Rules

Games for age 6 and under:

1) Match Me! (Ages 3-4)

Give yourself and your child each a set of nine cards, numbered 1 through 9. Place a card down and say the number on it. Ask your child to match your card.

Guide the child's attention to the bowl of beans in the bottom corner of the card, stressing the correspondence between the number and the amount of beans. You may also want to use some real beans (or any other set of objects) and give the child the number of items that are on the card.

2) Number Memory (Ages 4-6)

Remove two sets of numbers, 1 to 9, from the deck (18 cards total). Randomly spread the cards face down on a table or the floor. Take turns picking 2 cards and looking at them. If they are the same number, keep the cards. If they are different, place the cards face down back in the same spot. See who has the most pairs when all the cards are picked up!

Encourage your child to say the numbers as the cards are turned over. You can add more pairs of cards when your child needs a new challenge!

3) What's Next? (Ages 4-6)

Give yourself and your child each a set of nine cards, numbered 1 through 9. Place a card down and say the number on it. Ask your child to put down the number that comes right after your number.

If this game is not challenging enough for your child, try some variations. Have your child put down the number that comes right before your number. As your child starts to understand more complex relationships between numbers, you can ask your child to show you a card 3 more or 2 less than your card.

Games for age 7 and up:

1) Arithmetic Rummy

Shuffle the deck of cards. Set the game mat between the players (the mat has "1 + 2 = 3" on it). Deal seven cards to each player in the game and place the remainder of the deck (the Draw pile) within reach of the players. Players take turns trying to be the first to play all the cards in his or her hand. Player 1 picks a card from the Draw pile. Now the player looks in his or her hand to find a "true" mathematical statement (e.g. 1+4=5, 9-6=3). If the player has a true math statement, the player plays those cards on the game mat. If he doesn't, he passes to Player 2. Player 2 then picks a card from the Draw pile. He or she can play any card on top of Player 1's cards that make a true equation. For example, if Player 1 played 3 + 4 =7, and Player 2 has a hand of 1,2,3,3,7,9,+,- , Player 2 has several options. She can play the 3 and the + sign (or simply the 3 or the + sign) to make the same equation: 3+4=7. She can play the 1, the + sign, the 2, and the 3, and make a whole new equation: 1+2=3. She could also play the 9, the - sign, and the 2, making the equation 9-2=7. Her best move is making the equation 1+2=3, because she would play the most cards. If a player can't play, he or she passes and waits for his or her next turn.

Players alternate until someone has played all of his or her cards!

2) I've Got 18!

Remove the +and - signs from the deck. Deal four cards to each player. The remaining cards make up the Draw pile, which should be in reach of both players. A Discard pile will form next to the Draw pile. Players try to find combinations of cards that add up to 18. The player who plays the most cards when the Draw pile runs out is the winner. Player 1 starts the game and looks for any combinations of 18 he or she has in her hand (e.g. 6+8+4, 9+9, 2+6+9+1, etc.). If she has a combination of 18, she then places the combination of cards in front of her and adds to her hand from the Draw pile, so that she has four cards at the end of her turn. If she does not have a combination of 18, she takes one card from the Draw pile, and picks a card from her hand to throw into the Discard pile, leaving her with four cards in her hand. Player 2 then takes his turn, playing his cards in the same manner as Player 1. The game continues until the Draw pile is empty and neither player has a combination of 18 in their hands. Players get one point for each card in front of him or her (i.e. , a combination such as 1+5+9+3 is worth four points, but a combination of 9+9 is only worth two points). The player with the most points wins!

Make up your own games! E-mail them to CDM at Submit@cdm.org and we'll suggest them to others.

Zero 0

0

Cero

Zero 0

0

Cero

Zero 0

0

Cero

One 1

1

Uno

One 1

1

Uno

One 1

1

Uno

Two 2

2

Dos

Two 2

2

Dos

Two 2

2

Dos

Three 3

3

Tres

Three 3

3

Tres

Three 3

3

Tres

Four 4

4

Cuatro

Four 4

4

Cuatro

Four 4

4

Cuatro

Five 5

5

Cinco

Five 5

5

Cinco

Five 5

5

Cinco

Six 6

6

Seis

Six 6

6

Seis

Six 6

6

Seis

Seven 7

7

Siete

Seven 7

7

Siete

Seven 7

7

Siete

Eight 8

Ocho

Eight 8

Ocho

Eight 8

Ocho

Nine 9

Nueve

Nine 9

Nueve

Nine 9

Nueve

Zero 0

0

Cero

One 1

1

Uno

Two 2

2

Dos

Three 3

3

Tres

Four 4

4

Cuatro

Five 5

5

Cinco

Six 6

6

Seis

Seven 7

7

Siete

Eight 8

8

Ocho

Nine 9

9

Nueve

-

-

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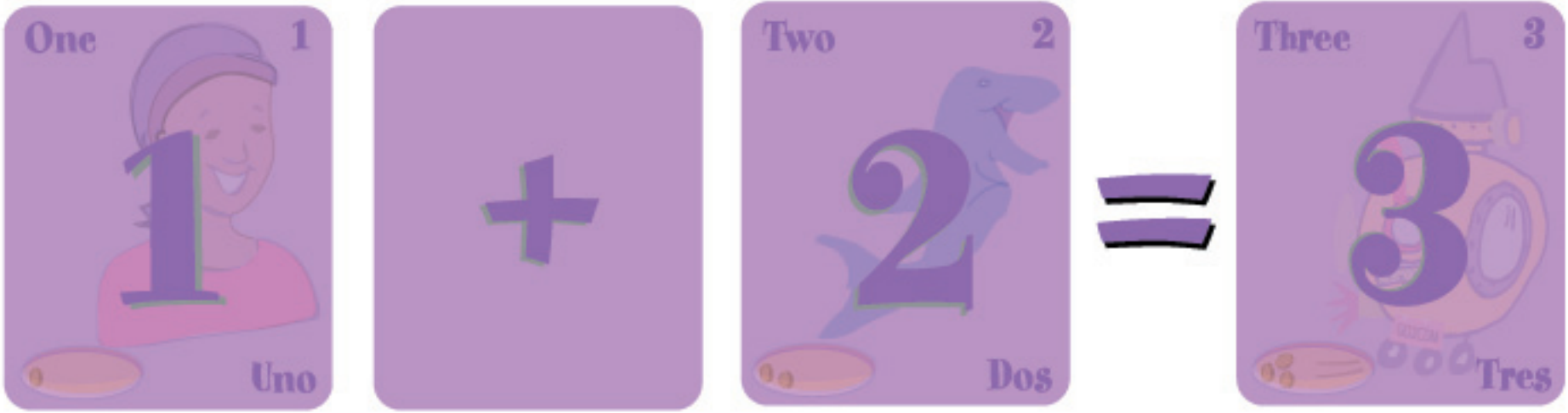

Arithmetic Rummy

Children's Discovery Museum of San Jose

www.cdm.org