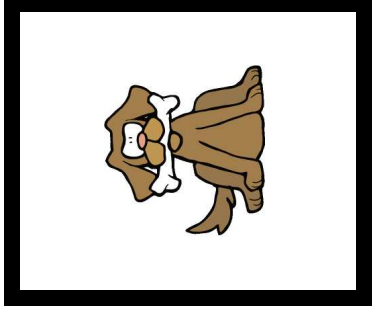
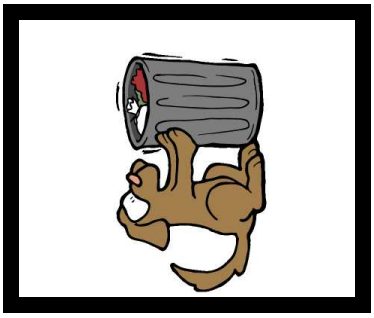




Division Dog



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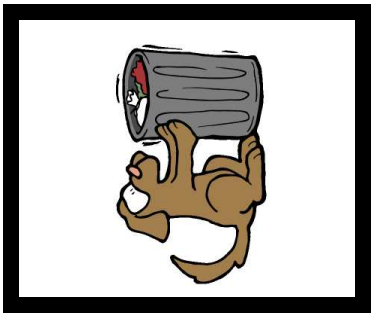

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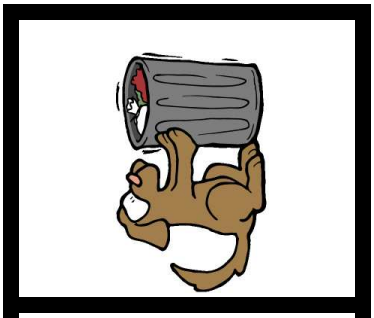
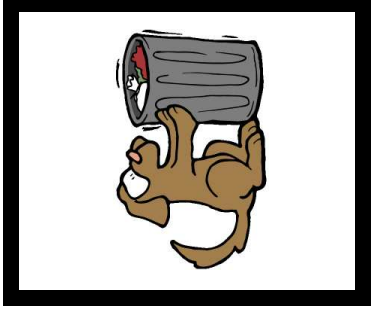
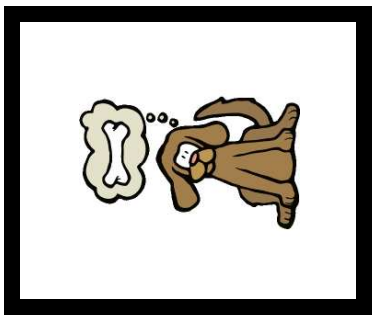




Black Line Master 22

Division Dog



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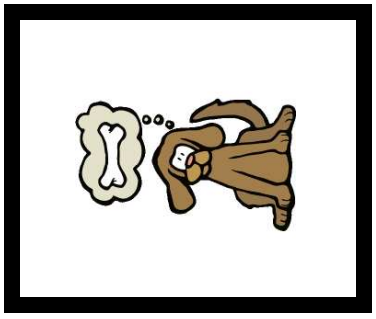

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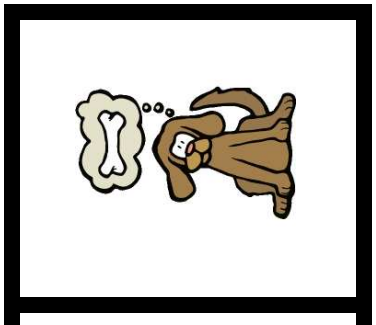
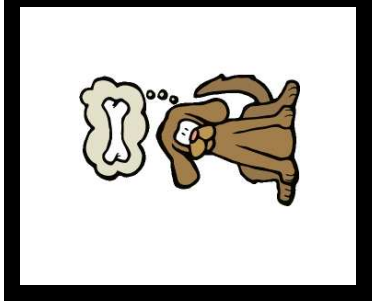
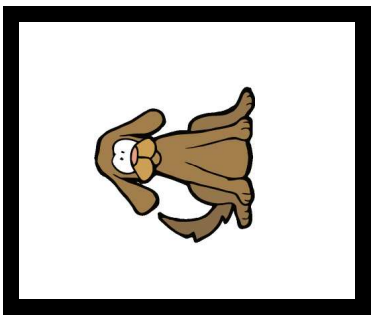




Division Dog



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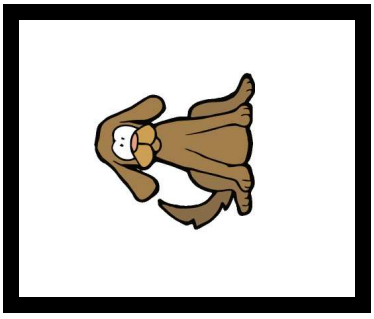

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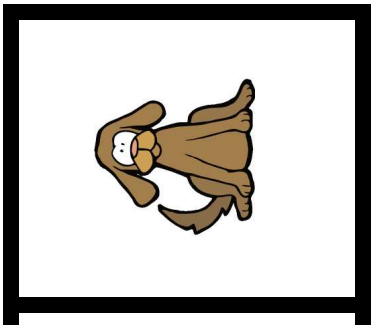
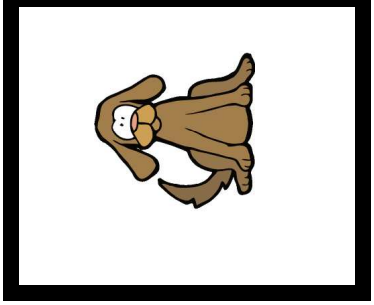




9. Addition Memory

5+ years **2-4 players**

Practice basic addition facts.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Masters 23 and 24.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Addition Memory

2- 4 players

Getting Ready

Spread cards out face down on the table.

Play the Game

Players take turns to turn over a large card and a small card at the same time.

If the player has a match – two cards with the same value, the player keeps the pair of cards and has another turn.

If a match is not made the cards are turned over again and remain in the same place.

When all cards have been matched the player with the most cards is the winner.

Black Line Master 23

5+6	8+2	4+6	5+5	4+8	6+2
11	10	10	10	12	8
6+3	3+7	5+4	3+9	5+7	4+3
9	10	9	12	12	7

Black Line Master 24

8+3	7+9	9+9	6+6	7+7	9+5
11	16	18	12	14	14
7+7	6+8	8+8	8+9	9+4	6+8
14	14	16	17	13	14

10. Subtraction Memory

5+ years

2-4 players

Practice basic subtraction facts.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Masters 25 and 26.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Subtraction Memory

2- 4 players

Getting Ready

Spread cards out face down on the table.

Play the Game

Players take turns to turn over a large card and a small card at the same time.

If the player has a match – two cards with the same value, the player keeps the pair of cards and has another turn.

If a match is not made the cards are turned over again and remain in the same place.

When all cards have been matched the player with the most cards is the winner.

Black Line Master 25

9 - 2	11 - 7	10 - 8	8 - 5	9 - 6	11 - 9
7	4	2	3	3	2
8 - 6	10 - 3	9 - 5	11 - 6	10 - 4	8 - 4
2	7	4	5	6	4

Black Line Master 26

16 - 7	13 - 9	12 - 4	14 - 5	13 - 6	18 - 9
9	4	8	9	7	9
12 - 7	13 - 8	17 - 9	14 - 8	12 - 3	15 - 7
5	5	8	6	9	8

11. Multiplication Memory

5+ years

2-4 players

Practice basic multiplication facts.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Masters 27 and 28.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Multiplication Memory

2- 4 players

Getting Ready

Spread cards out face down on the table.

Play the Game

Players take turns to turn over a large card and a small card at the same time.

If the player has a match – two cards with the same value, the player keeps the pair of cards and has another turn.

If a match is not made the cards are turned over again and remain in the same place.

When all cards have been matched the player with the most cards is the winner.

Black Line Master 27

2 x 8	6 x 4	9 x 2	3 x 5	6 x 3	8 x 3
16	24	18	15	18	24
7 x 3	7 x 2	4 x 5	5 x 5	3 x 4	5 x 6
21	14	20	25	12	30

Black Line Master 28

5 x 7	9 x 9	7 x 6	8 x 9	6 x 9	6 x 6
35	81	42	72	54	36
9 x 7	6 x 8	7 x 8	4 x 8	8 x 8	8 x 5
63	48	56	32	64	40

12. Division Memory

5+ years **2-4 players**

Practice basic division facts.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Masters 29 and 30.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Division Memory

2- 4 players

Getting Ready

Spread cards out face down on the table.

Play the Game

Players take turns to turn over a large card and a small card at the same time.

If the player has a match – two cards with the same value, the player keeps the pair of cards and has another turn.

If a match is not made the cards are turned over again and remain in the same place.

When all cards have been matched the player with the most cards is the winner.

Black Line Master 29

$16 \div 4$	$18 \div 3$	$12 \div 6$	$15 \div 5$	$8 \div 2$	$10 \div 5$
4	6	2	3	4	2
$20 \div 4$	$27 \div 9$	$25 \div 5$	$24 \div 6$	$21 \div 7$	$9 \div 3$
5	3	5	4	3	3

Black Line Master 30

$45 \div 5$	$49 \div 7$	$72 \div 8$	$42 \div 6$	$81 \div 9$	$35 \div 7$
9	7	9	7	9	5
$40 \div 5$	$64 \div 8$	$32 \div 4$	$56 \div 8$	$48 \div 8$	$63 \div 7$
8	8	8	7	6	9

13. Make Your Own Memory Game

2-4 players

Use the blank memory cards to make your own memory game.

Ideas for cards
Mixed operations and answers, e.g. 4x3-5 = 7
Fractions facts and answers, e.g. ½ of 16 = 8
Percentages and answers, e.g. 50% of 24 = 12
Decimals in words and digits, e.g. five tenths = 0·5

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and 2 copies of Black Line Master 31.
2. Write the facts and answers on the cards.
3. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

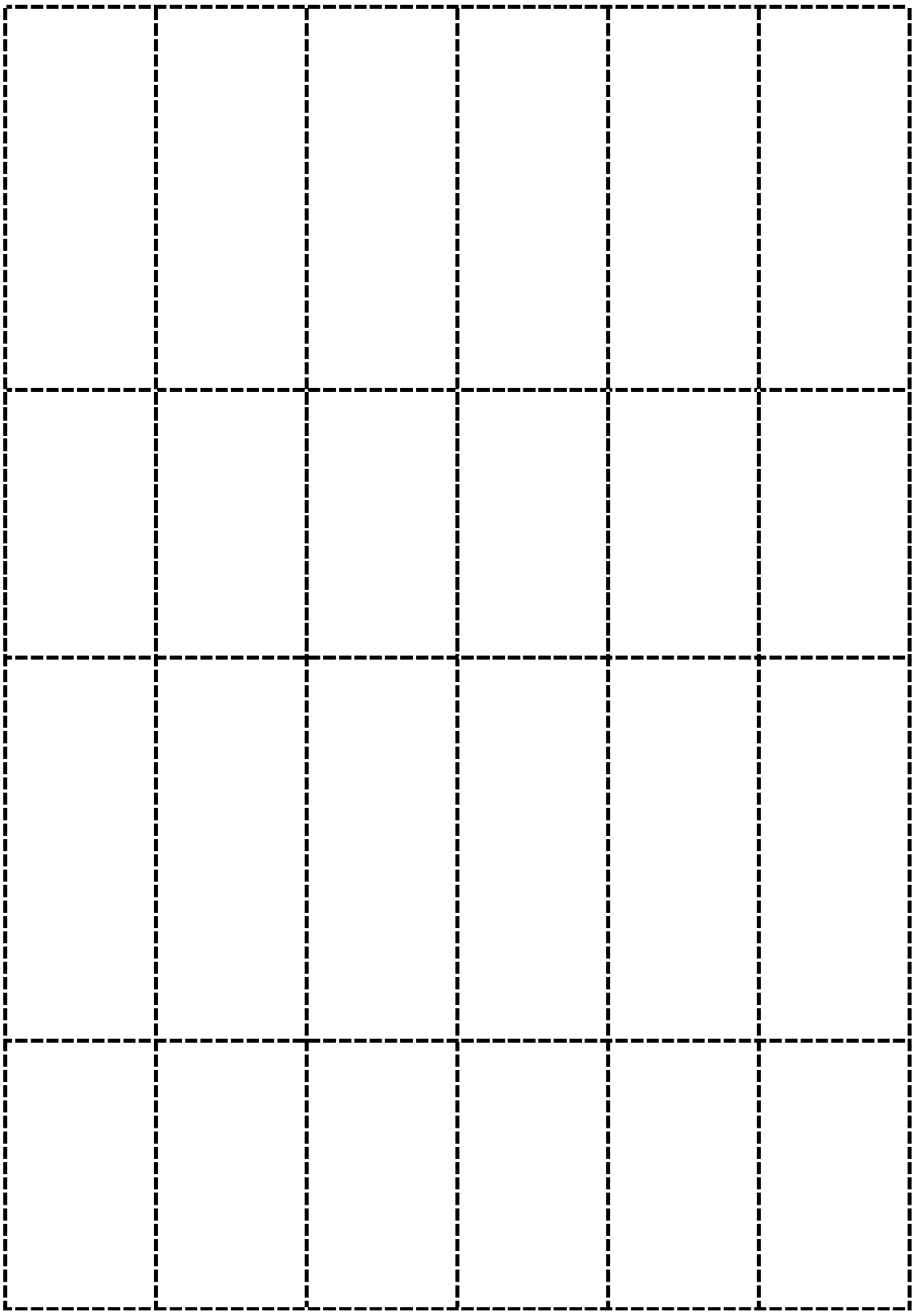
Instructions

Memory

2- 4 players

Getting Ready
Spread cards out face down onto the table.
Play the Game
Players take turns to turn over a large card and a small card at the same time.
If the player has a match – two cards with the same value, the player keeps the pair of cards and has another turn.
If a match is not made the cards are turned over again and remain in the same place.
When all cards have been matched the player with the most cards is the winner.

Black Line Master 31 - Make your own Memory game.



14. Addition Bingo

5+ years **up to 30 players**

Practice basic addition facts to 10.

15. Subtraction Bingo

5+ years **up to 30 players**

Practice basic subtraction facts.

16. Division Bingo

8+ years **up to 30 players**

Practice basic division facts.

17. Fraction Bingo

8+ years **up to 30 players**

Practice basic fraction facts.

The 4 games above can be played using
Black Line Masters 22, 23, 24, 25 and 26.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and as many cards as needed from Black Line Masters 32, 33, 34, 35, 36 and 37.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Addition Bingo

A game for 2- 30 players

Getting Ready

Each player needs a Bingo Card and counters, cubes, buttons (or sweets) to cover the numbers.

Play the Game

The caller calls out an addition fact that has an answer between 1 and 10, e.g. 4+5 and the players cover the answer if it is on their Bingo Card. (See Games Master 27 for suggested facts for Addition Bingo.)

For a short game BINGO is called when a player has covered 4 in a row – across, down or diagonally.

For a longer game BINGO is called when a player has covered all of the numbers on the Bingo Card.

When BINGO is called the Caller checks that the numbers that have been covered are accurate.

Instructions

Subtraction Bingo

A game for 2- 30 players

Getting Ready

Each player needs a Bingo Card and counters, cubes, buttons (or sweets) to cover the numbers.

Play the Game

The caller calls out a subtraction fact that has an answer between 1 and 10, e.g. 15-9 and the players cover the answer if it is on their Bingo Card. (See Games Master 27 for suggested facts for Subtraction Bingo.)

For a short game BINGO is called when a player has covered 4 in a row – across, down or diagonally.

For a longer game BINGO is called when a player has covered all of the numbers on the Bingo Card.

When BINGO is called the Caller checks that the numbers that have been covered are accurate.

Instructions

Division Bingo

A game for 2- 30 players

Getting Ready

Each player needs a Bingo Card and counters, cubes, buttons (or sweets) to cover the numbers.

Play the Game

The caller calls out a division fact that has an answer between 1 and 10, e.g. 56 ÷ 7 and the players cover the answer if it is on their Bingo Card. (See Games Master 27 for suggested facts for Division Bingo.)

For a short game BINGO is called when a player has covered 4 in a row – across, down or diagonally.

For a longer game BINGO is called when a player has covered all of the numbers on the Bingo Card.

When BINGO is called the Caller checks that the numbers that have been covered are accurate.

Fraction Bingo

A game for 2- 30 players

Getting Ready

Each player needs a Bingo Card and counters, cubes, buttons (or sweets) to cover the numbers.

Play the Game

The caller calls out a fraction fact that has an answer between 1 and 10, e.g. 1/3 of 15 and the players cover the answer if it is on their Bingo Card. (See Games Master 27 for suggested facts for Fraction Bingo.)

For a short game BINGO is called when a player has covered 4 in a row – across, down or diagonally.

For a longer game BINGO is called when a player has covered all of the numbers on the Bingo Card.

When BINGO is called the Caller checks that the numbers that have been covered are accurate.

Black Line Master 32 - Bingo

7	1	2	5
4	7	8	9
5	3	9	4
2	8	10	3

7	1	7	8
2	4	3	6
1	9	8	2
6	4	3	10

5	3	5	9
8	4	2	9
6	4	2	10
8	7	6	7

1	8	5	4
4	7	2	6
9	5	6	1
2	10	7	9

3	2	4	8
5	10	1	6
8	9	6	10
3	4	2	5

6	3	2	8
1	5	4	7
9	8	3	2
5	4	9	1

Black Line Master 33 - Bingo

1	8	7	6
3	4	8	2
2	6	3	4
5	7	1	10

3	8	6	5
4	1	9	4
7	8	3	1
5	6	7	10

2	8	3	8
5	10	4	9
4	5	2	7
6	3	7	6

1	8	7	4
8	6	2	10
9	5	5	6
2	7	4	9

1	9	1	7
10	3	6	8
9	8	2	10
2	5	3	6

3	8	4	7
8	7	2	6
2	3	1	9
1	10	6	4

Black Line Master 34 - Bingo

2	4	8	2
1	3	9	5
3	4	10	8
7	5	1	9

3	4	10	8
6	9	2	5
8	5	9	1
1	10	6	3

1	6	7	9
9	5	2	10
10	4	3	1
5	3	4	2

7	8	2	5
1	2	4	10
4	3	1	6
6	5	3	8

7	2	3	8
6	3	1	7
5	4	2	8
9	1	4	6

2	5	8	9
1	4	5	2
3	1	8	4
10	9	7	3

Black Line Master 35 - Bingo

9	10	4	7
3	4	2	5
9	3	5	10
8	2	7	6

6	8	3	5
5	7	4	6
4	3	8	10
1	10	7	9

5	7	8	6
2	3	9	1
3	10	2	4
8	6	5	7

3	8	7	4
4	7	5	6
2	8	9	1
6	2	2	5

6	8	10	1
2	9	1	2
7	4	5	3
5	3	9	8

5	1	10	2
6	3	2	1
7	6	3	9
8	9	4	7

Black Line Master 36 - Bingo

7	2	6	3
9	4	10	5
3	6	2	7
4	8	5	9

1	6	3	8
4	10	6	2
10	3	8	1
7	2	5	4

7	9	8	5
1	5	10	6
3	6	4	7
9	2	8	1

7	9	10	6
5	8	4	3
6	5	9	4
3	7	8	10

2	10	7	3
7	4	2	9
10	1	9	8
4	8	3	1

9	6	3	5
2	1	4	9
10	3	2	4
6	5	1	10

Black Line Master 37 - Bingo

Suggested Facts for Bingo

Addition Bingo		Subtraction Bingo		Division Bingo		Fraction Bingo
1+0	4+2	7-2	10-1	12÷3	32÷4	½ of 10
4+5	5+3	5-1	7-3	45÷5	18÷2	1/6 of 60
3+5	8+1	8-2	4-1	6÷6	28÷7	¼ of 36
1+2	0+2	5-4	8-6	64÷8	45÷9	1/3 of 30
4+4	3+4	9-4	6-1	30÷10	30÷3	1/5 of 15
1+1	4+1	3-2	11-1	14÷2	24÷4	½ of 16
2+6	4+5	8-7	4-2	25÷5	48÷6	¼ of 16
0+1	2+7	16-8	6-4	21÷7	32÷8	1/3 of 18
6+0	1+5	8-3	7-5	63÷9	10÷10	½ of 8
2+2	3+6	17-9	3-1	3÷1	16÷2	½ of 18
2+3	5+2	9-2	7-1	18÷3	40÷4	1/3 of 12
3+1	4+3	6-2	13-5	30÷5	54÷6	1/7 of 63
6+4	9+1	12-8	5-2	14÷7	24÷8	½ of 12
4+1	3+0	9-7	13-7	27÷9	70÷10	1/3 of 3
2+8	7+2	4-3	9-6	12÷2	3÷3	1/6 of 12
1+9	3+2	12-2	5-3	16÷4	15÷5	1/3 of 9
2+0	2+4	11-8	9-8	60÷6	35÷7	1/7 of 42
3+3	6+2	9-5	12-3	40÷8	72÷9	1/5 of 25
1+6	5+1	15-8	14-6	40÷10	6÷1	½ of 14
1+3	8+2	8-5	13-3	30÷3	40÷4	1/6 of 42
1+4	2+1	11-2	16-6	40÷5	24÷6	¼ of 32
5+2	6+3	15-5	16-7	56÷7	80÷8	1/5 of 40
5+5	1+8	18-9	13-4	81÷9	90÷10	½ of 20
3+4	7+3	17-7	14-4	2÷2	30÷6	¼ of 20
3+7	5+5	15-6	12-5	20÷5	54÷9	1/3 of 27

18. Show Numbers

7+ years **2-4 players**

Create and read 3, 4, 5 or 6 digit numbers.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and 4 copies of Black Line Master 38.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Show Numbers

2- 4 players

Play the Game

Each player is dealt 5 cards. The players then use 3 of the cards to build the largest possible 3 digit number that they can.

When the dealer calls 'SHOW NUMBERS' players put their 3 cards on the table to show their 3 digit numbers. Each player then takes turns to tell what their number is.

The player with the largest number keeps these 3 cards and all other cards are returned to the dealer.

Repeat for several rounds until not enough cards remain for each person to be dealt 5 cards.

The winner is the person who has collected the most cards.

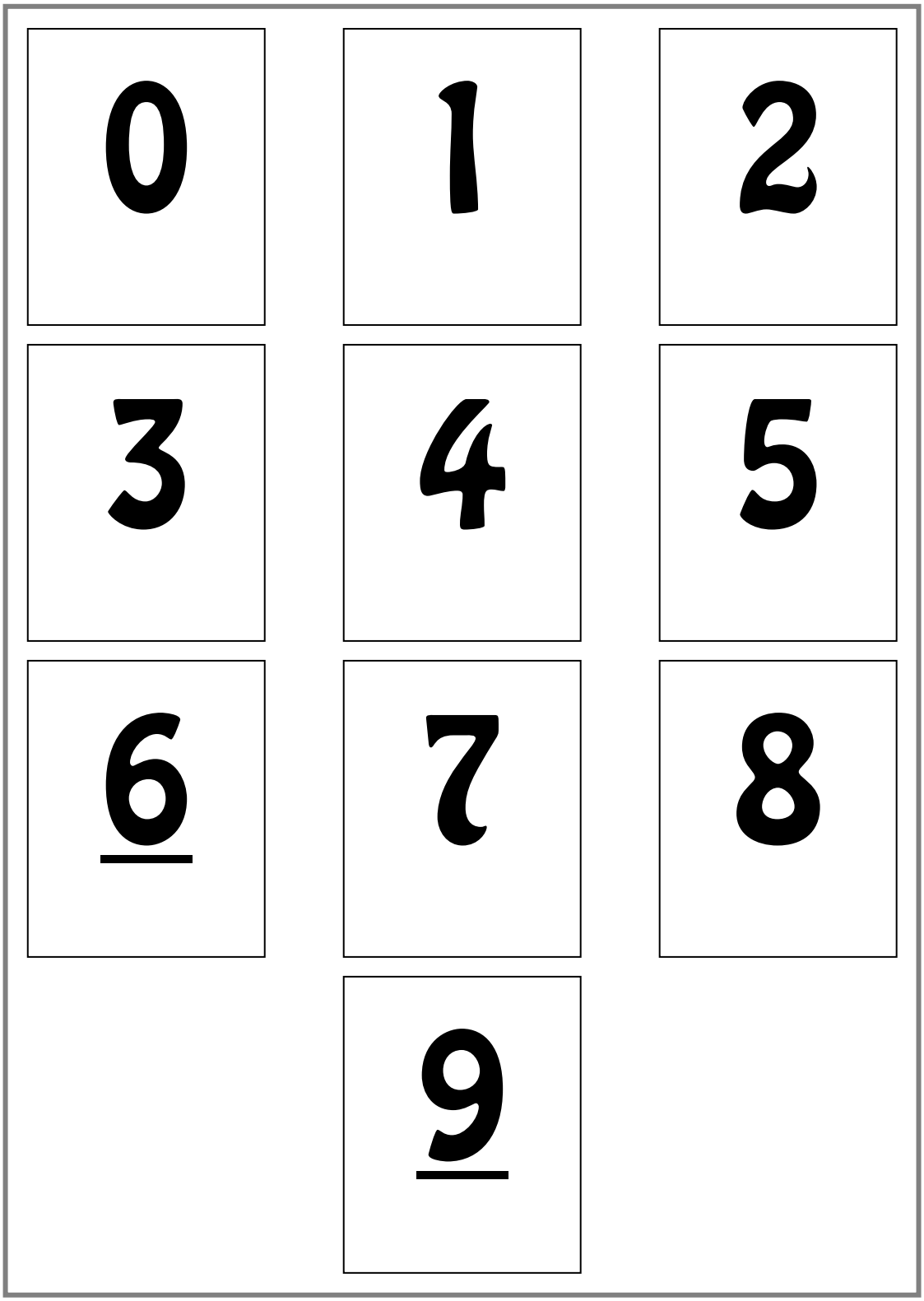
Variation

Show Numbers – 4, 5, 6 digits

Played as above but players show a 4 digit number instead.

Can also be played with 5 or 6 digit numbers. Increase the number of cards dealt to each player to 6 or 7 cards.

Black Line Master 38
Cut out cards to make Number Cards.



19. Missing Digit Memory

8+ years **2-4 players**

Solve addition of 2 digit and one digit.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Masters 39, 40, 41 and 42.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Missing Digit Memory

2- 4 players

Getting Ready

Spread cards out face down on the table.

Play the Game

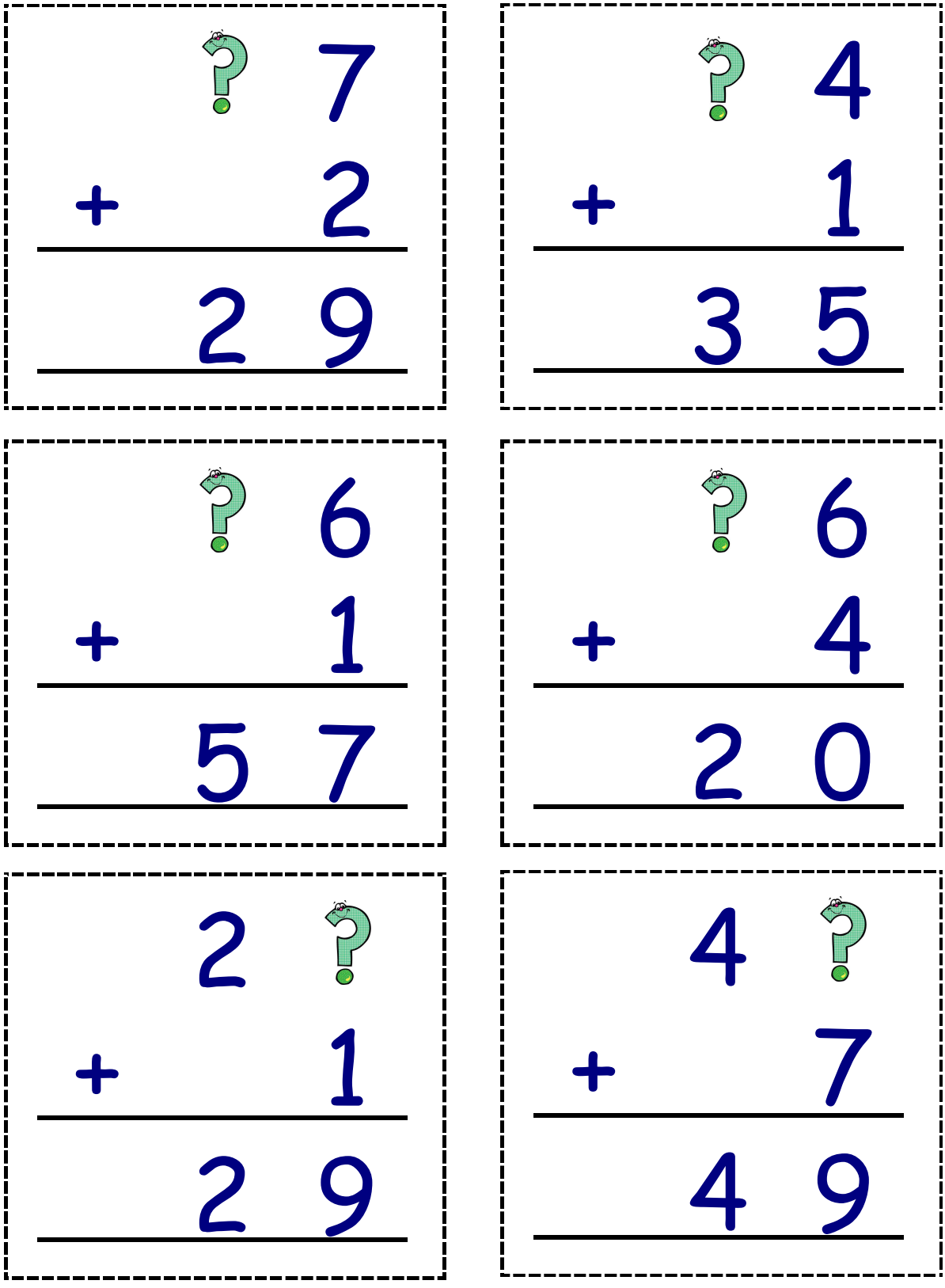
Players take turns to turn over a large card and a small card at the same time.

If the player has a match – the missing digit on the large card is the number on the small card, the player keeps the pair of cards and has another turn.

If a match is not made the cards are turned over again and remain in the same place.

When all cards have been matched the player with the most cards is the winner.

Black Line Master 39



Black Line Master 40

1 ?	3 ?	
+ 6	+ 5	
2 0	3 9	
3 1	4 3	
+ ?	+ ?	
3 4	4 9	
3 2	5 0	
+ ?	+ ?	
4 0	5 9	

Black Line Master 41

37 + 2 = 3?	60 + 7 = 6?
45 + 6 = 5?	45 + 5 = ?0
53 + 8 = ?1	74 + 4 = ?8

Black Line Master 42

1	1	2
2	3	3
4	4	5
5	6	6
7	7	8
8	9	9

20. Highest Number - 2 digits

7+ years **2-4 players**

Read and compare 2 digit numbers.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Master 43.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Highest Number – 2 Digits

2- 4 players

Getting Ready

Spread cards out face down in the center of the table.

Play the Game

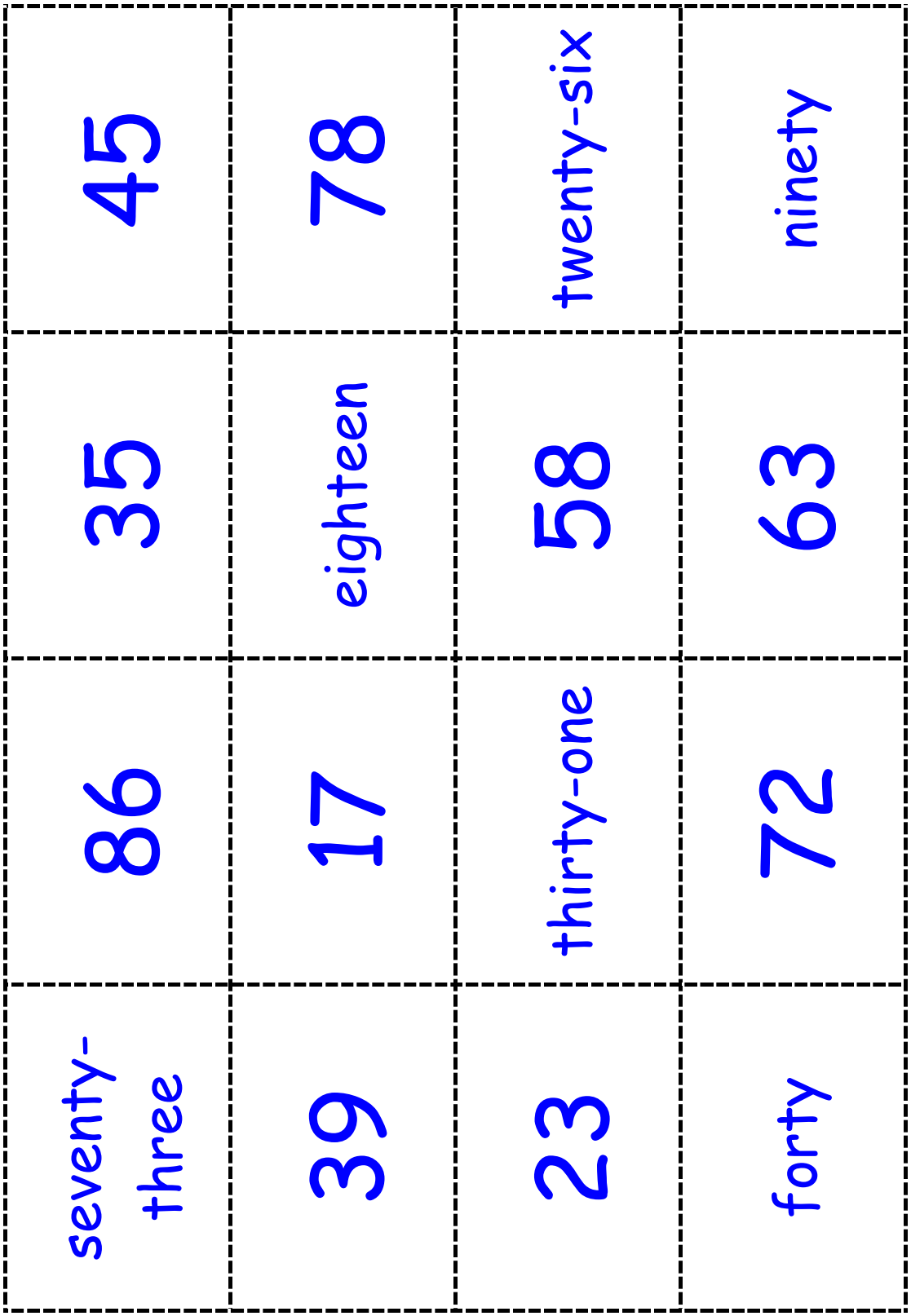
Each player turns over a card and says the number. The numbers are then compared and the player with the highest number takes the card with that number and keeps it.

The other players turn their cards over again and the cards are shuffled around.

This is repeated until there are not enough cards for each player to pick up a card.

Players then score one point for each card with a number on it and two points for each card with number words on it. The winner is the player with the highest score.

Black Line Master 43
Cut out cards to play Highest Number – 2 digits.



21. Highest Number – 3 digits

8+ years **2-4 players**

Read and compare 3 digit numbers.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Master 44.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Highest Number – 3 Digits **2- 4 players**

Getting Ready

Spread cards out face down in the center of the table.

Play the Game

Each player turns over a card and says the number. The numbers are then compared and the player with the highest number takes the card with that number and keeps it.

The other players turn their cards over again and the cards are shuffled around.

This is repeated until there are not enough cards for each player to pick up a card.

Players then score one point for each card with a number on it and two points for each card with number words on it. The winner is the player with the highest score.

Special Note

Two alternative sets of the following Black Line Master are provided so that teachers/parents can select the appropriate way of writing number words as this can differ from country to country.

Please choose from Black Line Master 44A or 44B.

Black Line Master **34 A** writes number **without the word 'and'** eg four hundred twenty-six.

Black Line Master **34 B** write numbers **with the word 'and'** eg four hundred and twenty-six.

Black Line Master 44 A

Please choose from Black Line Master 34A or 34B. See Special note on previous page.

Cut out cards to play Highest Number – 3 Digits.

465	780	four hundred thirty-six	nine hundred twenty
315	eight hundred fifteen	508	863
860	117	seven hundred forty-one	702
seven hundred thirteen	539	230	five hundred ninety-seven

Black Line Master 44 B
Cut out cards to play Highest Number – 3 Digits.

465	780	four hundred and thirty-six	nine hundred and twenty
315	eight hundred and fifteen	508	863
860	117	seven hundred and forty-one	702
seven hundred and thirteen	539	230	five hundred and ninety-seven

22. Highest Number - 4 digits

9+ years **2-4 players**

Read and compare 4 digit numbers.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Master 45.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Highest Number – 4 Digits

2- 4 players

Getting Ready

Spread cards out face down in the center of the table.

Play the Game

Each player turns over a card and says the number. The numbers are then compared and the player with the highest number takes the card with that number and keeps it.

The other players turn their cards over again and the cards are shuffled around.

This is repeated until there are not enough cards for each player to pick up a card.

Players then score one point for each card with a number on it and two points for each card with number words on it. The winner is the player with the highest score.

Special Note

Two alternative sets of the following Black Line Master are provided so that teachers/parents can select the appropriate way of writing number words as this can differ from country to country.

Please choose from Black Line Master 45A or 45B.

Black Line Master **35 A** writes number **without the word 'and'** eg four hundred twenty-six.

Black Line Master **35 B** write numbers **with the word 'and'** eg four hundred and twenty-six.

Black Line Master 45 A

Please choose from Black Line Master 35A or 35B. See Special note on previous page.

Cut out cards to play Highest Number – 4 Digits.

9080	3550	eight thousand two hundred seven	four thousand twenty-one
6084	two thousand thirty-seven	7439	8709
5080	7012	one thousand five hundred thirty	1307
two thousand two hundred twenty	1227	1890	three thousand seven hundred thirty -seven

Making Math More Fun Card Games

two thousand two hundred and twenty	5080	6084	9080
1227	7012	two thousand and thirty-seven	3550
1890	one thousand five hundred and thirty	7439	eight thousand two hundred and seven
three thousand seven hundred and thirty -seven	1307	8709	four thousand and twenty-one

Black Line Master 45 B
Cut out cards to play Highest Number – 4 Digits.

www.makingmathmorefun.com

23. Highest Number – 5 digits

10+ years **2-4 players**

Read and compare 5 digit numbers.

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

1. Print the instructions below and Black Line Master 46.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces for each game and the instructions in a separate zip shut plastic bag.

Instructions

Highest Number – 5 Digits

2- 4 players

Getting Ready

Spread cards out face down in the center of the table.

Play the Game

Each player turns over a card and says the number. The numbers are then compared and the player with the highest number takes the card with that number and keeps it.

The other players turn their cards over again and the cards are shuffled around.

This is repeated until there are not enough cards for each player to pick up a card.

Players then score one point for each card with a number on it and two points for each card with number words on it. The winner is the player with the highest score.

Special Note

Two alternative sets of the following Black Line Master are provided so that teachers/parents can select the appropriate way of writing number words as this can differ from country to country.

Please choose from Black Line Master 46A or 46B.

Black Line Master **36 A** writes number **without the word 'and'** eg four hundred twenty-six.

Black Line Master **36 B** write numbers **with the word 'and'** eg four hundred and twenty-six.

Black Line Master 46 A

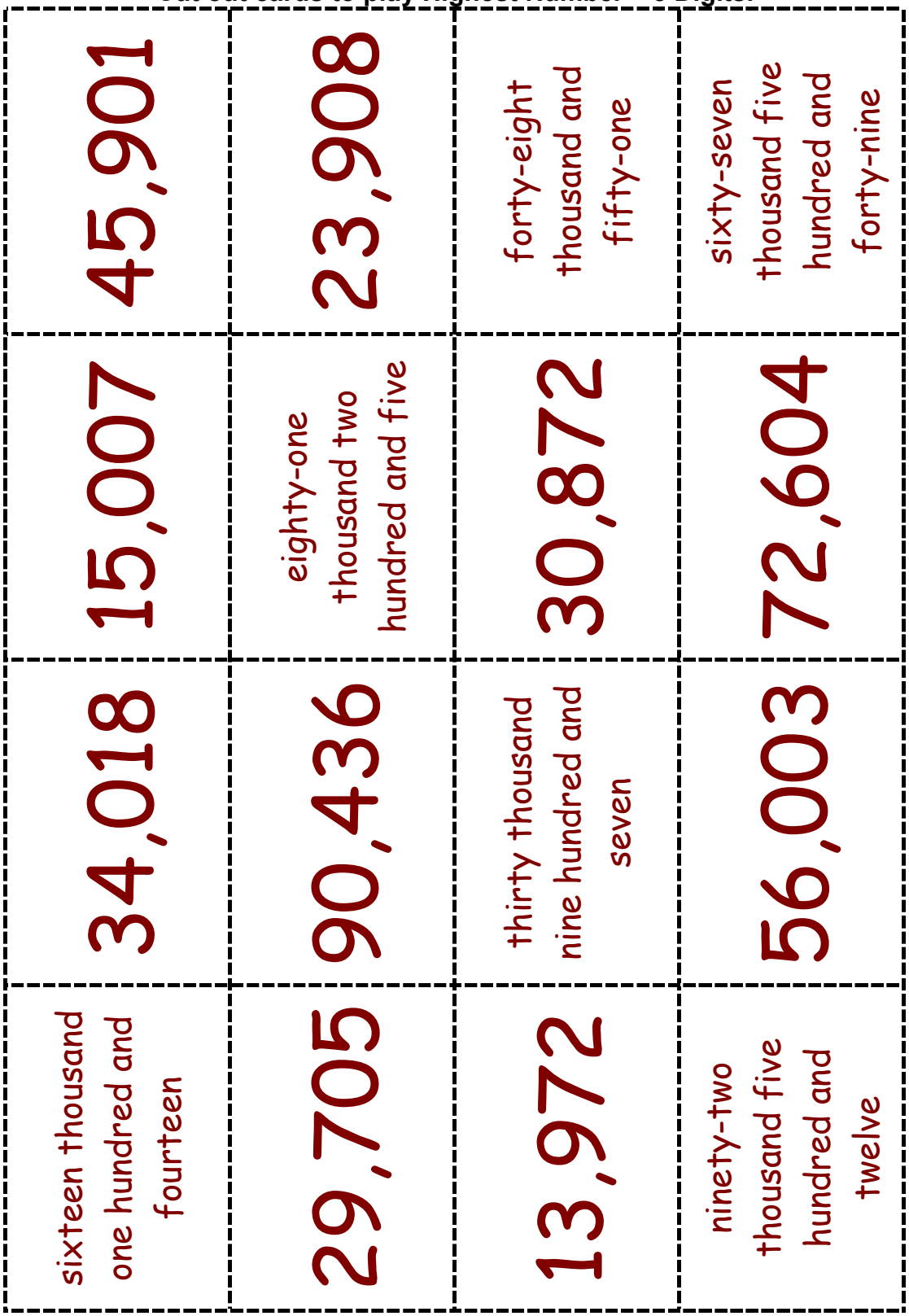
Please choose from Black Line Master 36A or 36B. See Special note on previous page.

Cut out cards to play Highest Number – 5 Digits.

45,901	23,908	forty-eight thousand fifty-one	sixty-seven thousand five hundred forty-nine
15,007	eighty-one thousand two hundred five	30,872	72,604
34,018	90,436	thirty thousand nine hundred seven	56,003
sixteen thousand one hundred fourteen	29,705	13,972	ninety-two thousand five hundred twelve

Black Line Master 46 B

Cut out cards to play Highest Number – 5 Digits.



24. Fraction Dominoes

7+ years **2-4 players**
Reinforces the concepts of fractions!

To Prepare

Print onto card and laminate after cutting into pieces. (Some laminates allow you to laminate and then cut into pieces.)

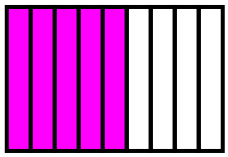
1. Print the instructions below and Black Line Masters 47 and 48.
2. Cut along the dotted lines or laminate then cut along the dotted lines.
3. Store the pieces and the instructions in a zip shut plastic bag.

Fraction Dominoes

2- 4 players

Getting Ready
Lay the dominoes face down to the side.
Play the Game
Each player takes 4 dominoes and places them in front of themselves facing up.
The first player lays a domino down in the center.
The next play must join a domino to the first one, but they must match ends that show the same value, **1/3** could join to **one third** or the **diagram that represents one third.** If the player can't lay down a domino, they have to pick one up.
Players continue to take turns to join to a domino or pick up a domino.
When there are no more dominoes to pick up the player misses a turn if they can't lay one down.
The first player to use all of their dominoes is the winner.

Black Line Master 47
Cut out cards to make Fractions Dominoes.



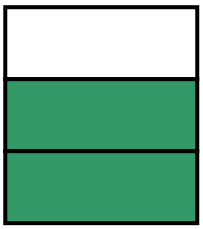
$\frac{4}{5}$

four fifths

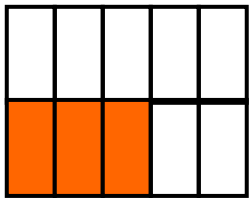
$\frac{3}{8}$

three eighths

$\frac{2}{3}$

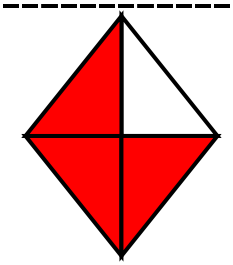


$\frac{3}{10}$

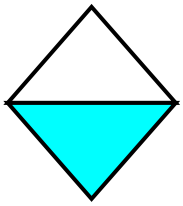


five sixths

$\frac{5}{6}$

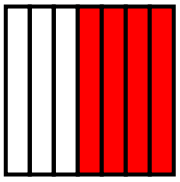


$\frac{3}{4}$

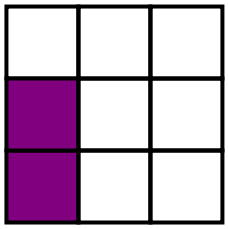


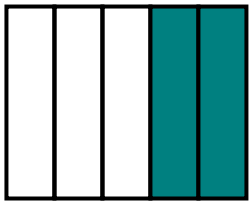
$\frac{1}{2}$

four sevenths



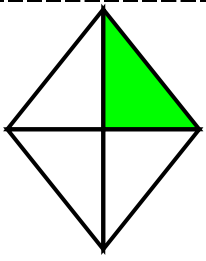
$\frac{2}{9}$





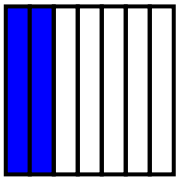
two fifths

$\frac{1}{4}$

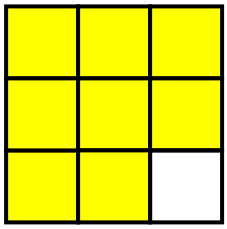


$\frac{2}{7}$

Black Line Master 48
Cut out cards to make Fractions Dominoes.



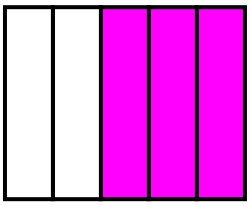
eight ninths



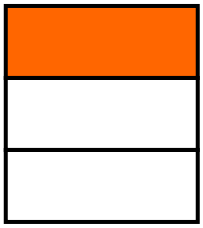
$\frac{5}{8}$

five eighths

$\frac{3}{5}$

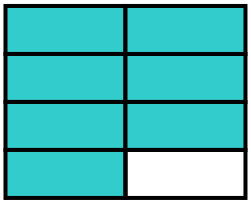


$\frac{1}{3}$

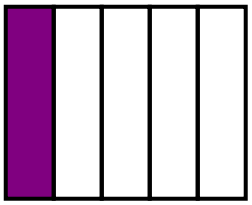


seven tenths

$\frac{7}{10}$

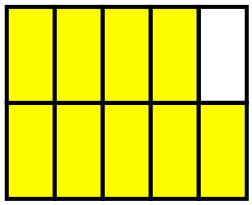


$\frac{7}{8}$

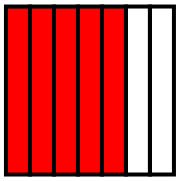


$\frac{1}{5}$

nine tenths



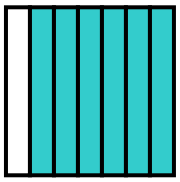
$\frac{5}{7}$



$\frac{1}{6}$

one sixth

$\frac{6}{7}$



$\frac{5}{9}$