

## ♠ ♥ Rules for Card Games ♣ ♦

### Go Fishing [A variation of Go Fish]

**Number of Players:** Three to five players

**Mathematical Objective:** To add like numbers

**Object:** To get the highest score

**The Deck:** A regular deck, with the face cards removed

**The Deal:** A hand of seven cards is dealt to each player, with the remaining cards placed face down in the center of the table.

**The Play:** The student to the left of the dealer is the first player, and says to the player on his or her left, "Give me your (any number ace through 10). If the students who are asked have cards in that rank, they are handed to the player. If not, the player is told to "go fishing," that is, to take a card from the pile in the middle of the table. This ends the first player's turn. Play continues around the table.

**Scoring:** As soon as a player gets all four cards in a rank, he or she places them face down on the table. Then the student adds the four numbers on the cards and records a score. The emptying of one player's hand ends the game. At that point, the students add their scores. The one with the highest score wins that round.

### Good Times

**Number of Players:** Three to four players

**Mathematical Objective:** To multiply single-digit numbers

**Object:** To acquire the most cards

**The Deck:** A regular deck of playing cards, with aces and face cards removed

**The Deal:** The cards are placed face down in a 6 x 6 array. The rest of the cards are out of play for the round.

**The Play:** The first player turns up two cards in the array. The player then multiplies the numbers showing. If the answer is correct, he or she keeps both cards. If it is not, the player turns the cards face down, and the play moves to the left. [The correctness may be checked by another player or with a calculator or a multiplication table.]

**Scoring:** When the array is empty, the students count their cards. The student with the most cards wins that round.

## Climb the Ladder

**Number of Players:** Four players

**Mathematical Objective:** To multiply single-digit numbers

**Object:** To gain points by generating a product greater than a given number

**The Deck:** A regular deck of playing cards with the face cards removed

**The Deal:** The cards are shuffled and each player is dealt eight cards. The remaining cards make up the draw pile.

**The Play:** A card from the draw pile is turned up, and the number is recorded as the first rung of the ladder. The card is returned to the middle of the draw pile.

The first player turns up the top card on the draw pile. Then he or she chooses a card from his or her hand so that the product of the number on that card and the turned up card is greater than the first rung. If the product is greater, it is recorded as the next rung, and the player receives a point. If it is not, it is the next player's turn. The second player turns up the next card on the draw pile and chooses a card from his or her hand so that, if possible, the product will be greater than the last rung. Play continues until all players have had four turns.

**Scoring:** When four turns have been played, the students add their scores. The one with the most points wins that round.