

The Four Operations Card Game

Name That Number

$+$, $-$, \times , \div

Purpose:

The objectives are:

- ★ Fluency of basic facts: addition, subtraction, multiplication, division;
- ★ Flexible methods of computation;
- ★ Understanding equivalent values.

Materials:

You need the number cards 1-20 (on attached pages). Or, to play with lower numbers, use a normal deck of cards giving face cards the values Jacks = 11, Queens = 12, Kings = 13, and Jokers = 15.

How to Play:

1. Shuffle the deck and place five cards number-side up. Leave the rest of the deck number-side down. The first player turns over the top card of the deck and lays it down next to the deck. This card is the player's target number for the round.

The first player tries to make the target number using the numbers found on the face-up cards and any operation ($+$, $-$, \times , \div).

Example: *Cat's Turn*



The target number to be named is 6. Cat looks for ways to make 6 using as many of her cards as possible. In this example, she can make 6 with:

- two cards: $12 \div 2$, $4 + 2$, $8 - 2$, or $10 - 4$.
- three cards: $10 + 4 - 8$, $10 + 8 - 12$, or $(12 \times 2) \div 4$.
- four cards: $12 + 8 - 10 - 4$ or $(12 + 10 + 2) \div 4$.

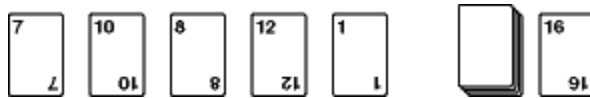
Cat selects $(12 + 10 + 2) \div 4$. She takes the 12, 10, 4 and 2 cards. She replaces these with the top four cards from the facedown deck and then turns over and lays down the next "target number" card to replace the 6.

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- The next player takes a turn.

Example: *Dog's Turn*



The new target number to be named is 16. Dog looks for ways to make 16 using as many of his cards as possible. Dog selects $12+10-7+1$.

He takes the 12, 10, 7 and 1 cards and replaces these with the top four cards from the facedown deck. Then he turns over and lays down the next "target number" card to replace the 16.

- If a player can not name the target number, his/her turn is over and a new target number is selected for the next player.
- Play continues until all of the cards in the deck have been turned over. The player who has taken the most cards wins.

Cut out numeral cards along dotted lines.

(1 of 3 pages)

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

Cut out numeral cards along dotted lines.

(2 of 3 pages)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

Cut out numeral cards along dotted lines.

(3 of 3 pages)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20