

NUMBER GAMES KIT

addition +	subtraction -	multiplication ×	division ÷	equals =
not equal to ≠	greater than >	less than <	not greater than ↗	not equal to ↖

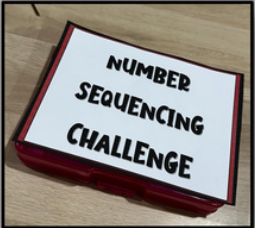
0	1	2	3	4
5	6	7	8	9

0	1	2	3	4
5	6	7	8	9

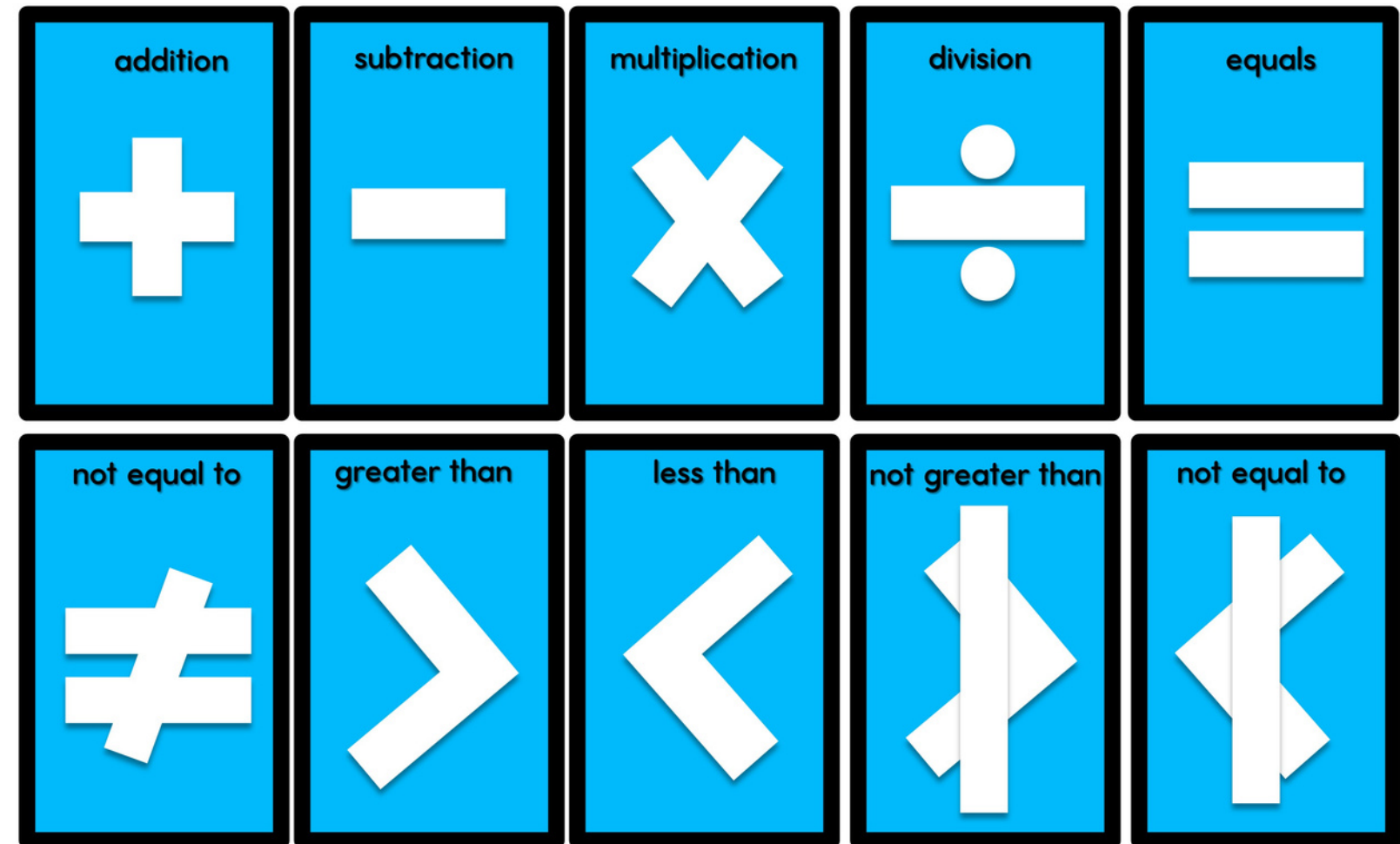
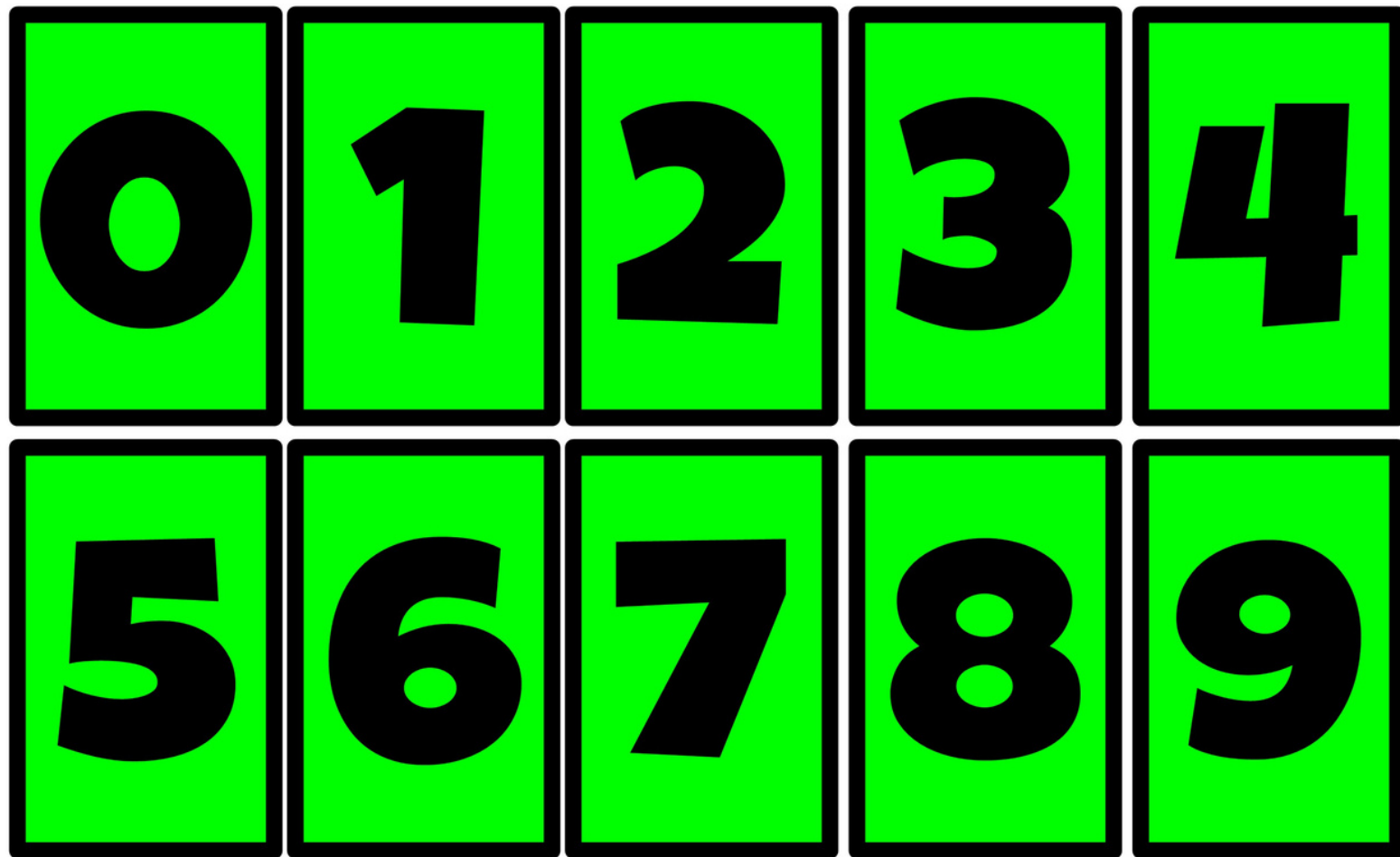
NUMBER CARDS 0-9

Teacher suggestions

- These games will work with the cards provided, or you can substitute UNO cards. (Normal playing cards do not have 0- however you could possibly alter the ten card to make it 0)
- If you are going to use the cards supplied, I suggest that you laminate them for longevity, they will get a lot of use!!
- I have supplied a choice of backgrounds to be printed on the reverse side of the numbers so that you can easily keep track of sets if you need to.
- I keep my sets in task boxes with the directions in them. (see below)

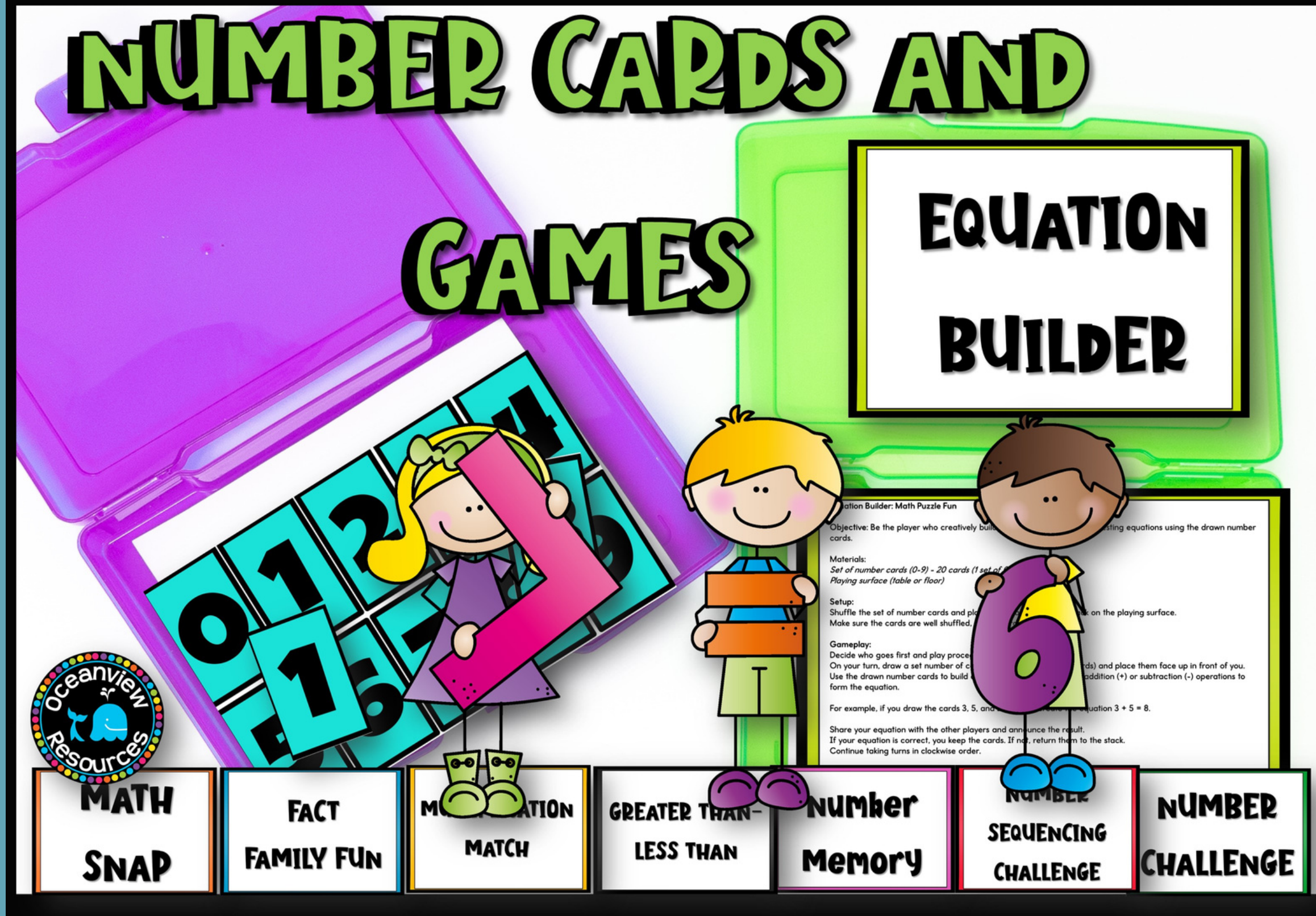


NUMBER GAMES



SYMBOLS CARDS

Are you ready to transform math learning into an exciting adventure for your children?
Look no further than the Math Number Kit, a dynamic and innovative educational tool
designed to make mastering math skills an absolute blast!



**COMPREHENSIVE PACKAGE
THAT BRINGS TOGETHER A
SET OF NUMBER CARDS (0-
9) AND AN ARRAY OF
CAPTIVATING MATH GAMES**

With a variety of unique games designed for different skill levels, your children will embark on an incredible journey of arithmetic discovery and cognitive development. The cards also lend themselves to teacher created games.

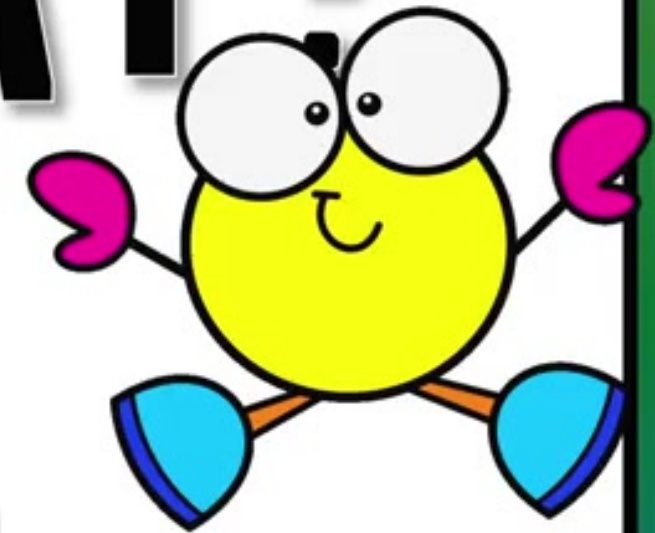
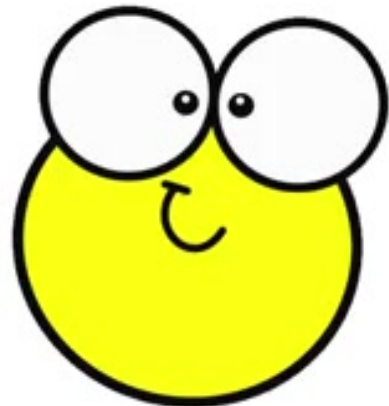
"Welcome to 'This or That'!"

"Choose a question, pick 'this or that,' and let's learn together!"

THIS OR THAT?

How to Play

- Pick any question on the question board.
- Choose a “this or that” option to reveal a question
- Click the “[Check Answer](#)” box to check the answer.
- Click “[Question Board](#)” to go back to the question board.
- Questions already answered will disappear automatically.

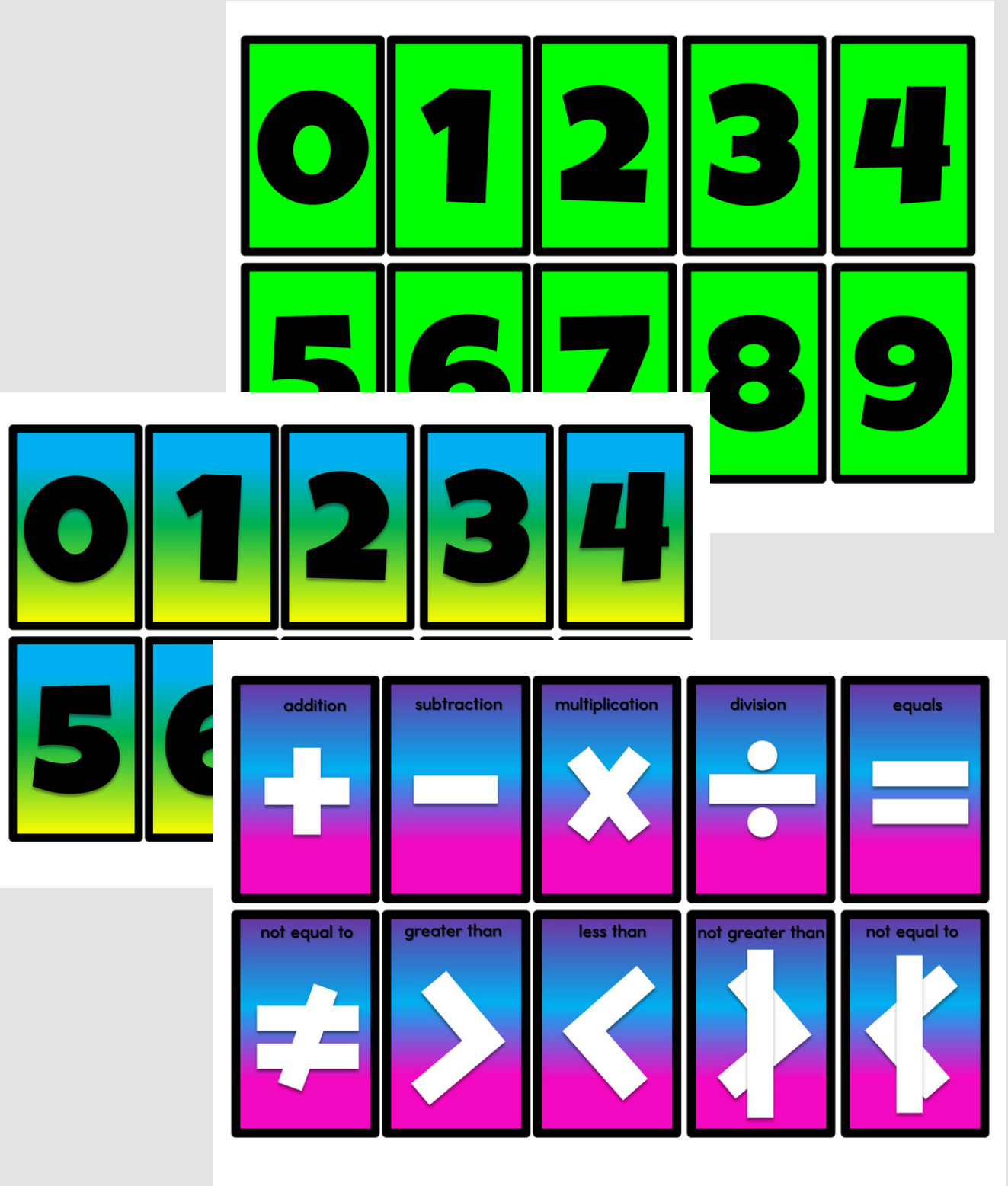
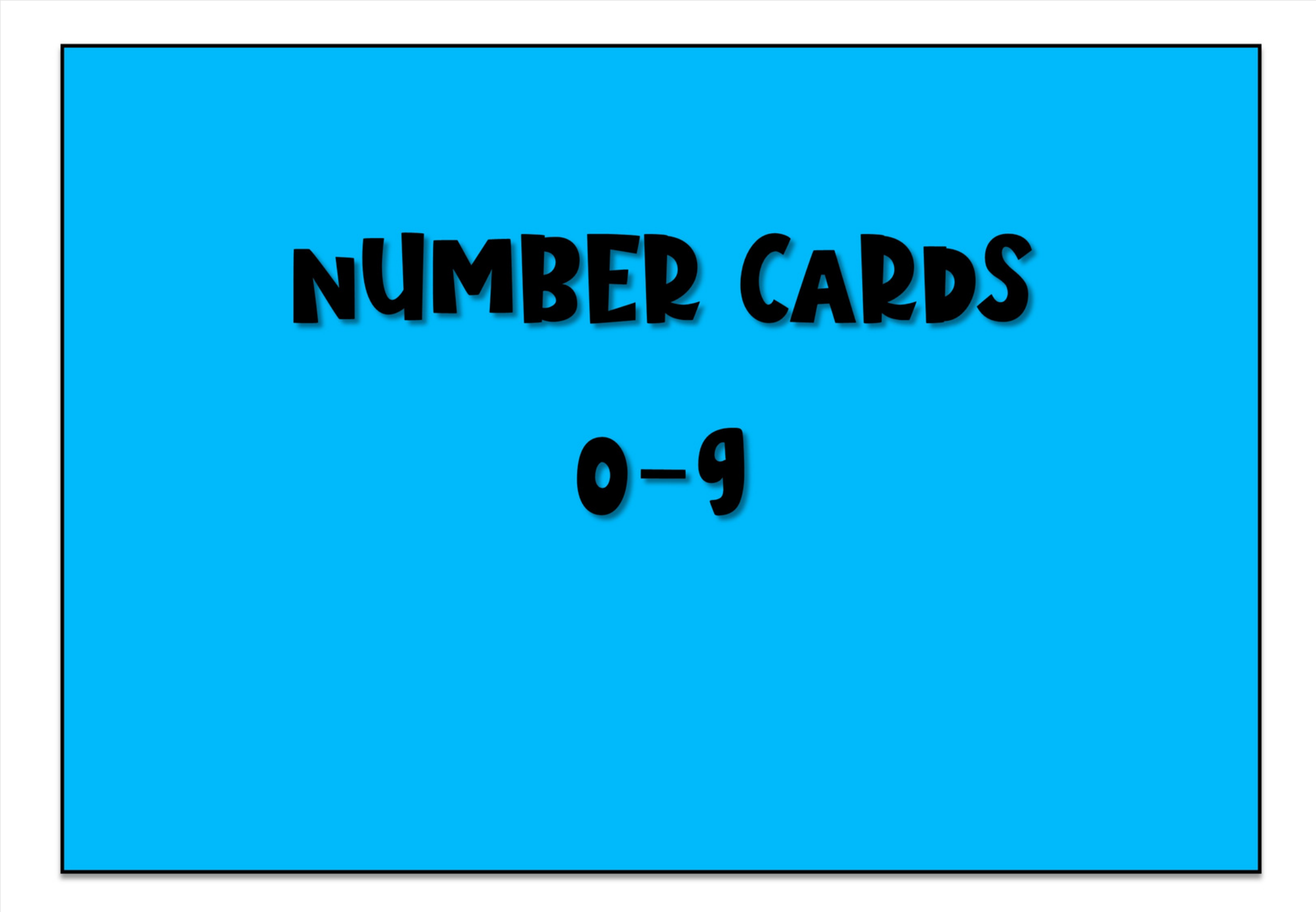


PLAY

Builds Relationships:

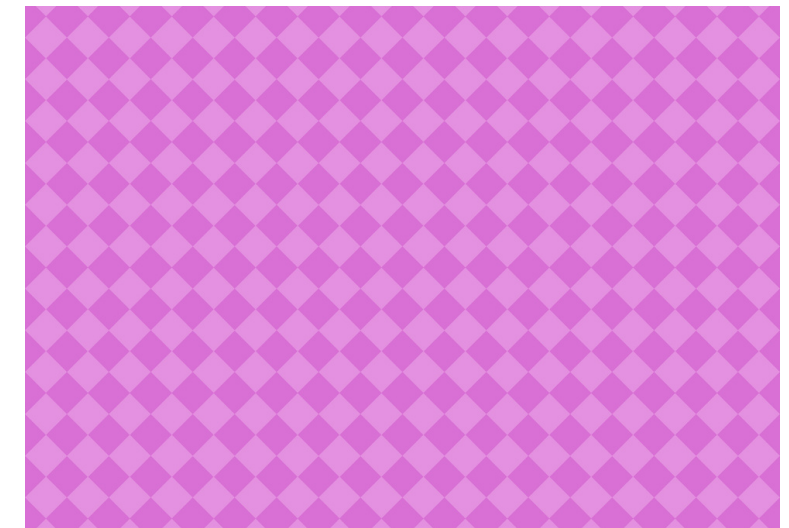
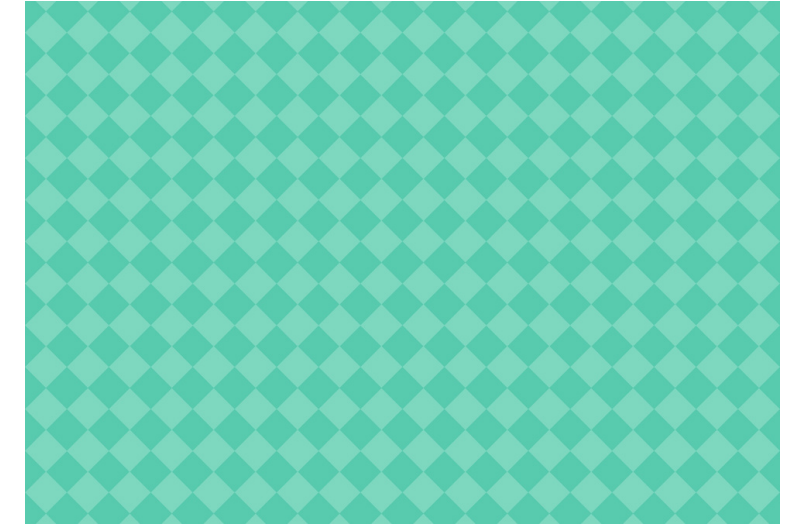
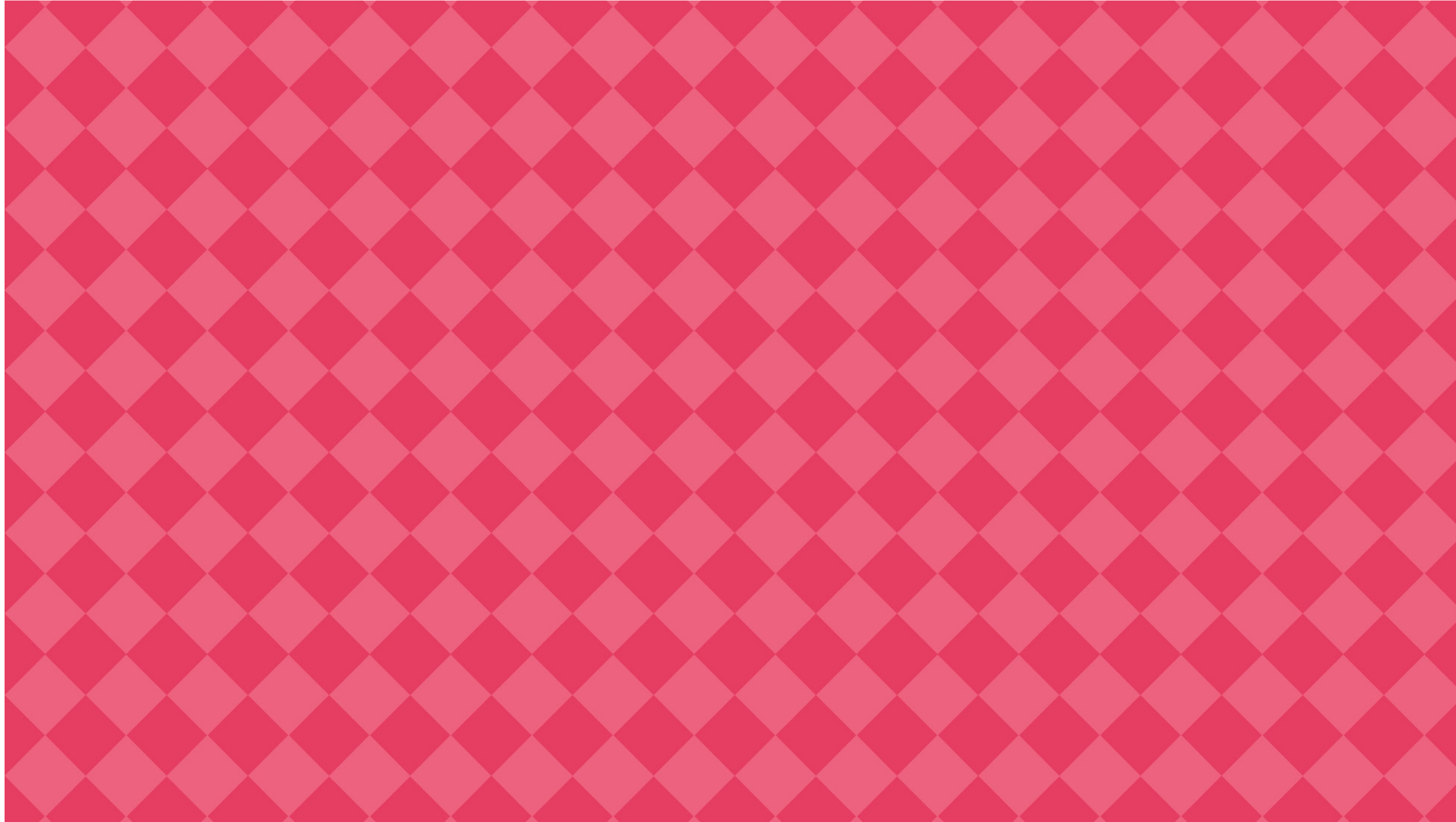
Icebreakers foster a sense of community and camaraderie among students. By participating in a game together, students start forming connections and getting to know each other better, which can lead to stronger relationships throughout the course.

From "Number Memory" that hones memory skills our games ensure an immersive learning experience



The Math Number Kit is not just about individual growth; it's about fostering a sense of togetherness and class cooperation and community.

6 Background designs to print on the reverse side of sets makes for easy sorting by both students and teachers, so that packing up is so much easier.



- **Strengthen fundamental math skills**
- **Boost memory, concentration, and cognitive abilities**
- **Enhance problem-solving and critical thinking skills**
- **Promote quick mental math calculations**
- **Develop a deeper understanding of math concepts**

Sample Game

NUMBER SEQUENCING CHALLENGE

Number Order: Sequencing Challenge

Objective: Be the player who correctly arranges the drawn number cards in either ascending or descending order to practice number sequencing.

Materials:

Set of number cards (0-9) - 20 cards (1 set of 0-9)

Playing surface (table or floor)

Setup:

Shuffle the set of number cards and place them face down in a stack on the playing surface.

Make sure the cards are well shuffled, so their order is unknown.

Gameplay:

Choose who goes first and play proceeds clockwise.

On your turn, draw a set number of cards from the stack (e.g., 4 cards) and place them face up in front of you.

Decide whether you want to arrange the numbers in ascending (smallest to largest) or descending (largest to smallest) order.

Rearrange the cards on the table to reflect your chosen order.

For example, if you draw the cards 3, 6, 1, and 9 and choose ascending order, you would arrange them as 1, 3, 6, 9.

If you arrange the cards correctly, you keep them. If not, return them to the stack.

Continue taking turns in clockwise order.

Winning:

The game can continue for a set number of rounds or until all the cards have been drawn from the stack. The player with the most correctly sequenced sets of cards at the end of the game wins!

Sample Game

MATH SNAP

Math Snap: Quick Calculations Challenge

Objective: Be the first player to correctly calculate and call out the sum of two consecutive number cards when they are placed on the pile.

Materials:

Set of number cards (0-9) - 20 cards (1 set of 0-9)

Playing surface (table or floor)

Setup:

Shuffle the set of number cards and place them face down in a stack on the playing surface. Make sure the cards are well shuffled, so their order is unknown.

Gameplay:

Decide who goes first and play proceeds clockwise.

On your turn, draw a card from the stack and place it face up in the center of the playing surface.

The next player then draws a card and places it on top of the first card, creating a pile.

As soon as two consecutive numbers are placed on the pile (e.g., 3 and 4), all players race to mentally calculate and call out the sum of those numbers.

The first player to correctly call out the sum wins the pile of cards and adds them to their own stack.

If there's a tie in calling out the sum, the players who tied can compete in a mini-challenge (like a quick rock-paper-scissors game) to determine the winner of the pile.

Continue taking turns, drawing and placing cards to create new piles.

The game continues until all the cards have been used or a predetermined time limit is reached.

Winning:

The game ends when all the cards have been used or the time limit is reached. The player with the most cards in their stack wins!

Sample Game

FACT FAMILY FUN

Fact Family Fun: Math Relationships Challenge

Objective: Be the player who correctly identifies and builds fact families using the number cards.

Materials:

Set of number cards (0-9) - 20 cards (1 set of 0-9)

Playing surface (table or floor)

Setup:

Shuffle the set of number cards and place them face down in a stack on the playing surface. Make sure the cards are well shuffled, so their order is unknown.

Gameplay:

Decide who goes first and play proceeds clockwise.

On your turn, draw three number cards from the stack and place them face up in front of you.

Examine the three numbers and try to identify the fact family that they belong to.

For addition/subtraction fact families, look for three numbers where two numbers can be added together to get the third number (e.g., 3, 5, 8).

For multiplication/division fact families, look for three numbers where two numbers can be multiplied to get the third number (e.g., 2, 4, 8).

Share your fact family with the other players and explain how the numbers relate to each other.

If your fact family is correct, you keep the cards. If not, return them to the stack.

Continue taking turns in clockwise order.

Winning:

The game can continue for a set number of rounds or until all the cards have been drawn from the stack. The player with the most correctly identified and built fact families at the end of the game wins!

