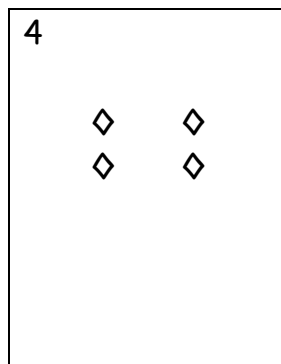
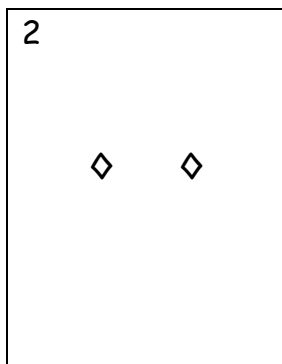
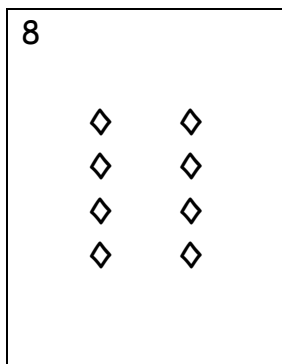
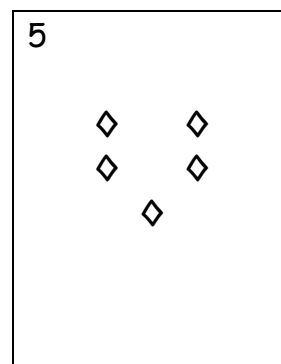
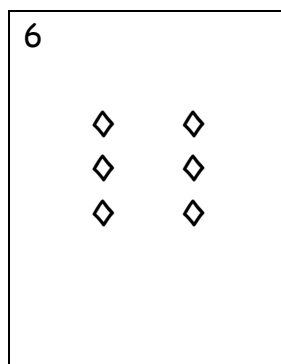
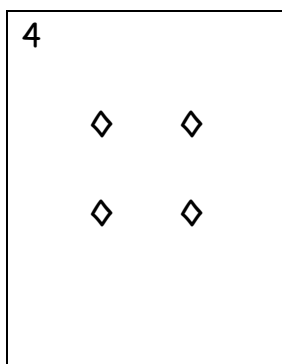
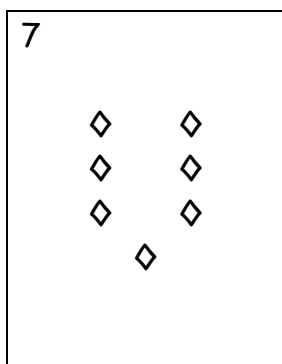
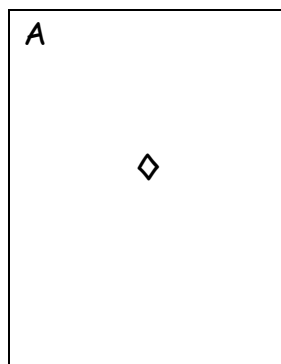
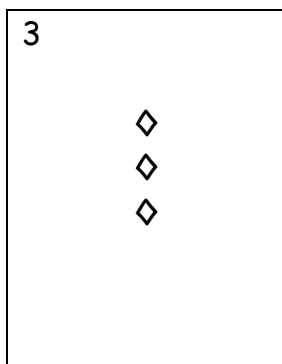
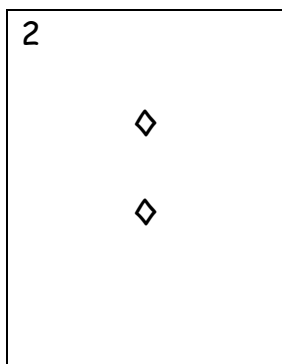




Target

What you will need: Deck of playing cards with jacks, queens, and kings removed. Aces equal 1.

What you will do: To play the game place 9 cards face up in a tic-tac-toe-like grid. Turn a 10th card face up and place to the right of the grid. This 10th card becomes the **TARGET**. Player(s) may use addition, subtraction, multiplication, and division to combine the cards to equal the **TARGET** card. When cards are “used” to make the **TARGET**, they are replaced by the remaining cards in the deck. The goal is to remove as many of the cards as possible. At the end of each round (when the player can no longer make any equations to equal the **TARGET**) score is calculated by counting the number of cards that are left. If several teams are playing, the winning team would be the team with the lowest score.





Foreheader

What you will need:

- Deck of cards for every three players

What you will do:

1. Divide students into trios. Give each trio a deck of cards without face cards and jokers.
2. Shuffle the deck and give all of the cards to the referee who will be "judging" the contest.
3. On go, players are each handed a card by the referee and **WITHOUT** looking, put the card face out on his/her forehead.
4. The referee multiplies (or adds) the two numbers together and states the answer.
5. Each player looks at the other person's exposed number and names his/her own number
6. Person who wins (accuracy and time), collects both cards.
7. Play continues until all cards are gone.
8. Players can repeat play (if there is another time) with each other so each has an opportunity to be both a player and referee.

Challenge: Have children play in groups of 4. Have them be able to see two other numbers but not their own. They need to figure out their number. It is challenging. Start with addition.



Ninety Nine

What you will need:

Deck of Cards (all cards including jokers) for every 3-4 youth

Purpose of the game: Practice mental math in adding and subtracting, and game strategies. Total value of pile can never exceed “99”.

Card Values

- Each card counts for its face value except:
- 9's simply allow the player to pass, they are neither added to or subtracted from the total. –
- 10's are a – 10, requiring the player to subtract 10 from the total,
- the joker is “99” (you can play after the joker if you have a 9, a 10, or another joker) –
- Aces count as 1 and all face cards are 10.

What you will do:

1. Each player is dealt 3 cards.
2. The first player plays a card and states the value of the card.
3. 3. First player draws a card, keeping his/her hand at 3 cards.
4. 4. The second player plays a card and states the value of the two cards added together (unless the second player plays a 9, a 10 or a joker). Second player draws a card, keeping his/her hand at 3 cards.
5. 5. For example, if player 1 plays a 7, he/she would say 7. Draws a card. If the second player plays an 8, he/she would say 15. Draws a card. If a third player plays a ten, he/she would say 5, and so on. Draws a card.
6. The player to reach 99 with **NO OTHER PLAYER** being able to play a card, wins. Remember, after the pile reaches 99, players can still play a 9, 10 or joker.