



Any Which Way

Math Concepts: Addition / subtraction- single digit

Materials: Playing card deck

Players: 1+

Set up: Set a target. A useful target is 10, but other numbers are fine. Use a deck that has had the face cards removed.

Play: For a round, each player is dealt five cards. Players then find as many ways as they can to get the target amount, or get as close to the target as possible, using any combination of addition and subtraction with any of their cards.

You can make this competitive by giving each player a score based on how many of their cards they used and how close they got to the target. Perhaps 3 points for hitting the target, 2 points for one away, and 1 point for two away. Then add to that the number of cards they used.

Goal: When played competitively, the player with the highest total after several rounds wins.

– DISCUSSION AND TIPS –

Discuss the different ways to get the same amount. Some of the different ways will be minor rearrangements of the numbers, and some will be more interesting.

– VARIATIONS –

Do this as a group activity where the whole group is given five cards to use to cooperatively come up with ways to achieve the total.

Your students may enjoy coming up with their own scoring system.